

HEAR THE DISCORDANT CALL OF THE *CAPILLA* OF TWIN FATES

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CAPILLA OF TWIN FATES

Few people remember how or when the Capilla of Twin Fates was built. It was always “just there.” Perched atop a pair of breathtaking basalt pillars amid scrubby plains and salt deserts, the Capilla of Twin Fates looms ominously over the horizon, its twin bells visible for miles.

A small village of pit huts and longhouses named Gavia surrounds the pillars upon which the Capilla stands. Gavi-ans, like the Capilla itself, lack origins. They all seem to possess disparate stories of how they came to Gavia and the Capilla. Furthermore, they treat both the bells as if they were dualistic gods of fate. Speaking ill of the bells in Gavia—or anywhere within a few dozen miles of the Capilla’s pillars—brings the ire of those closest to it.

CAPILLA FEATURES

Those familiar with the Capilla of Twin Fates know the following facts:

Hallmarks. The Capilla of Twin Fates consists of two bell towers and a temple carved into a pair of titanic basalt pillars. There is a small village named Gavia at its base.

People. The people of Gavia, the village surrounding the bells, are culturally and ethnically diverse. No two people in Gavia are alike. Most of its citizens were orphans, adopted by the village’s elders.

Languages. The people of Gavia and the creatures who lurk in the pillars and among the bells speak the local language (typically Common). However, many have strange dialects, some of which haven’t been widely used for centuries.

NOTEWORTHY SITES

The Capilla of Twin Fates and its adjoining temple stand in the middle of a great salt flat. Besides the small village of Gavia at its base, no settlements are found in the surrounding area.

THE CAPILLA OF TWIN FATES

The Capilla of Twin Fates’ builders hollowed out the tops of two 300-foot-tall basalt pillars to serve as the Capilla’s bell towers. A narrow staircase carved into the base of both pillars leads up to the towers. Depending on who you ask, the journey up the staircases seems to take shorter or longer than it should. One climber claims it took nearly a month to climb the stairs. Another climber told her companions that they started their climb in the mid-afternoon, and when they emerged, it was morning—not the following morning, but the morning before. It was as if time had gone backward.

Approximately 50 feet below the towers’ tops, a temple made from wood and adobe spans the two pillars. Two bellringers supposedly live within this bridge temple. The villagers do not know the bellringers’ names, but they refer to the pair as The Harbingers of Fate. From there, the stairs continue up into the individual bell towers.

Because of its position between the two pillars, very little natural light illuminates the bridge temple. No lanterns, candles, or torches burn within the temple, either. Perpetually dusty and quiet, the bridge temple seems to be a forgotten

relic. “It is a dungeon aboveground,” say some of the Gavi-ans. Occasionally, strange creatures lurk within the temple. Adventurers that have braved the climb say they encountered giant insects, gargoyles, and even fiends within the temple.

Locals call the easternmost bell tower *Alegria*, the Bronze Bell, whose joyful tones are tidings of tremendous times of weal. The westernmost bell tower is named *Afflicción*, the Gold Bell, whose sickening songs are signs of solemn woe.

GAVIA VILLAGE

Like a cracked pedestal at the foot of an enormous statue, Gavia village encompasses the base of the Capilla’s pillars. The village’s ramshackle adobe pit houses and huts house the Capilla’s dedicated 200 or so worshippers. Gavia’s communal nature derives the village of businesses. Therefore, travelers hoping to find a local inn, supply shop, or other places to spend money are out of luck. Gavi-ans do not need money. “We trade in destiny,” they say, unimpressed with wealth. When outsiders ask how they might find this “destiny,” the Gavi-ans point towards the Capilla.

A small well on the south side of the Capilla provides Gavia’s water. Rain here is rare, but the well never runs dry. Shepherds raise sheep, goats, and camels in surrounding pens. Hunters capture small animals in the desert around the village, while climbers scale the basalt columns to fetch vulture and cacophony crow eggs.

THE SALT FLATS

The nameless, pink-hued desert surrounding Gavia harbors very little life. Shrubs and spiky cacti are the only forms of life that dot the rocky, dusty landscape. Many small, fast creatures adapted to the dry environment hide among the hollows and crags.

Meanwhile, gruesome predators stalk the flats, tirelessly pursuing the lost and desperate.

Travelers who pass the salt flats and find the Capilla of Twin Fates find it almost impossible to return the way they came. No matter how far they travel away from the Capilla, they never seem to find a way out. Then, just as soon as they turn back, the Capilla’s twin pillars reappear over the horizon. Magical means remain the most certain way to escape.

LIFE IN GAVIA

The longer one stays in Gavia and around the Capilla of the Twin Fates, the more they become familiar with the region’s strange customs and traditions.

