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LETTER FROM THE EDITOR

Watching ARCADIA artists bring the authors' creations to life is one of the best parts of my job. Last issue delivered fantastic mounts, titanic sorcerers, fallen angels, a beautiful harpy cover, and an adventure visualized by the best in the business. This issue brings you more of our artists' remarkable work, as I'm sure you could see from our awesome cover, this time by Ejiwa "Edge" Ebenebe.

From the pitch phase of each issue, ARCADIA aims to bring you innovative and actionable fifth edition content from top creators in RPGs. That doesn't just mean story and mechanics. The art in each issue, from the cover to each quarter-page diagram, is just as important to us as the words. Reading Makenzie De Armas's description of a noxa floods the mind with wonderful, alien imagery and possibilities. Without the time and words to describe every single visual detail of the creature, what you picture when you read is likely different than what I imagine. But when Makenzie's evocative description is placed alongside Grace Cheung's illustration of the new elemental, we get two incredible results.

First, we now have a shared idea and standard of what this creature looks like. That's essential for any tabletop RPG. It's why so many players love sharing art of their characters. They want everyone else at the table to picture their hero as they do. For decades GMs have handed out maps and diagrams and held up illustrations to give their players a better idea of how the characters can interact with the story. We aim to give you as much art to play with as we can in ARCADIA.

While quantity is one driving factor for us, more important is quality. RPG art should do more than bring imaginations

together. It should make your mind run wild. A good illustration of a monster shows the players what the creature looks like. A great illustration thrills them as they imagine not just what the monster is but what it can be and what it will do. The best RPG design gives you ideas for epic storytelling possibilities. It makes you contact your friends immediately to set up a time to game so you can use that content. Art is no different. The visuals in ARCADIA don't just show you something—they make you wonder what else could be. A lot of that is thanks to the amazing art team at MCDM.

I've learned more about art in the few months I've been working on ARCADIA than I did my entire life before. Executive Art Director Jason Hasenauer and Artist & Outsource Manager Nick De Spain (whose mounts you saw in issue 1) thoughtfully curate each piece. They look over the articles and art suggestions from the authors, myself, and Head of Production Anna Coulter, and select the artists who fit each job. Often that person is Grace Cheung, MCDM's beyond-talented In-House Artist. Other times it is the work of Marlowe Lune, as you'll see in "Subclasses of the Seasons," Diana Muñoz, whose maps appear in "Well of the Lost Gods," or any number of incredible folks we have collaborated with or will in future issues. When all the art is complete, Jen McCleary, one of the most creative graphic and layout designers I've ever worked with, brings it all together into an evocative magazine. I really hope you enjoy digging in as much as we did making it.

Ex animo,

James Introcaso
Managing Editor

SUBCLASSES OF THE SEASONS

FOUR SEASON-THEMED SPELLCASTING SUBCLASSES

by Joshua Mendenhall

The desolation of winter, the rebirth of spring, the relentlessness of summer, and the isolation of fall. Some practitioners of the arcane arts gain power from the natural patterns each season exhibits. Going beyond weather phenomena or base elements, these mages delve fully into the nature of the world as it is influenced by a season, taking power from the essence of each perennial force.

Such mages and their studies are uncommon, but nevertheless they are persistent. While their numbers may be few and their practitioners scattered, their ranks will always replenish, just as the seasons continue to turn. In this article you will find four subclasses, one each for the bard, sorcerer, wizard, and warlock, each themed after one of the four seasons.

ORDER OF HIBERNATION

Ceaseless winter winds howl as they tear across the pale landscape, eventually calming to a slight breeze as snow falls in the quiet and cold night. Blinding storms give way to moments of eerie calm and stillness. For some, the season is a time to huddle inside until such cold days pass, but wizards of the Order of Hibernation embrace both the chance for rest and the might of the winter storms.

In their first lessons, these mages learn to store their potential, banking reserves of magic through repose. This practice bears furious fruit: where many see rest as the end goal, a wizard of this school can use the power of respite as a stepping stone to unleashing the full fury of winter's wrath.

ORDER OF HIBERNATION FEATURES

WIZARD LEVEL	FEATURE	TOTAL ADDITIONAL HIT DICE
2 nd	Restful Studies, Wrathful Conduit	1
6 th	Winter Reserves	2
10 th	Arcane Stitching	3
14 th	Wrathbearer	4

RESTFUL STUDIES

Beginning when you select this school at 2nd level, you become more adept at using your resting time. You only need a minimum of 6 hours of total downtime, including 4 hours of sleep (or 3 hours of meditation if you are an elf), to gain the benefits of a long rest, and half an hour of downtime to gain the benefits of a short rest. The time you need to spend to copy a spell into your spellbook is reduced by half.

Additionally, at 2nd, 6th, 10th, and 14th level you gain an additional Hit Die. These bonus Hit Dice do not affect your hit point maximum, but you can spend them during a short rest or to power certain features. These bonus Hit Dice are always regained alongside the normal number of Hit Dice you regain when you take a long rest.



WRATHFUL CONDUIT

Starting at 2nd level, you can draw upon potential recuperation and turn it into immediate arcane power. When you expend Hit Dice using this feature, you don't regain hit points. You can use only one of the following options on a spell when you cast it.

- When you cast a spell, you can expend one wizard Hit Die to cast it without any somatic or verbal components.
- When you cast a spell that deals damage, you can expend any number of wizard Hit Dice to increase the total damage dealt by the spell by an amount equal to the rolled total of all Hit Dice expended in this way.

- When you cast a spell that forces a creature to make a saving throw to resist its effects, you can expend one wizard Hit Die to increase the saving throw DC of the spell by 1.

WINTER RESERVES

Starting at 6th level, you have learned to stockpile arcane energy and draw upon the power of this potential. As long as you have three spell slots remaining, you gain the following benefits:

- You have +1 bonus to saving throws.
- While you are not wearing any armor, you have a +2 bonus to AC.
- You add your Intelligence modifier to the damage you deal with any wizard spell.

ARCANE STITCHING

Beginning at 10th level, your stored arcane energy works to heal your wounds. If you start your turn with less than half of your maximum hit point value and your Winter Reserves feature is active, you regain hit points equal to your proficiency modifier. You don't gain this benefit if you have 0 hit points.

Additionally, when you take a short rest, you regain the maximum number of hit points possible from any Hit Dice you spend.

WRATHBEARER

At 14th level, your ability to hold and stockpile has taught you how to keep only what you need, and to turn the rest into a surge of arcane force. Once per turn when you cast a spell, you can release a wave of energy using one or both of the following options:

- When you cast a spell, you can expend any number of wizard Hit Dice to push creatures away from you. Choose any number of creatures within 30 feet of you that you can see. Each creature must make a Strength saving throw against your spell save DC or be pushed a distance in feet equal to the rolled result of the Hit Dice expended.
- When you cast a spell, you can expend a spell slot to deal damage to creatures around you. Choose any number of creatures within 30 feet of you that you can see. Each creature must make a Constitution saving throw against your spell save DC, taking 1d8 force damage per level of the spell slot expended on a failed save, or half as much damage on a successful one.

COLLEGE OF SPRINGTIDE

From the desolation of winter comes the rebirth of spring. The smell of rain and earth hanging in the air, the first bloom of green after the silent pale of winter, and the rushing waters of snowmelt. These tides of change teach bards to inspire and refresh their allies like rain, and wield power that crashes upon their foes like a sudden squall.

Like the spring from which they blossom, Bards of the College of Springtide learn of endings and renewal, for no growth can come from a dead and overgrown place. But as their powers of rejuvenation swell, so too does their talent for overwhelming force, like unstoppable floods brought by spring storms.

COLLEGE OF SPRINGTIDE FEATURES

BARD LEVEL	FEATURE
3 rd	Blooming Repertoire, Petrichor
6 th	Downpour Respite
14 th	Storm Song

BLOOMING REPERTOIRE

When you join the College of Springtide at 3rd level, you approach each day with a new and reinvigorated mindset. After finishing a long rest, you gain proficiency in one skill and a tool of your choice. When you finish a long rest, you can change these proficiencies.

Additionally, you learn the *cure wounds* spell. If you already know that spell, you can learn one other bard spell of 1st level that you don't already know. The spell you learn doesn't count against the number of bard spells you know.

