



MONKEYDM

THE STARCHILD SOCIETY

SPACE HEISTS AND PIRATES



A cosmic adventure for players of the 9th level.

NOTE

This adventure takes place within the Astral Expanse (aka space). This does not necessarily mean it is futuristic but it can be if you want. You can play this adventure as a one-shot or add it to any campaign setting which allows space travel, such as Spelljammer.

BACKGROUND

A long time ago, in a galaxy far away, a renegade faction of elves stumbled upon an ancient relic left behind by the first celestials. This relic, known as the Stargate, gave them the power to reach for the skies. Within a few hundred years, they had built their community far above the clouds, where the predators from below could no longer hunt them. They integrated themselves into the Astral Expanse and named themselves the Starchild Society. Trade between them and other peoples who lived in the stars opened up, and, in due time, they created their first astral ships, which they used to discover previously hidden corners of space.

Then, with the discovery of a secret formula, they created Magitech, a combination of elvish magic and complex astral design. With it, the Starchild Society became one of the most potent forces in the Astral Expanse. The ships they once created were now discarded to other communities, as their Magitech portals could transport them back and forth at the speed of light. Unlimited teleportation, at will, for anyone. The cosmos became their playground and has remained so to this day.

Behind this, in the darkest points of the world, a force known only as The Dark Speaker plots its revenge on every star, threatening to snuff out all the light in the universe. If it is successful, it could mean the end of everything.

PLOT HOOK

The party is comprised of associates of the Starchild Society. They can be elves integrated into the community, mercenaries, or even outlaws trying to pay off their debt by doing a job.

Though they spend most of their time in their private chambers, Lanel Moonrise, the leader of the Starchild Society, has come out of solitude to ask for help. The elvish archmage has been disturbed by nightmarish visions lately and needs a group of well-trained

individuals to find the reason. It may have something to do with a disturbance in the Magitech or, even worse, the Society has been infiltrated. As such, Lanel has sent each party member a message to meet at the central Magitech portal hub.

CHAPTER 1. A FETCH QUEST

In which the party gathers and prepares to leave.

Chapter 1.1. Go Fetch

Read this:

'Though there is no day-night cycle to speak of, the sound of whirring Magitech engines provides a recognizable internal clock to the Starchild Society. Each "daybreak," as you call it, the energy needed for the portals wakes the elves from their trance, and the hustle and bustle begin anew. To you, this is no ordinary morning, as you've been called upon by none other than Lanel Moonrise themselves. It is time for you to make your final preparations before this important meeting.'

To start, if you are playing this adventure as a one-shot or as the start of a campaign, give each party member a few minutes to describe themselves, their morning routine, and any final preparations they may make.

GM NOTE: If you have yet to discuss their knowledge of the setting they find themselves in beforehand, this is an excellent point to do so. Try to answer essential questions such as:

- How much do they know about the Society?
- Have they worked together in the past?
- Do they agree with the elvish dominance-oriented worldview?
- Etc.

Once each party member has introduced themselves and made final preparations, they meet with Lanel Moonrise at the central portal hub.



Read this:

'You all take the quickest possible paths toward the Magitech hub. What strikes you as somewhat odd is that instead of the mess of people and security checkpoints that it usually is, today, it is almost empty. There are no elves other than three ornately-dressed mages flanked by giant Magitech golems, the protectors of the hub. Whatever matter Lanel needs your aid for, they made sure no one would bare witness.'

Bring the party to map 1.

1. The Main Hall

Read this:

'As you step into the Magitech Hub, you are cut off by the Archmagus, alongside their two advisors, whom you know to be the Zeth twins, Feldis and Veulden.'

The party now meets Lanel Moonrise alongside their advisors, Feldis and Veulden Zeth. The first to talk to them will be Veulden (see "Veulden" sidebar), as she is the one in charge of public relations. During the discussion, Feldis (see "Feldis" sidebar) will remain silent, while Lanel (see "Lanel" sidebar) will have their eyes dart around in worry.