TRUST THE BELLS

There is no set schedule for when the bells toll. But when they do toll, all Gavi-ans turn their heads toward the Capilla and listen. Once the bells finish, the worshipping carillon priests gather and discuss the meaning of the bells. Often, the bells ring one at a time. If *Alegria* rings, the carillon priests take it as a sign that they are on the right path. Whatever tasks they recently performed were correct and worth praise. Gavi-ans meet such tolls with celebration and fiestas. Conversely, if *Afflicción* rings, the priests believe it is a warning to halt whatever activities caused the bell to ring. The



priests demand that everyone repents for their sins against the bell. Moreover, any unusual occurrences that transpire shortly after Aflicción are met with suspicion and hatred.

EVERYONE IS AN OUTSIDER

Few Gavians remember how they first came to Gavia. Many don't remember their life before arriving there. Births are rare in Gavia, yet, the Gavians have a considerable number of orphans among them. Occasionally, a lost traveler enters Gavia from the surrounding salt flats, confused and disoriented. Gavians welcome these travelers and provide a place to stay while they regain their bearings. Inevitably, such travelers relinquish their defenses and surrender to the nature of Gavia and the Capilla of Twin Fates.

LOS FIELES

Perhaps it is the unusual situation where most Gavians find themselves, but inevitably, all Gavians join the ranks of Los Fieles, the Faithful. Los Fieles worship the Capilla, treating the twin bells as a dualistic deity. This cult ignores all other gods, labeling those who practice the worship of outsiders as heretics and heathens—the cult practices the following tenets:

Determinism. My fate is already decided, and there is nothing I can do to change it.

The Unfaithful Are Deaf. Those who cannot hear the true meaning hidden in the bells' tolls are deaf and only wish to fight their fate. I must help them... or destroy them.

Welcome the Unconverted. I treat everyone who enters Gavia with respect, knowing they will inevitably join the ranks of Las Fieles.

Death to Heretics. Those who fail to join the ranks of Los Fieles are doomed never to hear the true sound of the bells. They must die.

EL COMPAÑERO DE CAMPANA

A dilapidated temple of traditional build sits amid the Gavian domiciles. This building looks ready to fall over at any minute. The front of the temple boasts an iron bell approximately half the size of the ones in the Capilla. Gavians call this temple El Compañero de Campana, which translates to The Bell Companion. Outsiders who question The Bell Companion's purpose receive no explanation from the Gavians. They explain, "You will know its purpose when it shows you its purpose."

When trouble comes to Gavia, the entire temple uproots and transforms into a Gargantuan, constructed defender—a **bell golem** (see the appendix). The golem wards off attackers and destroys those who would use the Capilla's magical nature for the wrong reasons.

THE JÖRMUNGANDI

A strange etched symbol frequently appears on hard surfaces throughout Gavia and the Capilla of Twin Fates. This symbol, the ouroboros, depicts a snake biting its own tail. The ouroboros represents the endless cycle of death and rebirth, a philosophy with which many of Los Fieles are all too familiar. However, the Los Fieles were not the ones who placed

the symbols, but in fact an extremist sect of Los Fieles called the Jörmungandi. These cultists believe their mission is to destroy the Capilla of Twin Fates so it may be born again. Jörmungandi members believe that the bells only know the fate of Gavia because they existed before the creation of time and will exist long afterward; therefore, freeing the bells from their towers will allow them to return to the flow of time and correct the errant destinies of the universe. Furthermore, they believe that the immortal Great Reflectore—La Campanero de las Sombras—is the ultimate harbinger, and is the key to unleashing the bells from their basalt cages.

Los Fieles wish to root out these detractors and destroy them, believing they are no better than the Reflectores who reject their own destiny. Unknown to the other members of Los Fieles, the current high carillon priest, an Anillo, secretly leads Jörmungandi. When the current Campanero de la Luz dies, he hopes to ascend the Capilla, release La Campanero de las Sombras, and destroy the Capilla. Close inspection of certain ouroboros symbols reveals that it's actually a horned serpent and not a snake: a stylized behir. See the Harbingers of Fate section below for more information on the Anillos and the Campaneros.

NAMES

Although most Gavians were born outside the village, they still adopt names better suited to the village and their new life. The following names are common among the Gavians:

Feminine. Alexandrina, Bizcarra, Jonebatiste, Martitza Urtsuia

Masculine. Adeodato, Ereintoz, Erlo, Kasandro, Lantz,

Gender-Neutral. Altzibare, Ezquerren, Jasone, Legazpi, Lukene

Surnames. Aracama, Berama, Berriolope, Guevara, Maldi

THE HARBINGERS OF FATE

The bells do not ring on their own. Two individuals maintain the twin bells. Dubbed The Harbingers of Fate, only the carillon priests and a few individuals know of the existence of the Harbingers.