PETRICHOR

Also at 3rd level, you learn to infuse your Bardic Inspiration with the calming aftermath of early morning rain. When you give a Bardic Inspiration die to a creature affected by an effect that a saving throw can end, the creature can immediately make a saving throw to end the effect.

DOWNPOUR RESPITE

Your presence is like a midday drizzle, refreshing your allies and disheartening your enemies. Beginning at 6th level, if you deal damage to a creature, the next time you cast the *cure wounds* spell before the end of your next turn, you can cast the spell as a bonus action.



Additionally, creatures that benefit from your Song of Rest regain additional hit points equal to your Charisma modifier.

STORM SONG

Your words bear down with the weight of the storm, growing in devastation, renewed by its persistent and monolithic nature. Starting at 14th level, once per round when you or an ally within 60 feet of you scores a critical hit or reduces one or more creatures to 0 hit points, you can use your reaction to regain a use of Bardic Inspiration. You can use this feature a number of times per day equal to your Charisma modifier. You regain all uses of this feature when you finish a long rest.



CHILD OF THE SUN BLOODLINE

There is simplicity in the summer sun, whose light is impossible to overcome. For in what realm could one be bold enough to attempt to tame the sun's great power? Shield yourself from it, and its intensity seems to magnify between your fingers. Hide yourself away, and you only let something else scorch in your place. Attempt to flee from it, and you run forever without once separating yourself from its reach. And in that ever-blazing light a Child of the Sun gains their dazzling power.

Perhaps your lineage can be traced to outsiders with an affinity for the summer sun, or perhaps you have an ancestor who infused a pure droplet of the season's power into their blood. Regardless of how it came to be, the summer's power has never once diluted, and now rises through you into this world with silent and commanding brilliance.

CHILD OF THE SUN BLOODLINE FEATURES

SORCERER LEVEL	FEATURE
1 st	Glimpse of the Sun, Summer's Defiant Blood
6 th	Sunlit Path
14 th	Grasping the Sun
18 th	Bright Zenith

GLIMPSE OF THE SUN

Starting at 1st level, the first powers of the sun awaken in you. You learn the *light* cantrip, but it doesn't count against your number of sorcerer cantrips you know. When you cast this cantrip, you can designate which creatures within 20 feet of you can perceive the light. All others cannot see the light created by the cantrip.

When you reach 3rd level, when you have an ongoing *light* cantrip, you can spend a sorcery point as an action and choose a creature within 20 feet of the light source who can't already see it. The light from your cantrip suddenly flares with dazzling brightness, and the creature must succeed on a Dexterity saving throw against your spell save DC or be blinded until the end of your next turn.

SUMMER'S DEFIANT BLOOD

Your blood hums with volatile power, and your racing heartbeat reverberates with arcane energy, making it the perfect conduit for your spells. Whenever a creature makes an attack roll against you or forces you to make a saving throw, you can add your Charisma modifier to the damage roll of the next spell you cast before the end of your next turn. You can only benefit from this feature one per round.

SUNLIT PATH

The world, illuminated and revealed by summer's long days, becomes easier for you to traverse. Beginning at 6th level, your walking speed increases by 15 feet, and you gain resistance to radiant damage.

Additionally, when calculating your overland travel pace for 1 minute, 1 mile, and 1 day, your speed and the speed of any allies you choose within 30 feet of you increases by 100 feet per minute, 1 mile per hour, and 6 miles per day.

GRASPING THE SUN

Starting at 14th level, you can unleash summer's sweltering heat against those who do you harm. When you take damage from a source you can see, you can use your reaction to reduce the amount of damage by a number equal to your sorcerer level. If the damage was from another creature's melee attack, that creature takes radiant damage equal to your sorcerer level.

BRIGHT ZENITH

At 18th level, you can expend 6 sorcery points as a bonus action to unshackle your magic from your body, revealing a brilliant and awe-inspiring form. While in this form, when you use Glimpse of the Sun feature to create a blinding flare, you can affect all creatures of your choice within 40 feet of the light source. You gain blindsight out to a range of 100 feet, and any spell you cast that targets a single creature can affect a creature you can perceive with your blindsight as though you had an unobstructed path to it, provided that the creature is within the normal range of the spell. This form lasts for 1 minute.

THE HORNED ONE

Fear and apprehension permeate the autumn winds. Lush greens pass to dying oranges, soft grass turns to prickling leaves, and vibrant life slows towards deathly stillness. Hunters ready their tools, wit, and ferocity to seek out food and glory. And it is here, in this season of dispassionate bloodshed, that your patron comes to be. A being of blood and sweat, the Horned One is a proud and harried participant in the thrill of the hunt. For sport or for survival, many attempt to share in the Horned One's chase. But only those with true determination and courage can endure the autumn hunt and be molded by its power.

The Horned One often takes the form of hunted or harried animals, testing would-be warlocks to see if they have the courage to face blood. At other times, they take the form of a large and terrifying predator to harry potential warlocks and challenge them to pit fortitude against fear. Those who pass such trials are given the blessing of the autumn hunt: a pact with the Horned One.

Silent and patient, the Horned One rarely interferes with the actions of those who receive their favor, but may call upon you one crisp fall day for a hunt of great importance. Until such a time, it is up to you to continue to prove yourself with dangerous prey and grand kills.




HORNED ONE FEATURES

WARLOCK LEVEL	FEATURE
1 st	Expanded Spell List, Horned Hunter
6 th	Blessing of the Hunt
10 th	Territory of the Harrier
14 th	Autumn Feast

EXPANDED SPELL LIST

The Horned One lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.



SPELL LEVEL	SPELLS
1 st	<i>goodberry, hunter's mark</i>
2 nd	<i>pass without trace, silence</i>
3 rd	<i>nondetection, phantom steed</i>
4 th	<i>freedom of movement, locate creature</i>
5 th	<i>mislead, tree stride</i>

HORNED HUNTER

At 1st level, you are given the tools to take on a proper role in the hunt. You gain proficiency with martial weapons and the Stealth skill, and you can use a ranged weapon as a spellcasting focus for your warlock spells.

In addition, you learn the *eldritch blast* cantrip, which doesn't count against the number of warlock cantrips you know. When you cast *eldritch blast*, you can make each beam you create with the cantrip take the form of an arrow, without the need for verbal and somatic components, and immediately fire this arrow from a shortbow, longbow, light crossbow, or heavy crossbow you are wielding. When used in this way, any benefits the weapon may confer to normal ammunition also apply to the magical arrow. For instance, a +1 *longbow* would confer a +1 bonus to attack and damage rolls made with your *eldritch blast* cantrip. The weapon may be used as a spellcasting focus for all warlock spells, but only grants its bonuses to the *eldritch blast* cantrip.

BLESSING OF THE HUNT

At 6th level, the hunt feeds and rewards you for each creature you slay. Each time you kill a creature with a CR of 1 or higher, your melee and ranged attacks deal an extra 1d4 damage for the next 10 minutes.

Additionally, after killing a creature with a CR of 1 or higher, you no longer have to eat or drink that day.

TERRITORY OF THE HARRIER

At 10th level, you've learned to emulate fellow predators and their tactics. As an action, you can declare a number of 5-foot-square spaces on the ground equal to your Constitution modifier to be trapped. Each trapped space must be within 30 feet of you, and cannot be farther than 10 feet apart from another trapped space. The first time a creature enters a trapped space, it must make a Dexterity saving throw against your spell save DC as spectral claws and thorns burst from the ground. On a failed save, the creature takes 2d10 force damage and its walking speed is halved for 1 minute. On a successful save, it takes half as much damage and its speed isn't reduced. A space remains trapped until it is triggered, you regain uses of this feature, you use this feature again, or 8 hours pass.

You can use this feature three times, and you regain all uses when you finish a short or long rest.

AUTUMN FEAST

All creatures of the hunt grow strong from bloodshed, and you are no exception. Beginning at 14th level, you score a critical hit with an attack from the *eldritch blast* cantrip on a roll of 19 or 20. Additionally, when you score a critical hit against a creature, you regain a number of hit points equal to your level. ✨



THE PERIODIC TABLE OF ELEMENTALS

FOUR NEW ELEMENTALS PLUS REACTIVITY RULES

Makenzie De Armas



Hexagonal glyphs flare around a mage's fingertips as she mutters words of arcane command to an unseen plane. Beneath her feet, searing fissures burst through the compact earth, and as she finishes her spell, something begins to rise from the bedrock. Something molten, jagged, hulking. Something elemental, barely holding its form together.