Veulden Zeth

Information: The twin elvish sister of Feldis, Veulden, is a purple-haired elf in a ballroom gown whose demeanor is disturbingly cordial. She is in charge of keeping up appearances but has no idea how much corruption there is within the Society. She is a good person in a position forcing her to do bad things. At her core, however, she would never think of betraying her people, as she has the utmost respect for Lanel.

Roleplaying as Veulden: Due to her training as a diplomat, Veulden is used to downplaying issues. Despite being incredibly worried, she'll try to make everything seem okay and ask the party not to worry.

Lanel Moonrise

Information: A tall and lanky elf dressed in oversized baby-blue robes. They have been the leader of the Starchild Society for the past 400 years, taking over the seat of power from the previous Archmagus Astralus. Though they do not partake in Society's business as outwardly as their mentor, they remain respected. For a little while, they've begun having dreams of damnation. At first, they dismissed it. Now, they are worried about what their visions might mean.

Roleplaying as Lanel: Lanel is an introverted person burdened with immense knowledge, to the point of hindering their social interactions. You can get this across by making them seem distant or even deceptive. The party's suspicion will only enhance the narrative.

Feldis Zeth

Information: One-half of the twin advisors, Feldis Zeth, is in charge of explorations & trade. He is a purple-haired elf with a wide grin, his teeth enchanted for empowered casting and control. His clothes are more practical, as he is always on the move. Unbeknownst to even his sister, Veulden, Feldis has fallen to the corruption of the Dark Speaker. Now he plans the downfall of the Starchild Society.

Roleplaying as Feldis: Silent and always suspicious, Feldis keeps his cards close to his chest. He doesn't speak unless he can find the party alone, and his face remains expressionless throughout any interaction where his sister is present. When he catches the party alone, he'll try to convince them that Lanel is sending them on a suicide mission. He'll fake being on their side and try to help them as much as he can, despite wanting them to fail - all of it in hopes of not blowing his cover.

Veulden will explain that Feldis selected them as candidates for a simple and well-paying job to retrieve a relic from the back of an Astral Turtle, to which they'll be teleported right away. The pay is 3000 gold per person, which they'll get after returning. The job should, in theory, last a day at maximum.

During this interaction, the party can do the following:

- Try to up their pay with a successful **DC 17 Charisma (Persuasion) check**.
- Question Veulden as to why they need the relic. She'll get evasive about answering, which the party can see with a **DC 17 Wisdom (Insight) check**. If they ask this question, Lanel will explain that they believe this relic has something to do with their visions of destruction.
- Investigate the expressions of Feldis and Lanel with a **DC 22 Wisdom (Insight) check**. On a success, they discover Feldis is overjoyed by this mission, while Lanel is slightly apprehensive.
- Look at their surroundings, specifically the lack of witnesses, with a **DC 17 Wisdom (Perception) check**. If the party asks about this, Feldis will say the Archmagus' business requires discretion.

Once they've interacted long enough and all the details have been ironed out, the party can move towards the portal (area 3).



GM NOTE: This adventure is structured as a one-shot. Because of that, the scope is quite limited. This chat between the party and the main can only include a few details about their quest. However, if you want to lengthen it and have it be the basis of a much longer story, you can give the party private chats with each NPC. It will most likely be a lot of fun.

2. The Magitech Golems

Read this:

'Permanently buzzing and eyeing the surroundings lifelessly, the magitech golems are one of the most important inventions ever made by the Starchild Society. Without them, the entire defense system would be in chaos.'

They can look closely at the **magitech golems** with a **DC 19 Intelligence (Investigation) check**. A successful check reveals they have a unique marking on them, that of a shadowed tentacle. A **DC 20 Intelligence (Religion) or Intelligence (Religion) check** or a *detect evil and good* spell will identify this as the mark of the Dark Speaker. If they point this out to any NPCs, they'll panic and promise to look into it immediately. If the party continues to ask questions, it will cause one **magitech golem** to activate, go haywire, and shut down. Feldis and Veulden will promise to take care of it.