The Harbingers' true names aren't known. However, the carillon priests refer to them as the Campanero de la Luz (Ringer of the Light) and Campanero de las Sombra (Ringer of the Shadows). Luz manages Alegría and Sombras manages Aflicción.

CAMPANERO DE LA LUZ

The Caballero de la Luz was once an extraplanar explorer named Ignacio Anillo. A terrible accident destroyed his ship's planeshift-engine, thrusting it into a realm between time and space. Inevitably, Anillo landed in a great plain of salt. Once supplies ran low, he gathered his belongings and set out to search for civilization. Anillo traveled for what felt like an eternity. Eventually, he heard the sound of bells tolling in the distance. The sound of the bells led him to two great pillars rising out of the endless salt wastes. Curiously, neither pillar had a bell set into it.

As Anillo approached the pillars, a man in a blue robe greeted him with food and water. There was a small shelter

at the base of one of the pillars, within which lay a humanoid figure covered in a blanket.

After Anillo fed and rested, the man revealed himself to be an exact duplicate of Anillo, yet much older. The older Anillo explained that when he was younger, he too discovered these pillars and was greeted by an older version of himself. And that version of Anillo explained that he had a similar origin, too. Every Anillo came to this site because they heard the bells. And upon arrival, an older Anillo greeted the younger Anillo. Then, together, the pair worked to find the bells within the towers. After the older Anillo died, a new Anillo emerged from the salt flats to take his place.

Following this explanation, the older Anillo removed the blanket from the body in his shelter, revealing the desiccated remains of his own older Anillo. He then handed the younger Anillo a set of masonry tools.

"It is my destiny to find the bells, as it is yours. As it was all Anillos who came before us and all Anillos who shall come after."

The younger Anillo toiled for decades with his older self, carving passages into the pillars. Eventually, the older Anillo grew sick and stopped working. The younger Anillo watched over his older self, caring for him until he died. A few days after his mentor's passing, another Anillo emerged from the salt flats. The younger Anillo—now the older Anillo—greeted himself with food and water. He shared the same story that his own older Anillo shared with him. And then he worked alongside his younger self until he, too, got sick, and died.

Countless Anillos appeared, worked, trained replacements, then died crafting the Capilla of Twin Fates. Once the Anillos finished, the new Anillos managed the bells, focusing on the bells' preservation.

At some point in the history of Anillos, they adopted the monicker Campanero de la Luz (Ringer of the Light). The de la Luzes manage Alegría. Just as the builder Anillos heard the call of the bells before discovering the pillars upon which the Capilla was built, the manager Anillos hears Alegría before it rings. They then ring the bell for the Gavians to hear.

After the builder Anillos completed the Capilla, the older Anillos commanded their younger counterparts to build the village of Gavia. The new Anillos assumed the role of Gavia's carillon priests. Now, when an older Anillo—the Campanero de la Luz—dies, the carillon priest Anillo ascends the tower and assumes the role of Campanero de la Luz. Those closest to the Anillo during his time as a carillon priest manage the village until the arrival of the next Anillo.

The older version of Anillo uses the **carillon priest** stat block included at the end of this document. Younger versions of Anillo use the **veteran** stat block when they first arrive at Gavia and the Capilla, and then the **carillon priest** stat block when they assume leadership of Los Fieles.

CAMPANERO DE LAS SOMBRAS

All older Anillos (see above) withhold a vital secret from their younger selves. The younger Anillo is not always the first Anillo to emerge from the salt flats following the death of an older Anillo. Sometimes, before the older Anillo's replacement appears, another Anillo appears. This Anillo's story is the same as the others who came before it, except there is one major difference: the Anillo rejects their fate. These "Re-

flectores,” as the Anillos call them, deny their position in the long line of Anillos and refuse to assist with the bell. These Reflectores return to the Salt Flats to find another way. Once their rejection of fate is irreversible, only then does the true younger Anillo appear.

Some Reflectores die shortly after they reject their fate. But a few find a way to live in the wastes. Over time, multiple Reflectores discovered each other and created a microsettlement in the harsh environment. Angered by their predicament, the Reflectores despised the Anillos and their seemingly endless project. On multiple occasions, the Reflectores attacked the Capilla, hoping that the death of the Anillos would end the cycle. But even when they were successful, new Anillos emerged from the salt flats to replace their fallen comrades.