Something *wildly* unstable.

Contrary to popular belief, air, fire, earth, and water are not the only elements in the universe. They just happen to be the most stable of the elementals, the easiest for individuals to summon and control through arcane means. But more reckless mages, through complex study, can conjure fearsome creatures made from other elements. Lithium, argon, magnesium—such elementals are extremely dangerous and rarely obedient to their summoner. But for those able to harness such creatures, the power these elementals wield is beyond even the keenest conjurer's imagination.

This article presents four new elemental creatures that draw inspiration from the real-life periodic table. These new elementals provide fresh combat options for any adventurers tired of fighting the same elemental monsters again and again (not to mention the GMs tired of running them). Also included are alternate rules for encounters with different types of elementals that explore how elements may react with one another to create even more volatile chaos on the battlefield.

Whether running a game for a group of intrepid arcane researchers or a band of scrappy heroes trying to survive another day, these new elemental options help you combine science and magic to craft more dynamic elemental encounters in your campaign.

NOVA ELEMENTALS

Ophira Pyet was once a disgraced conjuration student living alone in an underground laboratory hidden away in the mountains. Surrounded by failed experiments and scribbled arcane equations her teachers vehemently insisted would never work, Ophira turned in desperation to the very earth she stood on. A few preliminary tests uncovered motes of unique elements hidden in the bedrock, and within a week, Ophira managed to pull massive quantities of these elements to the surface and bind them to planar spirits. She dubbed these creatures **nova elementals**: new, carefully refined elemental conjurations with specific and dangerous powers.

A month later, Ophira revealed her discoveries in an explosive display during her university's commencement ceremony, to much surprise and amazement. Professors who previously shunned her now begged Ophira to teach them her methods of elemental conjuration. But no longer beholden to them as a student, Ophira refused. A few more persistent mages attempted to reverse engineer her process, but they soon realized that without Ophira's precise calculations at hand, these nova elementals would become wild and stubborn, disobeying commands and quickly turning against their summoners.

Ophira would go on to publish her findings about elemental magic, though her exact means of exerting perfect control over the nova elementals would always remain her closely guarded secret. Some elemental mages have figured out alternate means for semi-stabilizing summoned nova elementals, but the practice is generally regarded as a brazen and foolish use of magic.

Product of Scientific Study. Though there are reports of nova elementals occurring naturally in the wild (usually at potent nexuses with a high concentration of a singular element, like a silver mine, or in places with powerful latent magic), most must be created by a mage. Such individuals conjure nova elementals to serve as guards, hunters, or assistants for future experiments. But more often than not, these mages lose control over their summoned creatures, and the nova elementals end up wreaking havoc on their surroundings.

Refined Power. The higher the concentration of a nova elemental's primary element, the more powerful it grows—and the more ornery its personality becomes. An elemental that is 100% pure explosive calcium is far nastier to encounter than one only half-comprised of the element.

Elemental Nature. Like its more stable cousins, a nova elemental doesn't require air, food, drink, or sleep.

COMBURO

Comburos are extremely volatile elementals composed of metals like lithium and potassium. Cracks in their dull, metallic grey exteriors reveal a searing explosive fire at their cores. This fire takes on a characteristic hue depending on the primary composition of the comburo, with flames ranging from deep purple to brilliant blue.



COMBURO

Medium elemental, chaotic neutral

ARMOR CLASS 14 (natural armor)

HIT POINTS 110 (20d8 + 20)

SPEED 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	6 (-2)	12 (+1)	8 (-1)

DAMAGE RESISTANCES fire; bludgeoning, piercing, and slashing from nonmagical attacks

DAMAGE IMMUNITIES poison

CONDITION IMMUNITIES exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

SENSES darkvision 60 ft., passive Perception 11

LANGUAGES Primordial

CHALLENGE 7 (2,900 XP)

Death Burst. When the comburo dies, it explodes in a fiery burst. Each creature within 15 feet of the comburo must succeed on a DC 14 Dexterity saving throw or take 14 (4d6) fire damage.

Ductile Form. The comburo can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Explosive Reactivity. A creature that hits the comburo with an attack while within 15 feet of it must make a DC 14 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Illumination. The comburo sheds bright light in a 15-foot radius and dim light in an additional 15 feet.

ACTIONS

Multiattack. The comburo makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 12 (2d8 + 3) bludgeoning damage plus 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

Volatile Burst (Recharge 6). The comburo launches a hailstorm of explosive projectiles that land at three different points the comburo can see within 120 feet of itself. Each creature in a 15-foot-radius sphere centered on each point must make a DC 14 Dexterity saving throw. A creature takes 21 (6d6) fire damage and is knocked prone on a failure. On a success, a creature takes half as much damage and is not knocked prone. The spheres spread around corners. A creature in the area of more than one explosion point is affected only once. This ability damages objects in the area and ignites flammable objects that aren't being worn or carried.

CONDOCERE

Made of precious metals like gold and copper, condoceres are known for their incredibly flexible nature and ability to transfer energy across long distances. Condoceres are the most docile of the nova elementals, and many mages keep a condocere in their study purely for its glittering aesthetic.



CONDUCTERE

Large elemental, neutral

ARMOR CLASS 17 (natural armor)

HIT POINTS 126 (12d10 + 60)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

DAMAGE RESISTANCES fire, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

DAMAGE IMMUNITIES acid, cold, necrotic, poison

CONDITION IMMUNITIES exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

SENSES darkvision 60 ft., passive Perception 8

LANGUAGES Primordial

CHALLENGE 5 (1,800 XP)

Ductile Form. The conducere can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Flexible. The conducere has advantage on Dexterity saving throws.

ACTIONS

Multiattack. The conducere makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

REACTIONS

Energy Conductor. When the conducere takes damage from a spell or magical effect, it can use its reaction to redirect that magical energy to another creature. The conducere takes no damage and instead chooses a target within 30 feet of itself. The target must make a DC 16 Dexterity saving throw. On a failure, the target takes the damage originally intended for the conducere; this damage is equal to the amount of damage the conducere would have taken had it not used its reaction in this way. On a success, the target only takes half this damage.

ELEKRON

Also often referred to as “lightning in a bottle,” an elekron crackles with pure energy. Elekrons are most closely related to fire elementals, but unlike their flame-based cousins, elekrons have the incredible ability to consume raw energy from their environment and deal staggering amounts of damage.



ELEKRON

Small elemental, chaotic neutral

ARMOR CLASS 15

HIT POINTS 65 (10d6 + 30)

SPEED 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	16 (+3)	5 (-3)	10 (+0)	7 (-2)

DAMAGE RESISTANCES bludgeoning, piercing, and slashing from metal weapons

DAMAGE IMMUNITIES lightning, poison

CONDITION IMMUNITIES exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

SENSES darkvision 60 ft., passive Perception 10

LANGUAGES Primordial

CHALLENGE 4 (1,100 XP)

Electric Form. The elekron can move through a space as narrow as 1 inch wide without squeezing. In addition, the elekron can enter a hostile creature's space and stop there. The first time the elekron enters another creature's space on a turn, that creature takes 5 (1d10) lightning damage. The amount of damage a creature takes increases to 11 (2d10) when the elekron is Medium or larger.

Illumination. The elekron sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Lightning Charge. Whenever the elekron is hit with an attack from a metal weapon, its size increases by one category. If there isn't enough room for the elekron to increase in size, it attains the maximum size possible in the space available. When the elekron is Medium or larger, it can use its action to make two Shock attacks instead of one.

If the elekron starts its turn as a Huge or Gargantuan creature, it releases energy in wild arcs of electricity. Each creature within 30 feet of the elekron must make a DC 13 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, and half as much damage on a successful one. The elekron's size then becomes Small.

ACTIONS

Shock. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) lightning damage.

NOXA

Composed of toxic, odorless gases like helium and neon, noxas are some of the most dangerous nova elementals. The combination of their invisible presence and poisonous nature means they can easily suffocate a target before anyone notices something is wrong. However, more whimsical mages have been known to trap noxas in glass tubes and feed them energy to create softly glowing fluorescent lamps of various colors.



NOXA

Large elemental, chaotic neutral

ARMOR CLASS 15

HIT POINTS 110 (13d10 + 39)

SPEED 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	6 (-2)	10 (+0)	5 (-3)

DAMAGE RESISTANCES acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

DAMAGE IMMUNITIES poison

CONDITION IMMUNITIES exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

SENSES darkvision 60 ft., passive Perception 10

LANGUAGES Primordial

CHALLENGE 7 (2,900 XP)

Faultless Stability. The noxa is immune to any spell or effect that would alter its form.