3. The Magitech Portal

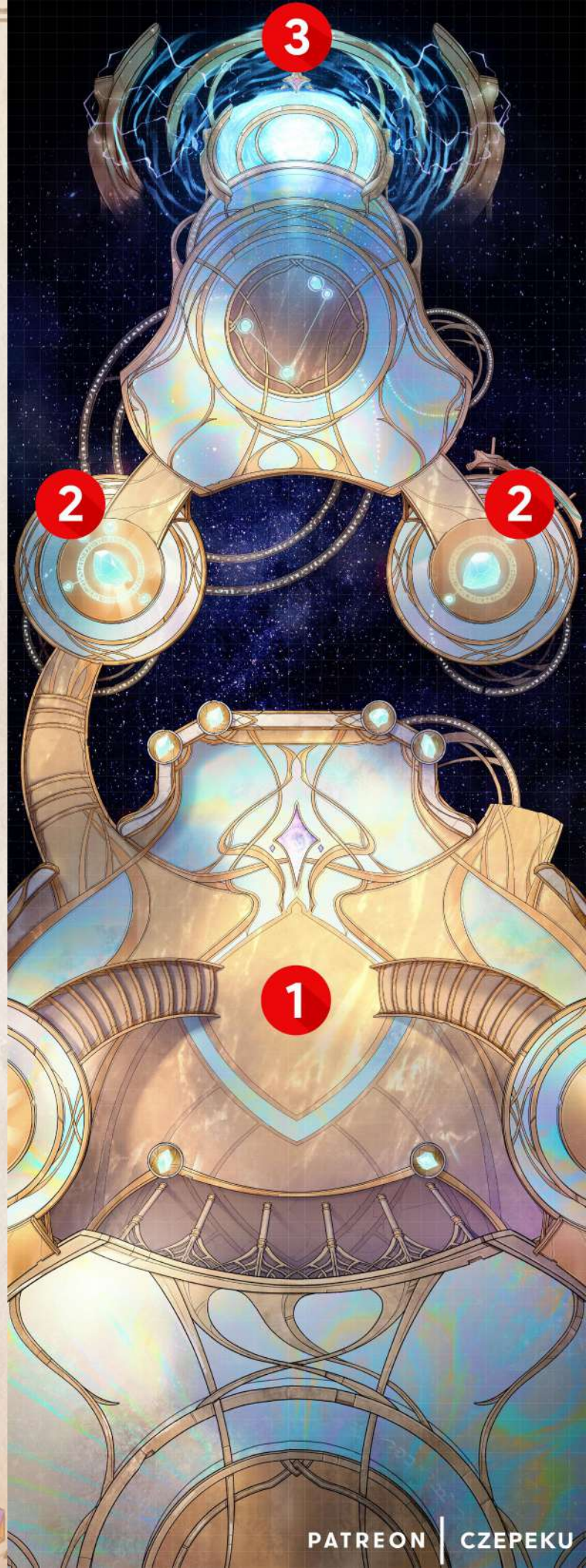
Read this:

'The closer you step toward the portal, the stronger the pull feels. Then, electricity starts to funnel into the tunnel, and you hear the shouting Feldis: "It took me weeks to find the exact location of this relic. It should be a circular stone of dark obsidian, said to grant knowledge over dreams. From my studies, there don't appear to be any side effects, but be careful!" Then, the pull gets stronger and stronger, awaiting you to make your final steps forward.'

The party can now move through the portal, taking them to the next chapter of their adventure.

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MAP 1



Chapter 1.2.

Through the Gate

Read this:

'You push through the Magitech portal and feel the unparalleled magical thrust pull you forward. Eons turn into seconds as you blast through countless galaxies, only to find yourself on the back of a gigantic turtle in the vast expanse. As the portal closes behind you, you hear words from Feldis: "I've put up a barrier around the turtle. This should protect you from outside forces and grant you air. When ready to return, tap on the wall a few times. I'll open up a portal and get you back home." Then, the portal closes, and you are on your own once again.'

Bring the party to map 2. They can explore it freely.

1. The Stairs

Read this:

'When you arrive, you find yourself on a flight of stone stairs. They look ancient, worldly, and not cosmic, which is perhaps what scares you the most.'

This is where the party arrives. They can make a **DC 15 Intelligence (Nature) check** to investigate the surroundings. A success will reveal that this turtle is under some spell, allowing vegetation to grow without light or oxygen.