During one attack on the Anillos, one of the Reflectores discovered that he could absorb the life force of his younger selves. This discovery increased the lifespan of the Reflectore. It also came with a dark price; the absorption mutated the Reflectore, transforming them into a monster. The more the life forces the Reflectore absorbed, the less human it became. The first of these monstrous Reflectores turned on the other Reflectores, absorbing as many as possible. The surviving Reflectores adopted a similar strategy; they too became monsters. Battles between the monstrous Reflectores raged in the salt flats for an unknown period. Their infighting distracted them from the Anillos, allowing them to continue their building project in peace. Inevitably, the original monstrous Reflectore ceased attacking the others and called for a truce, naming itself the Great Reflectore. Once more, the Great Reflectore turned its attention to the Anillos. With the Capilla complete, the Great Reflectore theorized that destroying the bells in their material state could end the cycle. The Great Reflectore led a small army of lesser monstrous Reflectores into Gavia and the Capilla. Aided by the people of Gavia and the newly created El Compañero de Campana, the Anillos once more defeated the Reflectores, driving them back into the desert. Furthermore, they captured the Great Reflectore and sealed the instigator in Aflicción's Tower. And just as the older Anillos adopt the title La Campanero de la Luz, they titled the immortal Great Reflectore La Campanero de las Sombras.

At first, Sombras denied its duty to the Aflicción, refusing to participate in the Capilla's determinism. But when the sound of Aflicción would not stop ringing in the beast's mind, it inevitably gave in and assumed management of the gold bell.

Unlike the Luzes, la Campanero de las Sombras is immortal. It uses the **behir** stat block except its Intelligence is 11, and it speaks Common. Lesser Reflectores use the **behitaur** stat block detailed in the appendix.

ADVENTURES FROM THE CAPILLA

Consider the plots on the Capilla of Twin Fates adventure table when planning adventures.

CAPILLA OF THE TWIN FATES ADVENTURES

d6 Adventure

- 1 An **adult blue dragon** emerges from the Salt Flats. It wants to claim Gavia and the Capilla as its lair.
- 2 A deadly illness sweeps over the Gavians. The highest ranking members of Los Fieles believe that the disease is a test and refuse to treat it.
- 3 A mysterious, masked stranger arrives in Gavia and immediately joins Los Fieles. It turns out that the stranger is an older version of one of the characters.
- 4 A trio of never-before-seen **night hags** descends from the bell towers. They wish to seize leadership of Los Fieles, claiming that they created the bells.
- 5 While scouting Gavia's perimeter, the characters discover an orphan baby in a basket. When they bring it back to the village, Aflicción, the Bell of Woe, starts ringing.
- 6 A 300-foot-long galleon falls from the sky and lands a few hundred yards from the edge of the village. The ship's first mate (**veteran**) is the only survivor.

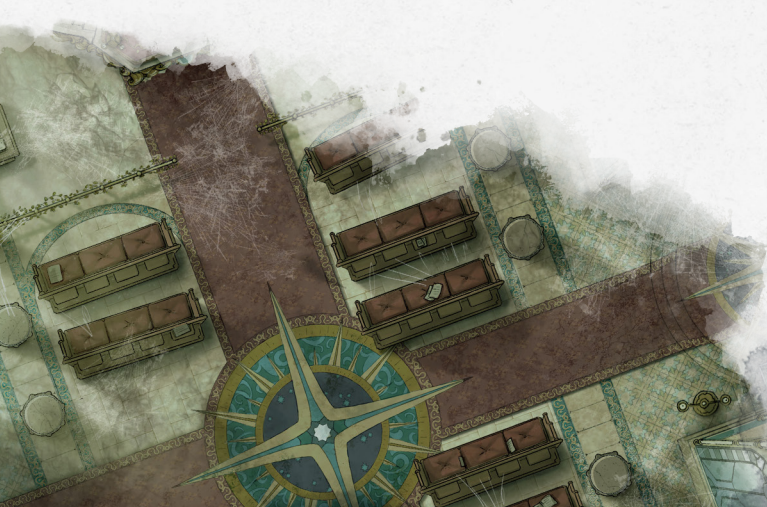
RANDOM ENCOUNTERS IN GAVIA

Characters who visit Gavia for the first time will have no shortage of adventure hooks and quest opportunities, especially when they discover leaving the village isn't easy. However, if you need a couple of ways to introduce the characters to the mystery lying at the heart of the village and the massive Capilla towering over it, use one of the random encounters in the table below to introduce the characters to the setting.