Fluorescence. When the noxa is subjected to fire or lightning damage, it begins to glow. Until the start of its next turn, the noxa sheds bright light in a 15-foot radius and dim light in an additional 15 feet. While glowing in this manner, the noxa cannot benefit from being invisible.

Gaseous Form. The noxa can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Invisible. The noxa is invisible.

ACTIONS

Multiattack. The noxa makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Asphyxiation. The noxa chooses one creature within its space and floods the creature's lungs with poisonous gas. The creature must make a DC 14 Constitution saving throw. On a failure, it takes 27 (6d8) poison damage, is restrained, and begins suffocating. On a success, it takes half as much damage, is not restrained, and does not begin suffocating. If the targeted creature is already suffocating when the elemental uses this action, the creature has disadvantage on the saving throw. A restrained and suffocating creature can repeat this saving throw at the start of each of its turns, ending both effects on a success.

ALTERNATE RULES: ELEMENTAL COMPOUND ENCOUNTERS

Frequently, the elements are presented as diametric opposites of each other; water douses fire, and air's free-flowing nature contradicts earth's immovability. But this separation is merely an illusion. More often than not, the elements actually work together, moving in tandem to create the world around us. They feed off each other, strengthen each other, and in the most dangerous circumstances, fuel each other's rampant destruction.

The following two sets of alternate rules aim to provide a way to simulate this natural teamwork in encounters with multiple elementals.

STATE CHANGES

The simplest way to add elemental teamwork to your encounters is to consider environmental states. Elementals do extra damage depending on their target's current state. When this happens, roll an extra damage die when rolling the total damage for that elemental's attacks or abilities. You can find a list of example states in the table below, showing which elementals gain extra damage from each state.

REACTIVITIES

With this option, using different elementals in a single encounter unlocks reactivities, which function like legendary actions.

During combat, elementals can use a certain number of reactivities outside their turns. Only one reactivity can be used at a time and only at the end of another creature's turn. The elementals can forgo using them, and reactivities cannot be used if any of the elementals involved are more than 60 feet from one another, or if one or more

of the elementals required are incapacitated or otherwise unable to take actions. The elementals regain all spent reactivities on initiative count 20 (losing initiative ties).

The following three examples provide reactivity rules for some of the most effective elemental combinations. You can use them as templates to design reactivity options for your own encounters.

An encounter that uses reactivities is more dangerous than normal and increases the challenge rating of each elemental in the battle by 1.

REACTIVITIES:

AIR ELEMENTAL AND FIRE ELEMENTAL

The whirling wind of an air elemental fuels the flames of a fire elemental, causing them to burn even brighter. This team of elementals can take 3 reactivities, choosing from the options below.

Hot Air. Each creature within 30 feet of the air elemental that is not one of the reactive elementals must make a DC 13 Constitution saving throw as the air rises in temperature to a shimmering, sweltering heat. A creature

STATE CHANGES

STATE	TRIGGERS	ELEMENTALS THAT BENEFIT
Metallic	Holding a metal weapon; wearing metal armor	Fire elemental, elekron
Soaked	Being hit by a water elemental's Slam attack; being grappled by a water elemental's Whelm ability	Combuoro, elekron
Windswept	Being targeted by a noxa's Asphyxiation ability; standing in the same space as an air elemental	Fire elemental, elekron

takes 12 (4d4 + 2) fire damage on a failed save, or half as much damage on a successful one.

Asb Cloud. Each creature within 30 feet of the fire elemental that is not one of the reactive elementals must make a DC 13 Constitution saving throw as blustering winds swirl with ash. A creature who fails this saving throw is blinded until it uses its action to clear its eyes.

Fire Whirls (Costs 2 Reactivities). A fearsome fire tornado erupts at a point that both the air elemental and fire elemental can see. Each creature within 10 feet of that point that is not one of the reactive elementals must immediately make a DC 13 Strength saving throw. On a failure, a creature takes 15 (3d8 + 2) bludgeoning damage plus 10 (2d6 + 3) fire damage and is knocked prone. On a success, a creature takes half as much damage and is not knocked prone.

REACTIVITIES: COMBURO AND WATER ELEMENTAL

Water is often seen as the antithesis of fire—but for the volatile comburo, water is a gift. The waves of a water elemental only serve to heighten the explosive sparks that the unstable comburo generates. This team of elementals can take 3 reactivities, choosing from the options below.

Sparks Fly. Each creature within 30 feet of the comburo that is not one of the reactive elementals must make a DC 15 Dexterity saving throw as water splashing onto the comburo erupts into sparks. A creature takes 9 (2d8) lightning damage on a failed save, or half as much damage on a successful one.

Hydroxide Cloud. Each creature within 30 feet of the water elemental must make a successful DC 15 Constitution saving throw or be poisoned for 1 minute, as the remnants of the comburo's explosions begin to hiss and form poisonous gas.

Fulmination (Costs 2 Reactivities). A massive explosion of searing water, fire, and sparks erupts at a point

that both the comburo and the water elemental can see. Each creature within 15 feet of that point that is not one of the reactive elementals must make a DC 15 Dexterity saving throw, taking 13 (2d8 + 4) bludgeoning damage plus 14 (4d6) fire damage plus 9 (2d8) lightning damage on a failed save, or half as much damage on a successful one.

REACTIVITIES: CONDUCTERE, ELEKRON, AND FIRE ELEMENTAL

The ductile conducere can channel and amplify both the heat of a fire elemental and the lightning surges of an elekron. This team of elementals can take 5 reactivities, choosing from the options below.

Heat Charge. The fire elemental lends some of its heat to the conducere. The conducere makes one Slam attack. If this attack hits, it deals an additional 5 (1d10) fire damage.

Electric Charge. The elekron lends some of its lightning energy to the conducere. The conducere makes one Slam attack. If this attack hits, it deals an additional 5 (1d10) lightning damage.

Flash Bang (Costs 2 Reactivities). A searing burst of light erupts at a point both the elekron and fire elemental can see. Each creature within 20 feet of that point that is not one of the reactive elementals must make a successful DC 17 Constitution saving throw or be blinded until the end of its next turn.

Rapid Conduction (Costs 2 Reactivities). This option can only be used if both the elekron and fire elemental are within 30 feet of the conducere. The elekron and fire elemental use the conducere's metallic form as a conduit and immediately swap places. This movement does not provoke opportunity attacks. Once the elekron and the fire elemental appear in their new positions, they can each make one melee attack.

WELL OF THE LOST GODS

AN ADVENTURE ABOUT MAGICAL HAZARDS FOR 8TH LEVEL CHARACTERS

Rich Lescouffair

An investigation into unusual events uncovers an ancient secret of mythical origins. Well of the Lost Gods is optimized for four to five 8th-level characters. Statistics for creatures not found in the game's core rules are provided at the end of the adventure.

"Any sufficiently advanced technology is indistinguishable from magic."

—Arthur C. Clarke

ADVENTURE BACKGROUND

The Well of Lost Gods is a ruined outpost that houses a planar portal to a once-great empire. At its apex, this lost civilization achieved marvels of magic and technology unlike anything known in living memory. A magical cataclysm befell the empire eons ago, leaving behind an extraplanar wasteland. The outpost leading to it was buried beneath the local mountain range.

Recently, a powerful earthquake opened a rift in the mountainside, unleashing waves of unstable magical energy and deadly automatons. The nearby town of Ashstead is simple, modest, and ill-equipped to deal with the magical monstrosities attacking the town. Luckily, some able and experienced adventurers happen to be passing through....

ADVENTURE OVERVIEW

The adventure is divided into three major parts:

Part 1: Ashstead's Oddities. The characters arrive at Ashstead in time to experience one of the strange local anomalies.

Part 2: Into the Rift. To save the townsfolk, the characters journey to a pool of magical energy located beneath the Wyrmtail Mountains.

Part 3: Magitech Mayhem. The characters locate the source of the anomalies and learn a deeper truth behind the fall of the ancient empire.