2. The Statue

Read this:

'Directly in front of you, with its hands extended outward, is a statue of a woman. At the base of it, you can see writing in Elvish.'

If any party member can read Elvish, they'll discover the writing says: "For that which is yours to give, but also yours to keep, must you give in full. The blackest, darkest one, for one truly pure." A **DC 20 Intelligence (Religion) or Intelligence (History) check** will successfully decipher this as referring to a heart.

To activate this statue, the party must place a pure heart in its hands. They can find a pure heart in one of the corpses within the tower (area 4).

Once they place the heart in the statue's hands, the enchantment on the water bowl (area 3) will activate.

3. Enchanted Bowl

Read this:

'Near the back of the island, you notice a golden bowl attached to a large marble and jade table. This may have something to do with the stone you set out to find.'

Inside the bowl, there is a tentacle-shaped totem. The party can investigate the bowl further with a **DC 13 Intelligence (Investigation) check**. On a success, they'll find bloodstains on the handles and a little slit at the bottom. Once they find the blood, they can make a **DC 15 Wisdom (Survival) or Wisdom (Medicine) check**. Success on either check will reveal the blood is relatively fresh. Someone was here not too long ago.

If the magic of the bowl is activated, the slit will open, and a small pedestal will rise from beneath the water. Unfortunately, it is empty. Someone already took the treasure. Hidden writing will also appear on the jade table: "The Onyx Heart of the Dark Speaker, forever closed unless a pure heart is given in return."

4. Tower

Read this:

'On the north-western side of this island, you can see a large tower, with what seem to be four or so windows, one on each side. The door to the tower seems closed. Poking your head in through one of the windows, you can see two humanoid corpses lying on the ground in pools of their blood.'

Hazard: Trapped Door. The party can open the door to the tower with a **DC 15 Thieves Tools' or Strength (Athletics) check**, but if they don't first make a **DC 18 Intelligence (Investigation) check** or cast a *dispel magic* to disarm the trap first, then a 6th level *fireball* spell will trigger when the door is opened, originating from the tower.

Once inside, the party can investigate the two bodies with a **DC 14 Wisdom (Medicine) check**. If the party detonated the *fireball* spell, then this check is made at disadvantage. On a successful check, the party discovers that one of the bodies has its heart missing while the other doesn't. Both were killed by slashing weapons and a lack of oxygen. The time of death is roughly one day ago.



5. The Wall

Read this:

'The wall of force created by Feldis supposedly protects you from what is out there. It is also what you must touch if you wish to return home.'

Once the party members tap a few times on the globe, a portal will begin opening again. Through it, they'll hear Feldis mention having to drop the barrier to bring them back. The second after the barrier drops, a tear in reality opens. Feldis says he feels a disturbance. Then, the portal will close back up.

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MAP 2



Encounter: Ambush. After the portal is closed, the tear opens fully, revealing a **black hole giant**. It'll come out of its tear and yell at the party in Deep Speech, warning them about the return of "The Dark Speaker." The party must defeat it. Once they've done so, the portal will open back up, and they can return home.

Once every party member has stepped through the portal, proceed to the next chapter.

Chapter 1.3. Return Home

Bring the party back to map 1. There, Feldis and Lanel will greet them, but Veulden is absent. Feldis will push them for any information. If they mention or show him the tentacle totem, he'll fake fear and ask Archmagus to drop this quest. Any party member can discover their true intentions with a successful **DC 20 Wisdom (Insight) check**. He wishes to deceive Archmagus Lanel into using their powers on the totem, thus allowing the corruption to take hold.

After the party have spoken with the two, they will be paid their 3000 gold, then Feldis and Lanel will begin arguing. Feldis will attempt and fail to persuade Lanel to give up their search and let Feldis return to it later. At the end of this argument, Lanel will specify that they cannot live with their nightmares anymore and begin casting a spell trying to find where the stone they're looking for is currently.

GM NOTE: This next part assumes that the only person able to cast strong detection spells is the Archmagus Astralus. If the party has someone capable of casting a *screaming* spell or other such divination magic, you can let them be the ones to track the object instead.