GAVIA RANDOM ENCOUNTERS

2d4 Encounter

- 2 The iron bell, Alegría, tolls. The Gavians believe it tolls because of the party's arrival and treat the characters like celebrities.
- 3 The character with the highest Wisdom (Perception) score spots a woman carving the ouroboros symbol onto a wall. She is not only a member of Los Fieles but also a secret member of the Jörmungandi. She uses the **doom ringer** stat block (see the appendix).
- 4 A **cacophony crow** (see the appendix) lands on the shoulder of one of the characters. Gavians believe it is an omen and that the character must immediately seek counsel from one of Los Fieles' **carillon priests** (see the appendix).



2d4 Encounter

- 5 A group of 1d6 + 1 **doom ringers** (see the appendix) seizes a Gavian **commoner**. They proclaim that the man refuses to face his fate and sentence him to public execution.
- 6 A random creature emerges from the Salt Flats and enters Gavians. Roll on the Salt Flats Random Encounters table below to determine what attacks.
- 7 A **carillon priest** (see the appendix) grabs one of the characters by the wrist and whispers in their ear: "Shattered goal fills his soul with a ruthless cry. Stranger now are his eyes to this mystery." The priest then walks away. If the characters question the priest, he has no memory of ever speaking to the characters.
- 8 The golden bell, *Aflicción*, tolls. The Gavians believe the bell rings because of the party's arrival and treat the characters like vile enemies.

RANDOM ENCOUNTERS IN THE SALT FLATS

Although the Salt Flats may seem like an endless, lifeless waste, it is home to many dreadful creatures. Every six hours the characters spend in the Salt Flats, roll a d20. On a result of 16 or higher, the characters experience an encounter. Choose or randomly determine the nature of this encounter using the table below.

The end of this document details creatures marked with an asterisk.

SALT FLATS RANDOM ENCOUNTERS

1d12 + 1d8	Encounter
2	1 adult blue dragon
3	1d3 ettins
4	1 medusa
5	1 chimera
6	1d4 gargoyles
7	1d4 behitaur s (see the appendix)
8	1 swarm of cacophony crows (see the appendix)
9	1 air elemental
10	1 earth elemental
11	1 lost traveler (veteran)
12	1 carillon priest (see the appendix) with 1d4 doom ringers (see the appendix)
13	1d4 mummies
14	1 gorgon
15	1d4 + 1 giant vultures
16	1d6 giant scorpions
17	2d6 rust monsters
18	2d4 harpies
19	1 spirit naga
20	1 purple worm

CHARACTERS FROM GAVIA

If players want to create characters native to Gavia and the Capilla of Twin Fates, consider asking them the following questions during character creation:

How did you discover Gavia and the Capilla of Twin

Fates? Were you an orphan raised by the Gavians? Or did you stumble upon the village after becoming lost in the Salt Flats?

Are you a member of Los Fieles? Do you worship the bells and respect the tenets of Los Fieles? Or do you object to their extremist ways?

Do you trust outsiders? Do you welcome newcomers to Gavia, hoping they will convert to Los Fieles? Or do you see them as an opportunity to escape the bells?

EXAMPLE TREASURE

On your journey to the Capilla of Twin Fates, and Gavia by extension, you'd be most likely to encounter any number of magical bells. Such examples would include the *acorn charm*, *bag of bellstones*, *bell of alarm*, *censer charm*, *gibbering bell*, *harbinger's flail*, *lucky bell*, and *silver lycan chime*. All other manners of magic items that have been lost or abandoned by Gavians from their previous lives could be found here as well, and would depend on the nature of the characters that live there. It's possible that a version of the explorer Anillo had the means to escape Gavia with a magic item, such as by a *nexus mirror*, but simply never decided to.

APPENDIX: CAPILLA STAT BLOCKS

BEHITAU

Behitaur are many-legged half-human, half-behir monstrosities in much the same way that a centaur is half human and half horse. The Lesser Reflectore Anillos are magically cursed and transformed into behitaur as a result of their destiny-defying heresy and consumption.

BELL GOLEM

A bell golem is an enormous, four-legged golem in the form of a temple or similar sort of belltower. These golems often lie dormant until needed, typically at the behest of their creators or some other means of activation. Bell golems are frequently used as meeting places for cults, often without the cultists even knowing of the golem's existence.

CARILLON PRIEST

The fanatical priests of Gavia who worship the toll of the Capilla's twin bells are carillon priests. Other carillon priests exist throughout the world, but the ones in Gavia are particularly zealous in their piety and narrow scope. Typical carillon priests revere all bells, not just *Alegría* and *Aflicción*, and believe that the ringing of bells is simply the shared language of gods on the Material Plane.