PUTTING THE WELL IN YOUR GAME

Who made the Well of the Lost Gods? That's up to you. In your world, maybe an ancient empire of the elves. Perhaps a dead human civilization once reached these heights. Or maybe the Well is not of this world—it could have been forged by spacefaring or time-traveling beings from a distant future, or even a distant past! A suggestion for the civilization that created the Well is provided below, but you should feel free to adjust it or completely change it to fit your game.

The Thalisian Empire. Eons ago, powerful celestial beings called immortals ruled over Thalís from Arkencloud, a metal-spired city that sailed over the skies. Thalís fell millennia ago, brought to ruin by a traitorous demonic incursion that sparked a civil war among the immortals. The final battle caused a wave of chaotic magical energy that washed over the empire. The floating city burned as it fell upon the magical wasteland. A few humanoid villages and towns on the empire's border were spared.

Over time, survivors spread further away from the borders of the old empire, leaving behind the area they called the Valley of Lost Gods and establishing new nations like the land where Ashstead is located. The only traversable path into the wasteland collapsed upon itself nearly five hundred years ago, sealing the ruins of the Thalisian Empire away until a recent earthquake unearthed a long-buried secret.

ARRIVAL AT ASHSTEAD

The characters arrive in town, following a call for adventurers made by Luseldis, the town's burgomaster (a neutral good human noble). Upon speaking with her, she provides the characters with the following information:

- Magical anomalies have occurred in different areas of the town over the past two weeks. They began the day after the recent earthquake and consist of anything from random fires to waters turning to acid to entire buildings completely disappearing.
- There is no pattern as to the type of anomalies, nor the time or place in which they occur.

The anomalies have caused damage to buildings and have also injured several of the local residents.

Luseldis offers a reward of 2,000 gp to the characters in exchange for discovering the source of the anomalies and eliminating it. She recommends they visit Gautia, the town sage, who is studying the most recent anomalies (see "Metal Contraption," below). The burgomaster also points them toward Brendar, the proprietor of a tavern called the Drunken Beard, who has been organizing search parties in and around town.

PART I: ASHSTEAD'S ODDITIES

The characters can find all standard equipment, goods, and services at the usual prices. As directed by Luseldis, the party can meet with either Gautia or Brendar for more information about the anomalies.

METAL CONTRAPTION

A 30-foot-diameter indentation forms a crater in the center of the road. In the middle of the crater, a 6-foot-tall pillar of metallic panels is embedded into the ground. The jagged panels are connected by metal bars and dark, coiled ropes.

Gautia, a lawful neutral half-elf **commoner** and the town's local sage, studies the pillar-shaped structure. After pleasantries, she tells the characters the object landed there yesterday, seemingly coming down from the mountains just outside of town. The sage's apprentice, Haera, was nearly killed investigating the object, so Gautia has been very careful while studying it, unfortunately learning very little.

Gautia warns the characters to be wary of the dark rope-like coils within the object's frame. A character who succeeds on a DC 14 Wisdom (Perception) check notices several indentations along the surface of one of the metal panels that could be depressible buttons. A *detect magic* spell reveals that the dark coils running between the metal panels bear some form of enchantment.

ROLEPLAYING GAUTIA

Gautia's family is one of the oldest in Ashstead, and her father was the town's sage before her. She shares knowledge freely but shows little tolerance for foolishness. Even with all her studies, she has never experienced anything close to the recent events in Ashstead, and is baffled for the first time in many years.

If the characters consult Gautia for more information while examining the contraption (see "Tinkering with the Object," below), they gain advantage on their Intelligence (Investigation) checks to notice the object's buttons.

TINKERING WITH THE OBJECT

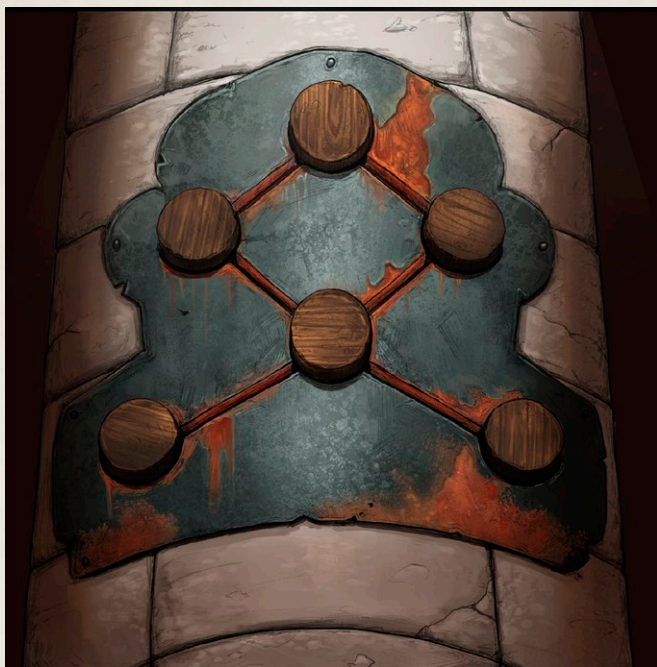
Characters who examine the buttons and succeed on a DC 14 Intelligence (Investigation) check notice there is a pattern of angular lines running between the buttons. See the "Object Buttons" handout, which you can share with your players. When the buttons are pushed along the linear pattern, one of the smaller panels slides open and a silvery metal orb rolls out from the opening.

The marble-sized orb has indecipherable markings etched into its surface. A *detect magic* spell reveals the same form of enchantment as that which runs through the object's dark coils. Upon spotting the orb, Gautia mentions she has seen the same markings on a metal disc brought back from the mountains by the survivor of a recent expeditionary group. The survivor is a half-orc named Naulach, who works at the Drunken Beard tavern.

Using Force. A character who pulls on the coils with a successful DC 13 Strength (Athletics) check is struck by a backlash of magical energy, taking 10 (3d6) lightning damage. The object then changes shape into a **silver striker** that attacks the party. Dealing 15 damage or more to the object in a single attack also produces the same result.

If the striker is defeated, a panel on its side opens and drops the same metallic orb that could have been gained by using the buttons as described above.

HANDOUT: OBJECT BUTTONS



THE DRUNKEN BEARD

When the Drunken Beard tavern comes into view, a greenish smoke is billowing out from the entrance. An old dwarf rushes out the front door, frantically ushering the other patrons out behind him.

Brandar Flintborn, a chaotic good dwarf **commoner** and the proprietor of this tavern, insists the characters come no closer, as he flees from the building along with his patrons. Seconds later, the fog engulfs the entire building and solidifies, encasing the tavern in a dome of indestructible greenish glass.

ALONE SURVIVOR

Shortly after the Drunken Beard is encased in glass, Brandar approaches the characters, accompanied by Naulach (a neutral good half-orc **scout**). Naulach is the last of the search party that ventured out to investigate a rift that opened in the nearby Wyrmtail Mountains. He explains



that his party was attacked by beasts forged from enchanted metal, which emerged from a magical well they discovered in the pass.

Naulach thinks the well might be some kind of passage, but they were never able to get close enough to find out. The only thing he was able to retrieve was a 2-foot-diameter silvery disk etched with strange markings. The metal disk is now trapped within the tavern. He suspects it may have triggered the anomaly that engulfed the building.

BRANDAR AND NAULACH

Brandar has lived in Ashstead for ten years and is well-regarded among the townspeople. He believes that the latest anomaly is connected to Naulach's discovery in the rift, given the timing of events. He's more concerned for the few people left trapped within his tavern than the tavern itself—and he worries that unless the source of these anomalies is discovered soon, they're only going to get worse, eventually consuming the entire town.

Naulach is an explorer at heart and is close friends with the town sage, Gautia. He's both relieved and regretful that he's the only survivor of his expedition. He provides as much help as he can, but is too unsure of himself to venture out into the mountains again.

After the characters hear Naulach's tale, the half-orc suggests that they speak with Gautia, the local sage, who is investigating a similar metal object that fell into town from the mountainside (if they haven't already done so).

Naulach can provide the characters with directions to the mountain rift. He's sure the magical well of energy is connected to the recent anomalies affecting the town. If the characters recover the metallic orb from the crashed construct (see "Metal Contraption," above) and show it to Naulach, the half-orc recognizes the material. He says the creatures that attacked his group were constructed from the same silvery metal, as was the disk he retrieved from that area. Both he and Brandar hope that those trapped within the tavern can survive long enough to be freed from their crystalline prison. Unsure of the fate of his patrons, Brandar asks the characters to waste no time in finding a way to end these anomalies.