Read this:

'Focusing their real strength on this fabled item, the Archmagus Astralus looks further into the stars than ever before. You watch as the wizard begins to shiver, possibly going somewhere they never wished to go. Then, their eyes turn black, leaking oily tears—a yelp of pain, then silence. The Archmagus' eyes turn normal, then they look at you all. They speak bluntly. "I will triple if you try to go on one more journey for me." The choice is yours.'

The party can now accept the job, which will serve as the second part of their adventure. They can take a short rest, but must then go. Once the party is ready, the Archmagus themselves will open up the portal again, sending the party to an undisclosed location.

You may proceed to the next chapter.

CHAPTER 2. THE DARK VOYAGE

In which the party goes to an astral pirate ship.

Chapter 2.1. Emerge Unscathed

Read this:

'In the brief moments between entering the portal and arriving at your destination, you hear the voice of Lanel once more: "I don't know exactly where I'm sending you, only that it is within very close proximity to the stone. Stop at nothing to get it. I also know that threats are close by." And close by they are, because the moment you reach your destination and can look around, you find yourself on a flying ship, surrounded by pirates.'

Bring the party to map 3.

1. Main Deck

Read this:

'You arrive directly on the main deck, with what seem to be four or so crewmen staring directly at you.'

Encounter: Crewmen. The party is surrounded by 4 shadowhands, which will attack them immediately. During the encounter, the party can move anywhere on the ship, but they will not trigger the encounter at area 2 unless all four shadowhands have been defeated.

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MAP 3

2. The Captain

Read this:

'Standing back and watching you is a tall and muscular figure wearing a tentacle mask. On one hand, you see a large curved blade, while in the other there seems to be an onyx rock.'

Encounter: The Captain. Once his crew has been defeated, the shadowhand captain will speak with the party. He'll tell them they don't stand a chance against The Dark Speaker and that he's surprised they've even gotten so far. During the discussion, the party can make **DC 17 Wisdom (Insight) checks** to look for clues in his behavior. On a success, they find his movements and speech patterns to be elvish, hinting that he might be a member of the Starchild Society. After a brief discussion, he'll attack the party. During the encounter, at the start of each round, ask all party members for a **DC 18 Wisdom (Perception) check**. On a success, they notice miniature portals opening up, large enough for someone to look through but not *move* through.



Once the party has defeated the **shadowhand captain**, they can grab the Onyx Heart from him. They can also take off the mask, finding an elf underneath. In addition, they can make a **DC 10 Intelligence (Investigation) check**. On a success, they find a sending stone with the initial "Z" on it.

A few minutes after the battle, they'll receive a message from Lanel, telling them they are ready to open the portal back up whenever they're prepared to leave. When the party finally chooses to leave, proceed to the next chapter.

3. Below Deck

Read this:

'While you're unsure if there are any crewmen below deck, going down there is sure to grant you some plunder, but it may be dangerous.'

The party can choose to go below deck. Once there, they'll find no crewmen, just a deserted ship. They can make a **DC 18 Intelligence (Investigation) check** to snoop around, finding a **staff of power** on a success.

Chapter 2.2. Return Home

Read this:

'With the fourth portal of the day, you return home, where you are met again by Lanel, who is alone this time. They look disturbed but hopeful. Upon seeing the stone in your possession, their eyes widen with glee.'

Bring the party back to map 1. They can speak with Lanel about what they saw on the ship and its meaning. Shortly after their discussion starts, Feldis and Veulden will return, flanked by a **2 magitech golems**. The party can discuss with the three of them.

GM NOTE: At this point, we are getting to the final act of this adventure. If you'd like to prolong it, enhance the story and lean into the political intrigue aspect of it, you can have them finish their quest here without revealing the person behind it all.

If they've found the sending stone, they can activate it to send a message, creating noise from Feldis' belt. He's the one who had been communicating with this ship.

Otherwise, Feldis will ask Veulden and **1 magitech golem** to escort Lanel away while he rewards the party.

Proceed to the next chapter.

Chapter 2.3. Dramatic Reveal

With the party's quest finished and they have turned over the Onyx Heart, Feldis will take a deep breath and begin speaking.