BEHITAUR

Large monstrosity, neutral

Armor Class 13

Hit Points 60 (8d10 + 16)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	9 (-1)	13 (+1)	12 (+1)

Skills Athletics +6, Perception +3, Stealth +5

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 13

Languages Draconic plus one other language (usually Common or Elvish)

Challenge 2 (450 XP)

Charge. If the behitaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

ACTIONS

Multiattack. The behitaur makes two ranged attacks or two melee attacks, but can constrict only once.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the behitaur can't constrict another target.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Lightning Breath (Recharge 6). The behitaur exhales a line of lightning that is 15 feet long and 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one.

BELL GOLEM

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	22 (+6)	3 (-4)	11 (+0)	3 (-4)

Damage Immunities poison, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 12 (8,400 XP)

Bastion. The golem's lower body resembles a small temple. Up to eight Medium or smaller creatures can ride in it without squeezing. Any creatures inside the golem can't make melee attacks against creatures outside it, but several openings allow them to make ranged attacks and create other ranged effects at a distance. Creatures in the golem have three-quarters cover against attacks and effects from outside it, and they are immune to effects created by the golem. If the golem dies, creatures in the golem are placed in unoccupied spaces within 5 feet of it.

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.

Sympathetic Vibrations. Whenever the golem is subjected to thunder damage, it takes no damage and its bell reverberates with a thunderous ring. Each creature within 30 feet of the golem must succeed on a DC 18 Constitution saving throw or take thunder damage equal to half the damage dealt by the attack or effect.

ACTIONS

Multiattack. The golem makes two stomp attacks.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Time Cacophony (Recharge 6). The golem causes its bell to ring out in a discordant clattering of tones. Each creature within 60 feet of the golem that can hear it must make a DC 18 Wisdom saving throw. On a failed save, the target takes 18 (4d8) psychic damage and time is altered around it, causing it to suffer the effects of the slow spell for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CARILLON PRIEST

Medium humanoid (any race), any alignment

Armor Class 17 (splint mail)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	12 (+1)	17 (+3)	14 (+2)

Skills Persuasion +5, Religion +4

Senses passive Perception 13

Languages Common plus one other language

Challenge 6 (2,300 XP)

Blessing of the Bell. The priest adds its Wisdom modifier to its initiative rolls.

Holy Clangor (Recharges After a Short or Long Rest). As a bonus action, the priest can cause a faint, divine ringing to emanate from it for 1 minute. Each friendly creature within 10 feet of the priest that hears the sound (including the priest) can immediately make a saving throw against one effect on it that's causing it to be charmed or frightened. A hostile creature within 10 feet of the priest that hears the sound instead takes 3 (1d6) psychic damage. For the duration, the priest can use a bonus action on each of its subsequent turns to send out the wave again.

Spellcasting. The priest is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, spare the dying, thaumaturgy*

1st level (4 slots): *alarm, command, thunderwave*

2nd level (3 slots): *hold person, knock, shatter*

3rd level (3 slots): *mass healing word, sending, spirit guardians*

4th level (2 slots): *dimension door, faithful hound*

ACTIONS

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 4 (1d8) thunder damage.

REACTIONS

Frightful Knell (2/Day). When a creature the priest can see within 60 feet of it is reduced to 0 hit points, the priest causes a foretelling death knell to emit from that creature. The death knell is audible out to a range of 10 feet, and each creature the priest chooses that can hear it must make a DC 14 Wisdom saving throw.

On a failed save, the creature is frightened of the triggering target (or whatever is left of it) until the end of its next turn. A frightened creature is incapacitated for the duration as it contemplates its own mortality. Each time the creature takes damage, it can repeat the saving throw, ending the effect on itself on a success.



DOOM RINGER

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	10 (+0)	14 (+2)	13 (+1)

Skills Insight +4, Persuasion +3, Religion +2

Senses passive Perception 12

Languages Common plus one other language

Challenge 1/2 (100 XP)

Spellcasting. The doom ringer is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12). It has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *bane, command, thunderwave*

2nd level (2 slots): *shatter, silence*

Pandemoniacal Devotion. The doom ringer has advantage on saving throws against being deafened or frightened.

Piercing Prophet. The doom ringer is unaffected by the *silence* spell. In addition, creatures within the area of a *silence* spell cast by the doom ringer can still hear the doom ringer and aren't immune to thunder damage dealt by the doom ringer.