PART 2: INTO THE RIFT

The journey from Ashstead to the mountain passage takes three hours. Refer to the Wyrmtail Caverns map for locations. When the characters arrive at the pass, read or paraphrase the following boxed text:

Rocky, uneven terrain leads to a 30-foot-wide breach in the mountain wall. The surface of the ground where the rift begins is a dark grayish hue.

A1. RIFT ENTRANCE

If the characters obtained the metallic orb from the construct in Ashstead (see "Metal Contraption"), it emits a vibrating pulse when they come within 50 feet of the entrance. The pulse repeats once every 10 seconds. If the character carrying the orb has a passive Perception score of 13 or higher, they can sense the vibration. It can't be felt within dimensional containers such as a *bag of holding*.

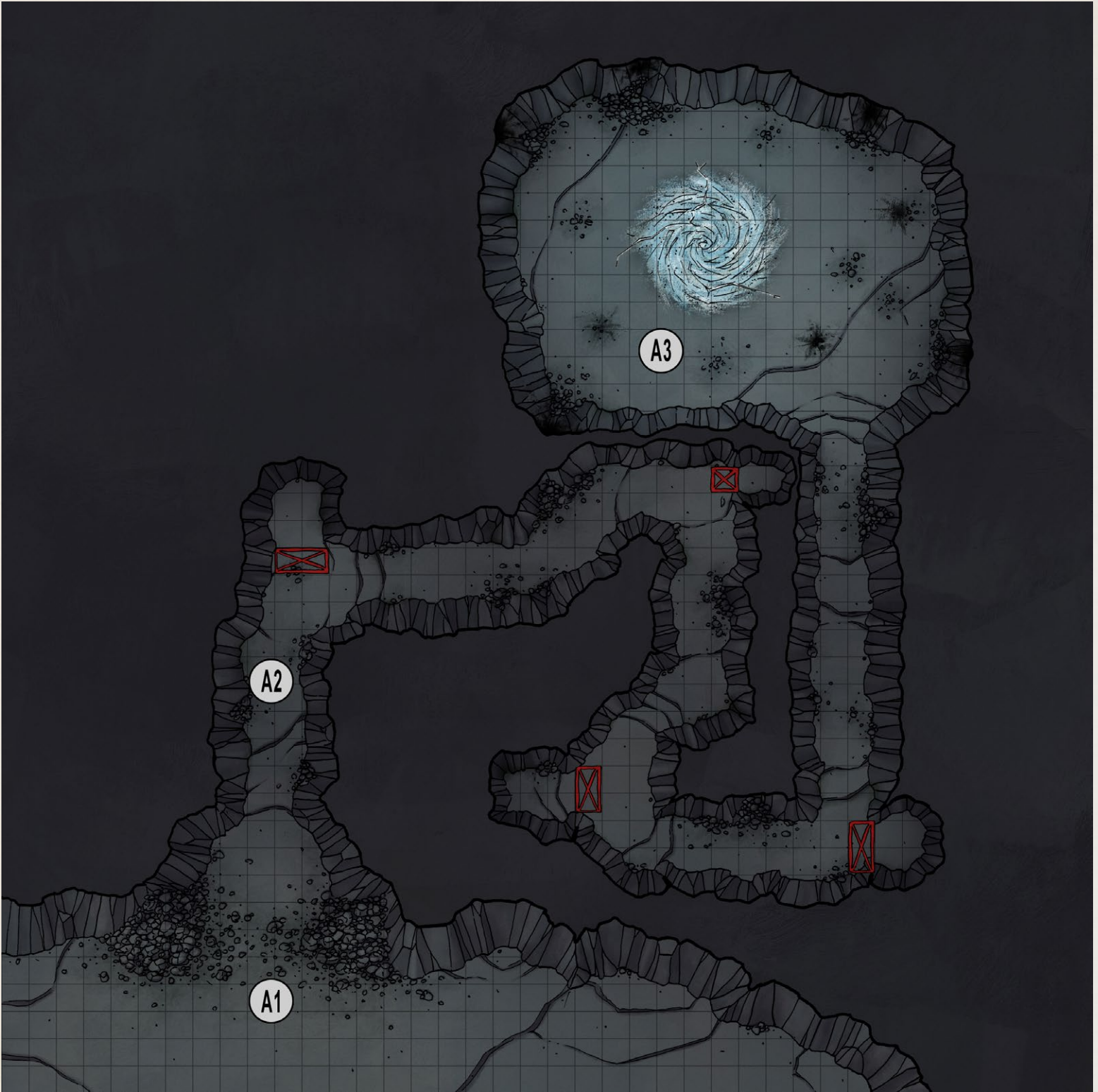
Beyond the entrance, the passage width narrows to 10 feet and turns into a large tunnel that slopes down into the mountain's underbelly. The orb's pulse gets stronger and faster as the characters progress deeper into the tunnels.

A2. THE TUNNELS

After a 40-foot-long slope, the tunnel narrows again to a 10-foot width with a 10-foot-high ceiling. From here, there is only one direct path to the center of the breach, and it is shrouded by illusory tunnels made of chaotic magical energy. There are four false branches. The false paths can be spotted with a successful DC 16 Wisdom (Perception) check. Due to the magic in the area, spells such as *detect magic* provide no benefit to detecting the false paths.

Coming within 5 feet of any of the false paths (marked on the map) unleashes a wave of magical energy in a 20-foot cone. Each creature within the cone must make a DC 14 Dexterity saving throw, taking 12 (3d8) force damage on a failed save, or half as much on a successful one. After the energy is released, the illusory path disappears.

If the characters acquired the metallic orb from the construct in Ashstead, its pulses get stronger the closer it gets to the well (area A3). Characters that discover this phenomenon can use the orb to gain advantage on their checks to spot the false paths.



A3. WELL OF ENERGY

A 20-foot-diameter circle of swirling blue-white energy covers the center of this chamber's floor. Surges crackle outward like small bolts of lightning, periodically striking the surrounding walls.

While the characters remain in this chamber, they are subject to the random energy surges coming from the well. Each round on initiative count 20, choose a random character and make a ranged attack roll against them with a +6 bonus. On a hit, the character takes 9 (2d8) force damage.

A character that uses an action to study the magical surges and succeeds on a DC 15 Intelligence (Investigation) check notices a pattern in the time and placement of the energy surges. Attacks from the surges have disadvantage against characters who succeed on this check.

METAL MENACES

When the characters come within 10 feet of the magical well, one **silver hunter** per character emerges from it and attack, fighting until destroyed. They are unaffected by the well's magical surges.

ENTERING THE WELL

The well of energy is a portal that leads into a magitech laboratory (part 3). A character who succeeds on a DC 13 Intelligence (Arcana) check can tell that the well is an extraplanar portal. If the characters jump into the well, the constructs do not follow.

If the constructs are destroyed, the characters can examine the well at their leisure and determine that it is a portal of some kind.

PART 3: MAGITECH MAYHEM

Characters that enter the energy well appear in area B1 of a secret laboratory (refer to the Magitech Lab map). The portal they entered from is nowhere to be seen on this side. The ceilings in this laboratory are 15 feet high. Areas B1 and B2 are dimly lit by magic runes on the walls, but all other areas lack light sources except for those the characters bring with them.

B1. LABORATORY ENTRANCE

The walls and ceiling of this area are a mix of stonework and bronze-colored metal. The dark gray stone floor be-

neath your feet feels similar to hardened clay. Glowing runes run along both sides of the long hallway in a repeating pattern, bathing the passage in dim red light.

When the characters arrive, a ghostly image of a human woman appears further down the hallway. She wears garments of a peculiar fashion with a long, flowing jacket. She reaches out to them, appearing to speak, though her voice only makes brief spurts of faint sound before she disappears. The only intelligible word is her name, "Ellsee."

The apparition is an illusory image, which reappears as the characters explore the area.

Spells or effects such as *comprehend languages* translate the runes on the wall to read: "Alert: System Failure."

B2. JUNCTION CHAMBER ENTRANCE

A 10-foot-diameter metal plate is set into the north wall. Three crystal orbs are embedded into its surface in a diamond-shaped pattern.

This plate is actually a door leading to area B4. Its surface is covered by an invisible, permanent *wall of force* (per the spell). Each time a character activates a panel in any of the chambers labeled B3, one of the orbs on the door emits a bright blue glow. When all three orbs are lit, the door opens.