Read this:

'Feldis' voice rings out in the empty Magitech hub. "I had hoped seeing the stone gone would curb your optimism. It seems I was wrong. You only grew bolder. My original plan was to take my time with all of this, but I can no longer be the scalpel. Very well. I shall become the hammer." With a swift movement, the eyes of his magitech golems turn black. The time has come for battle once more. Roll initiative.'

The party must now fight a **magitech golem**. While Lanel, Feldis, Veulden and another **magitech golem** are present during the encounter, it is presumed they are fighting amongst themselves, leaving the party to fight alone against a single golem. Throughout the fight, you can describe how Feldis and Veulden are fighting on opposite sides, with Veulden sad at the thought of fighting her blood.

Once the party defeats the golem, you may proceed to the next chapter.



CHAPTER 3. WHAT DREAMS MAY COME

In which the party makes a choice.

Chapter 3.1. A Choice

Read this:

'As you bring down the golem in front of you, you look back towards Feldis, who is now holding the Onyx Heart. He steps next to the Magitech portal, then looks back at you. "If you wish to stop me, so be it. I am just the first of many. But consider joining me. You've never felt power like this. You'll be snuffing out stars in the blink of an eye. What else could you want? So? What is it?" The elf looks back at you, exhausted.'

The party can now take one of three paths.

- **Join Feldis.** Protect Feldis as he opens up a portal, leading to them escaping alongside him.
- **Kill Feldis.** Kill Feldis and retrieve the Onyx Heart, ending Lanel's nightmares.
- **Capture Feldis.** Capture Feldis and find his allies, but he'll send the Onyx Heart away right before the portal closes. Lanel remains disturbed by nightmares.

Whichever path they take, narrate their actions. No combat is needed, but you can add extra checks for more drama (such as a check to close the portal or grapple Feldis).

Proceed to the next chapter.

Chapter 3.2. The End

GM NOTE: This chapter details the three possible endings you can tell the party about if you played this adventure as a one-shot or stand-alone adventure. You can ignore this chapter if you want to take the story further.

Based on which path they took in the previous chapter, these are the three possible endings:

1. The Bad Ending. If the party joined Feldis, then all hope is lost. The Starchild Society, alongside all other forms of life, are destroyed. When the Dark Speaker returns, there is no resistance to speak of.

2. The Last Survivors. If the party killed Feldis, they'll have the Onyx Heart to protect themselves. The Dark Speaker still returns due to his disciples, but the Starchild Society hides in a different galaxy, becoming the last survivors.

3. The Good Ending. Despite Lanel being driven mad, a deep dive into Feldis' mind is incredibly fruitful, granting the party enough information to stop the return of the Dark Speaker.

The End.



MONSTERS

SHADOWHAND

Medium humanoid (any race), any non-good alignment

Armor Class 17 (half plate)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +7

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 14

Languages Deep Speech, Elvish

Challenge 9 (5,000 XP)

Endless Darkness. Whenever the shadowhand succeeds on a saving throw against a spell or effect that would charm it or put it to sleep, it becomes invisible until the end of its next turn.

Evasion. If the shadowhand is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the shadowhand instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The shadowhand deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the shadowhand that isn't incapacitated and the shadowhand doesn't have disadvantage on the attack roll.

Touch of Darkness. Magical darkness doesn't impede the shadowhand's darkvision.

ACTIONS

Multiattack. The shadowhand makes two shortsword attacks.

Conjure Shadow (Recharge 6). The shadowhand casts *darkness* without any components, but the range is only a 5-foot radius and it requires no concentration. Wisdom is its spellcasting ability.

Shadowed Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Strength saving throw, taking 7 (2d6) cold damage and having its movement speed halved on a failed save, or half as much damage on a successful one.

REACTIONS

Shadowstep. As a reaction to being hit with an attack, the shadowhand teleports up to 30 feet behind the attacker and makes one shortsword attack with advantage.

BLACK HOLE GIANT

Huge giant, neutral evil

Armor Class 13 (spacerock armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +8, Wis +3, Cha +4

Skills Athletics +9, Perception +3

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

Damage Immunities cold

Senses passive Perception 13

Languages Giant

Challenge 8 (3,900 XP)

Achronic. The giant is immune to the *slow* spell and effects from his own black holes.