ACTIONS

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

DOOM RINGER

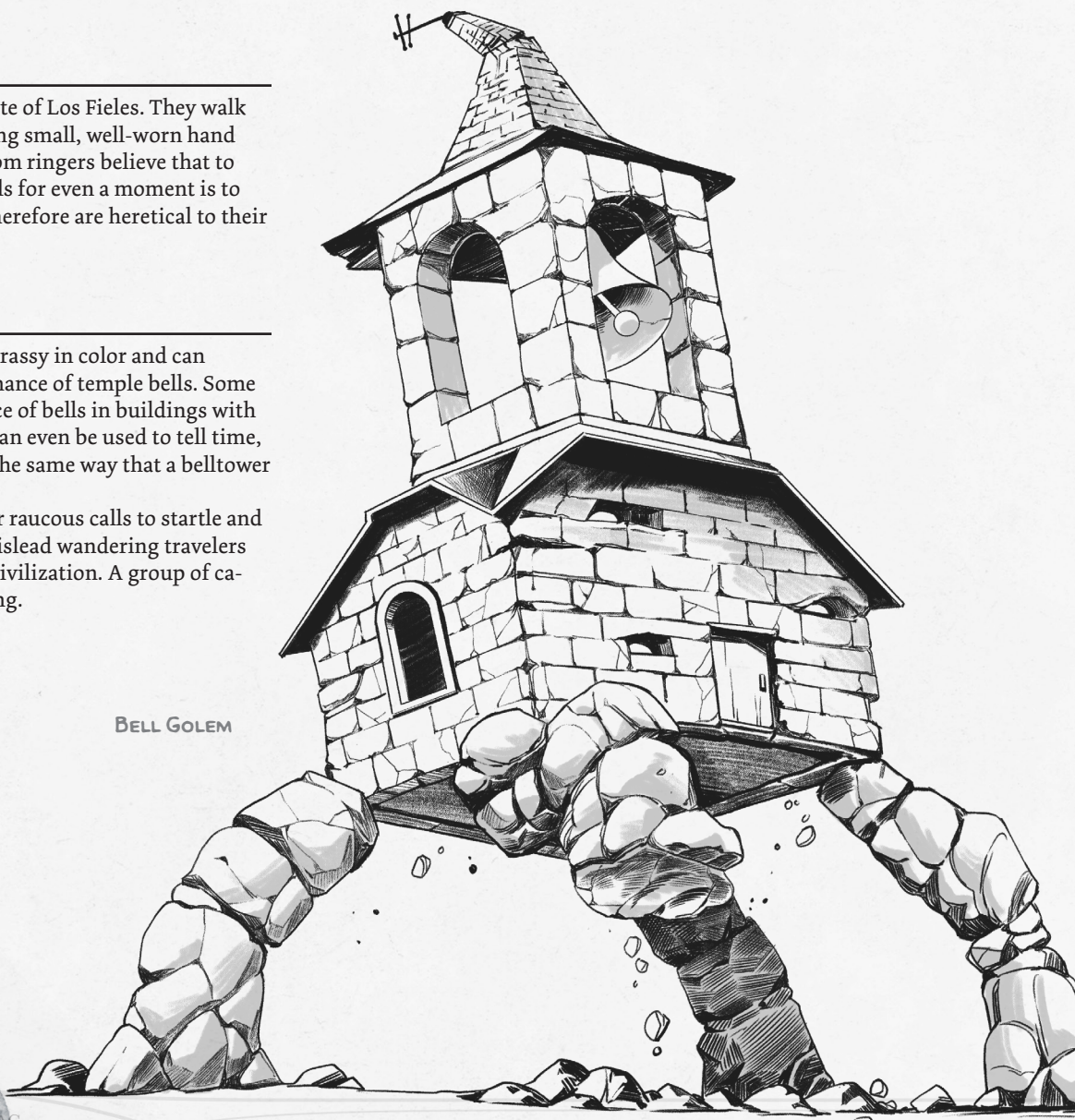
A doom ringer is a feverish acolyte of Los Fieles. They walk the streets of Gavia quietly ringing small, well-worn hand bells. The most maddened of doom ringers believe that to live without the sound of the bells for even a moment is to live in aversion to destiny, and therefore are heretical to their core beliefs.

CACOPHONY CROW

Cacophony crows are dark, but brassy in color and can imitate the sound and even resonance of temple bells. Some crows are trained to take the place of bells in buildings with limited space or resources, and can even be used to tell time, with enough patience, in much the same way that a belltower chimes throughout the day.

In the wild, the crows use their raucous calls to startle and disarm potential prey, or even mislead wandering travelers with a false promise of faraway civilization. A group of cacophony crows is called a crashing.

BELL GOLEM



CACOPHONY CROW

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 45 (6d6 + 18)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Damage Resistances thunder

Condition Immunities deafened

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

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

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage, and if the target is a Small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the crow can't use its talons on another target.

Screech (Recharge 6). The crow emits a thunderous screech. Each creature within 30 feet of the crow must make a DC 13 Constitution saving throw. On a failed save, a creature takes 10 (3d6) thunder damage and is stunned until the end of the crow's next turn. On a successful save, a creature takes half as much damage and isn't stunned.