FUNCTION RESTORED

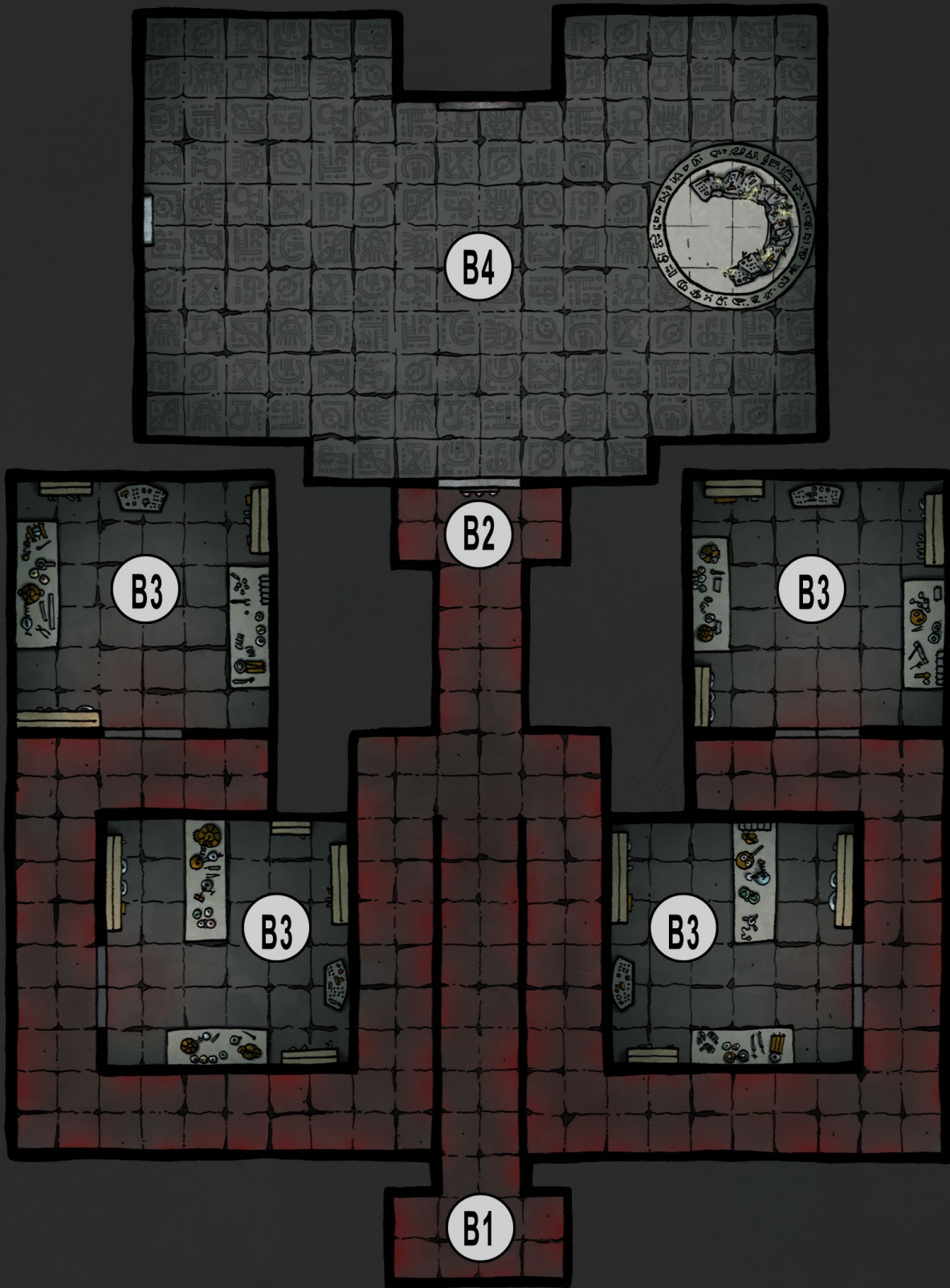
Once the research stations in area B3 are activated and the door to B4 is opened, the image of Ellsee (see area B1) appears in front of the doorway, awaiting the characters. When they arrive, she introduces herself as Ellsee, custodian of the Diowan Research Station. She explains that the station is in emergency lockdown due to unexpected system damage. If the characters question Ellsee, she provides the following information:

Ellsee is not a living being and never was. She's an incorporeal magical construct imbued with her own intelligence and personality.

The station is used for magitech weapons research. It is also a junction point to enter Arkencloud, an aerial city of the empire.

The researchers that worked here evacuated and no one has been in the station for almost two thousand years.

A critical fault in the station's power source is causing the station to unleash waves of unstable energy. Fixing the fault requires deactivating the malfunctioning generator, a device that channels magical energy into the area. Ellsee can show the characters how to accomplish this.



THE REALM BEYOND?

If asked about the laboratory's origins, Ellsee can provide the characters with information from "Adventure Background," though she doesn't know the specific causes for the fall of the empire (she wasn't directly involved in those events), nor does she know the condition of anything beyond this station. If the characters ask for specific details about the empire, she offers the following, which you should feel free to change to match your world:

- The entire extraplanar region outside the lab was once known as the empire of Thalís (or whichever name you choose). It is connected to other realms, including the plane the players came from, by a system of magical portals. These portals were used to secretly study other worlds and gather resources from them.
- The rulers of the empire were powerful celestials, treated as gods by the local populace. They ruled from a floating city that sailed above the nations.
- A sudden surge of raw magical energy rippled across the empire, bringing it to ruin.
- Some of the outposts had protection wards placed upon them which magically sealed the structure in the case of such a catastrophic event. This is one of those outposts.

B3. RESEARCH STATIONS

Each of these four rooms has a pair of long tables and several shelves holding various instruments, containers, and devices made of metal and glass.

Against the wall opposite the entrance is a 3-foot-wide panel. The panel's surface is smooth, dark gray crystal, decorated with rows of metal buttons, dials, and switches.

ELLSEE APPEARS

If the door to the junction chamber (area B2) is still sealed, when the characters enter one of these rooms, Ellsee appears before them. She speaks with the same broken sounds and jerkily points toward the panel before disappearing after 10 seconds. A character who succeeds on a DC 14 Wisdom (Insight or Perception) check can interpret her instructions on how to use the panel on the wall and the sequence of buttons and switches. (If the door at B2 has already been unlocked, Ellsee does not appear and the research panel is inoperable.)

The Right Sequence. Ellsee provides the sequence and timing of buttons and switches to activate for each room. Implementing this correctly requires a group check involving at least two characters, each of whom must make a DC 13 Intelligence (Investigation) check. Characters that succeeded on their Wisdom check to make out Ellsee's instructions can make this check with advantage. On a success, one of the three orbs on the door in area B2 lights up (**Note:** Even though there are four research stations, only three need to be activated in order to open the door in area B2).

The Wrong Sequence. If the sequence is incorrectly entered, a *wall of force* (per the spell) covers the room's exit and a group of magitech guardians emerge from a secret room next to the panel. For each character in the party, roll on the table below to determine the encounter group and refer to "Creature Statistics," below, for their stats:

After the guardians are destroyed, one of the three orbs on the door in area B2 lights up (see "Function Restored" in that area).

CREATURE STATISTICS

D4	GUARDIAN TYPE
1	One magitech defender
2	Two pulse echoes
3	One silver hunter
4	Two magitech seekers

SEARCHING THE ROOM

Most items in these rooms are useless, but characters who spend at least 10 minutes searching and succeed on a DC 16 Intelligence (Investigation) check can find one (and only one) of the following items in each room. Roll a d8 to determine the item:

- **1-2: Translator Module.** This small silver pin can be affixed to any article of clothing. While wearing it, a creature can use an action to cast the *comprehend languages* spell from it at will.
- **3-4: Battle Suit.** This light armor is made from a durable padded material. While you wear this armor, your AC is 13 + your Dexterity modifier, and any critical hit against you becomes a normal hit.
- **5-6: Blaster Rod.** This metal cylinder has an L-shaped handle large enough for a human hand. A button on the handle fires a beam of magical energy with a range of 60 feet. It can be used as a light ranged simple weapon. A target hit with an attack from it takes 1d6 force damage (no ability modifier added to damage). The damage is magical.
- **7-8: Medkit.** This case functions as a healer's kit. It also contains two *potions of greater healing*.