Gravitational Leap. If the giant moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone and take an additional 19 (3d12) force damage.

Orbit Pull. At the start of each of its turns, the giant can choose one creature within 60 feet. The target succeed a DC 17 Strength saving throw or be pulled within 5 feet of the giant.

ACTIONS

Multiattack. The giant makes two slam attacks.

Create Black Hole (Recharge 5-6). The giant chooses a point within 120 feet. A 15-foot radius miniature black hole originates from the chosen point, remaining there for 1 minute. Whenever a creature first enters the area or starts its turn inside it, it must make a DC 17 Wisdom saving throw against its magic. On a failed save, a creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can take either an action or a bonus action on its turn, not both. These effects last until the creature leaves the area.

Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 25 (3d12 + 6) bludgeoning damage.

REACTIONS

Bend Space & Time. As a reaction to being hit with an attack, the giant bends space and time, teleporting to any point he can see within 60 feet and causing the attack to miss.



MAGITECH GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Saving Throws Str +10, Con +9

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 12 (8,400 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Magical Absorption. Whenever the golem is subjected to force damage, it takes no damage and instead regains a number of hit points equal to the force damage dealt.

ACTIONS

Multiattack. The golem uses his magical discharge, then makes two melee attacks or one ranged attack.

Arcane Cannon (Recharge 5-6). The golem throws a wave of energy in a 15-foot cone. Each creature in the area must make a 18 Dexterity saving throw, taking 22 (5d8) force damage on a failed save, or half damage as much damage on a successful one.

Electric Gauntlet. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage and 7 (2d6) lightning damage. In addition, the creature must succeed on a DC 18 Strength saving throw or become grappled and restrained until the start of the golem's next turn.

Magical Discharge (3/Day). If the golem has taken 40 or more damage from the end of its last turn, it lets out a burst of magical energy. Each creature within a 10-foot radius must succeed a 18 Constitution saving throw or take 10 (3d6) force damage and become blinded until the end of the golem's turn.

Magical Retainer. *Ranged Weapon Attack:* +10 to hit, range 120/300 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage and he creature is impaled by a magical spear. The spear can be removed by using an action to make a DC 18 Wisdom (Medicine) check. While the spear is inside a creature, whenever it casts a spell, it takes 16 (3d10) lightning damage.



SHADOWHAND CAPTAIN

Medium humanoid (any race), any non-good alignment

Armor Class 17 (half plate)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	16 (+3)	16 (+3)	11 (+0)	10 (+0)

Saving Throws Dex +9, Int +7

Skills Acrobatics +9, Deception +4, Perception +4, Stealth +13

Damage Resistances poison

Damage Immunities cold, necrotic

Condition Immunities blinded

Senses darkvision 120 ft., passive Perception 14

Languages Common, Deep Speech, Elvish

Challenge 9 (5,000 XP)

All-Consuming. Whenever a creature takes damage from the captain's shadowed shortsword, it gains one stack of shadow. At the start of its turn, a creature takes 3 (1d6) cold damage for each stack of shadow it has. Any magical healing a creature receives while it has a stack of shadow on it is halved, but removes one stack.

Endless Darkness. Whenever the captain succeeds on a saving throw against a spell or effect that would charm it or put it to sleep, it becomes invisible until the end of its next turn.

Evasion. If the captain is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the captain instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The captain deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the captain that isn't incapacitated and the captain doesn't have disadvantage on the attack roll.

Touch of Darkness. Magical darkness doesn't impede the captain's darkvision.

ACTIONS

Multiattack. The captain uses his conjure shadow, then makes two shortsword attacks.

Improved Conjure Shadow (Recharge 4-6). The captain casts *darkness* in two different areas without any components, but the range is only a 5-foot radius and it requires no concentration. Wisdom is its spellcasting ability.

Shadowed Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must make a DC 17 Strength saving throw, taking 7 (2d6) cold damage and having its movement speed halved on a failed save, or half as much damage on a successful one.

REACTIONS

Shadowstep. As a reaction to being hit with an attack, the captain teleports up to 30 feet behind the attacker and makes one shortsword attack with advantage.



THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

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