B4. MAIN JUNCTION CHAMBER

Strange patterns decorate the floor of this chamber. A glass panel hangs against one wall, across from a circular contraption of metal and stone, etched with runes, that is mounted on the floor. Within the circle is a block of twisted metal panels, spitting out sparkling crackles of energy. A large metal disc is set into the center of the far wall. Strange red markings are written above the disc.

When the characters move beyond the door, the steel sentry guarding the generator emerges from a panel that opens in the ceiling and attacks the party.

DEACTIVATING THE GENERATOR

Characters that end their turn within 5 feet of the crackling generator take 10 (3d6) lightning damage. It can be deactivated in one of two ways:

- **Manual Shutdown.** A character can follow Ellsee's directions (see "Ellsee Appears," above) to shut down the generator. The procedure has three steps, each requiring one action and a successful DC 14 Intelligence (Investigation) or Wisdom (Insight) check to complete. The character must remain in contact with the device.
- **Destruction.** The device can also be disabled by damaging it. It has AC 15, 85 hit points, and immunity to lightning, poison, and psychic damage.

Disabling the generator device also deactivates the serpentine guardian construct, which becomes paralyzed and falls prone. After the generator is disabled, continue to "Conclusion."

CONCLUSION

With the generator disabled, Ellsee activates the glass panel on the wall, using the glowing runes on it to repair and reactivate the station. She thanks the party for their help and opens a portal next to the panel that can take them back to the mountain passage. The portal closes behind the characters once they leave, preventing any return. The anomalies are no more, and the characters can return to Ashstead for their reward.

THE DRUNKEN BEARD

If the characters mention the anomaly which encased the Drunken Beard tavern, Ellsee offers to help. If the characters kept the metallic orb from the Ashstead construct (see "Metal Contraption," above), the custodian directs them to combine it with a piece from the generator in area B4. Doing so creates a device similar to the metal disk Naulach discovered at the well. Bringing the device within 30 feet of the tavern and pushing a switch on its surface causes the jagged crystal surrounding the tavern to disintegrate. After using it, the device becomes inert.

If the characters free the Drunken Beard within 24 hours of when the building was first encased (see part 1), the twelve patrons who were inside still live. Otherwise, they perish while trapped within the crystal prison. If the townsfolk survive, Luseldis rewards the characters with an additional 500 gp.

GM'S OPTION: DOORWAY TO ARKENCLOUD

Optionally, the GM can instead allow the characters to return to the station whenever they wish to make the journey. The disc on the north wall becomes a sealed door that leads into the ruins of the ancient empire. The red markings above it translate to read "Junction Station D-01."

Opening the door or travelling into the ruins is beyond the scope of this adventure, but it's a potential hook for many more! The lost history behind the empire's origins, its advanced magitech society, and the reasons for its fall can provide new content for your campaign or can be used as seeds for an entirely new story.

MAGITECH DEFENDER

Medium construct, unaligned

ARMOR CLASS 17 (natural armor)

HIT POINTS 68 (8d8 + 32)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	19 (+4)	8 (-1)	15 (+2)	7 (-2)

SAVING THROWS Con +6, Wis +4

DAMAGE RESISTANCES lightning

DAMAGE IMMUNITIES poison

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, poisoned

SENSES blindsight 20 ft., darkvision 60 ft., passive Perception 12

LANGUAGES —

CHALLENGE 3 (700 XP)

ACTIONS

Multiattack. The defender makes two melee or two ranged attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) slashing damage.

Beam Blaster. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one creature. Hit: 10 (3d6) radiant damage

Magitech Defenders

These are silver-plated humanoid constructs. They have glass orbs embedded in their palms that release blazing beams of light.

MAGITECH SEEKER

Large construct, unaligned

ARMOR CLASS 14 (natural armor)

HIT POINTS 76 (8d10 + 32)

SPEED 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	4 (-3)	15 (+2)	5 (-3)

SKILLS Perception +4

DAMAGE RESISTANCES lightning

DAMAGE IMMUNITIES poison

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, poisoned

SENSES blindsight 30 ft. (blind beyond this radius), passive Perception 14

LANGUAGES —

CHALLENGE 2 (450 XP)

ACTIONS

Multiattack. The seeker attacks twice with its tentacles or makes one tentacle attack and one bite attack.

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. Hit: 10 (2d6 + 3) piercing damage

Magitech Seekers

Seekers are worm-like metal constructs. They have long, bladed tentacles extending from their bodies. Their head opens into an orifice containing rings of sharp metal teeth.

PULSE ECHO

Medium elemental, unaligned

ARMOR CLASS 15 (natural armor)

HIT POINTS 52 (7d8 + 21)

SPEED 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	10 (0)	13 (+1)	6 (-2)

DAMAGE RESISTANCES fire

DAMAGE IMMUNITIES lightning, poison

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, poisoned

SENSES blindsight 20 ft., darkvision 60 ft., passive Perception 11

LANGUAGES —

CHALLENGE 2 (450 XP)

Charged Body. A creature that touches the pulse echo or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage.

ACTIONS

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) bludgeoning damage and 4 (1d8) lightning damage.

Shock Pulse. The pulse echo releases a wave of electrical energy in a 15-foot cone. Each creature in the area must make a DC 11 Dexterity saving throw, taking 17 (5d6) lightning damage on a failed save, or half as much on a successful one.

Pulse Echoes

Pulse echoes are lightning elementals with a humanoid torso atop a trail of lightning that hovers above the ground.

SILVER HUNTER

Large construct, unaligned

ARMOR CLASS 15 (natural armor)

HIT POINTS 76 (8d10 + 32)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	19 (+4)	5 (-3)	13 (+1)	5 (-3)

SKILLS Perception +3

DAMAGE RESISTANCES lightning

DAMAGE IMMUNITIES poison

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, poisoned

SENSES blindsight 20 ft., darkvision 60 ft., passive Perception 13

LANGUAGES —

CHALLENGE 3 (700 XP)

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

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

ACTIONS

Multiattack. The hunter makes two bladed limb attacks.

Bladed Limb. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) slashing damage.

Silver Hunters

These spider-like metallic constructs have a metal carapace and blade-tipped silvery appendages.

SILVER STRIKER

Large construct, unaligned

ARMOR CLASS 16 (natural armor)

HIT POINTS 142 (15d10 + 60)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	3 (-4)	9 (-1)	1 (-5)

DAMAGE IMMUNITIES lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, poisoned

SENSES blindsight 20 ft., darkvision 60 ft., passive Perception 9

LANGUAGES —

CHALLENGE 10 (5,900 XP)

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

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

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

ACTIONS

Multiattack. The hunter makes three slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until the creature completes a long rest.

Silver Striker

The striker is a bulky, metallic humanoid construct with elongated arms and oversized hands.



“OVERWHELMING, AM I NOT?”

STEEL SENTRY

Huge construct, unaligned

ARMOR CLASS 17 (natural armor)

HIT POINTS 184 (16d12 + 80)

SPEED 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	7 (-2)	14 (+2)	12 (+1)

SKILLS Perception +6, Stealth +7

DAMAGE IMMUNITIES fire, poison

CONDITION IMMUNITIES charmed, exhaustion, frightened, poisoned

SENSES blindsight 20 ft., darkvision 60 ft., passive Perception 16

LANGUAGES —

CHALLENGE 12 (8,400 XP)

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

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

ACTIONS

Multiattack. The sentry makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. Hit: 22 (3d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. Hit: 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the sentry isn't already constricting a creature, and the target is restrained until this grapple ends.

Flame Breath (Recharge 5–6). The sentry exhales a line of flame that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Swallow. The sentry makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the sentry, and it takes 21 (6d6) fire damage at the start of each of the sentry's turns. A sentry can have only one creature swallowed at a time.

If the sentry takes 30 damage or more on a single turn from the swallowed creature, the sentry must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the sentry. If the sentry dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

LEGENDARY ACTIONS

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

Detect. The sentry makes a Wisdom (Perception) check.

Move. The sentry moves up to half its speed without provoking any opportunity attacks.

Sweep (Costs 3 Actions). The sentry whips its serpentine tail in a 15-foot cone. Each creature in the area must succeed on a DC 18 Strength saving throw or be knocked prone.

Steel Sentry

The sentry is a serpentine construct with a frame of armored plates connected by steaming metal coils. Its crystalline eyes glow with a bright red light.



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RESOURCES

WELL OF THE LOST GODS MAP VARIANTS AND HANDOUTS:

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