SWARM OF CACOPHONY CROWS

Huge swarm of Medium monstrosities, unaligned

Armor Class 16 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, thunder, slashing

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

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 6 (2,300 XP)

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

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

ACTIONS

Beaks. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target. *Hit:* 25 (6d6 + 4) piercing damage, or 18 (4d6 + 4) piercing damage if the swarm has half of its hit points or fewer.

Talons. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target. *Hit:* 19 (6d4 + 4) piercing damage, or 14 (4d4 + 4) piercing damage if the swarm has half of its hit points or fewer. If the target is a Large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the swarm can't use its talons on another target.

Screech (Recharge 4–6). The swarm emits a thunderous screech. Each creature within 90 feet of the swarm must make a DC 15 Constitution saving throw. On a failed save, a creature takes 27 (5d10) thunder damage and is stunned for 1 minute; a stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. On a successful save, a creature takes half as much damage and isn't stunned.



DOOM RINGER



CLERIC OF THE CARILLON

NEW CLERIC DOMAIN

A conduit for the divine, Clerics harness their faith and intuitive sense of a deity's wishes to channel powerful magic. These miraculous spells are capable of helping friends and harming foes, calling forth healing arias and radiant flames alike. Not all who are devoted to the gods are capable of achieving such feats, as these powers are reserved for only those chosen to fulfill a greater purpose. As a result, clerics rely on their connection to a deity rather than years of rigorous study. Fueled by divine purpose, clerics depend on a mixture of combat training and heavenly magic to thwart the forces that resist the will of their deity.

CARILLON DOMAIN

Clerics that revere the meditative toll of bells are practitioners of the carillon domain. Typically bell-ringers, parishioners, or pilgrims, clerics of this domain are equally devoted to all places of worship and interpret deities through the temple bells that sing their praise. They understand the power that bells hold as holy creations responsible for decreeing time, warning the innocent, and mourning the loss of those who pass on. Through bells, these clerics can rally the good and condemn the wicked, all while wordlessly proclaiming their reverence of the divine. While no specific deities are likely to claim ownership of this domain, each is as likely as the next to empower these clerics with their blessing in exchange for their proselytizing and sounding of the bells in their name.

CARILLON DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Carillon Domain Spells table. See the Divine Domain class feature for how domain spells work.

CARILLON DOMAIN SPELLS

Cleric Level	Spells
1st	<i>alarm, thunderwave</i>
3rd	<i>knock, shatter</i>
5th	<i>mass healing word, sending</i>
7th	<i>dimension door, faithful hound</i>
9th	<i>passwall, raise dead</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with flails, mauls, morningstars, warhammers, and heavy armor.

BLESSING OF THE BELL

Also at 1st level, you can hear the ringing of divine bells throughout the day. You always know what time it is, up to the nearest quarter hour. The bells also ring to signify the beginning of battle, granting you a bonus to your initiative rolls equal to your Wisdom modifier (minimum of +0).

CHANNEL DIVINITY: FRIGHTFUL KNELL

Starting at 2nd level, when a creature that you can see within 60 feet of you is reduced to 0 hit points, you can use your reaction to emit a foretelling death knell from it, using your Channel Divinity. The death knell is audible out to a range of 10 feet, and each creature of your choice that can hear it must make a Wisdom saving throw. On a failed save, the creature is frightened of the triggering target (or whatever is left of it) until the end of its next turn. A frightened creature is incapacitated for the duration as it contemplates its own mortality. Each time the creature takes damage, it can repeat the saving throw, ending the effect on itself on a success.

When you reach 17th level in this class, the death knell's audible range increases to 30 feet.

HOLY CLANGOR

Starting at 6th level, you can use a bonus action to emit a faint, divine ringing that lasts for 1 minute, like a bell tolling noon. When you use this feature, a resonant wave emanates from you that's audible out to a range of 10 feet. The sound of the wave and its effect depends on the creature that hears it. A friendly creature that hears the sound (including yourself) can immediately make a saving throw against one effect on it that's causing it to be charmed or frightened, as the wave rings with a divine clarity. A hostile creature that hears the sound takes an amount of psychic damage equal to your proficiency bonus, as it wails with a dreadful tone instead.

For the duration, you can use a bonus action on each of your subsequent turns to send out the wave again. When you reach 17th level in this class, the wave's audible range increases to 30 feet.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 thunder damage to the target. When you reach 14th level, the extra damage increases to 2d8.

UNWAVERING RESONANCE

By 17th level, you are immune to thunder damage and can't be deafened. In addition, while your Holy Clangor is active, you have blindsight out to its audible range, and you automatically emit its divine wave when you take bludgeoning, piercing, or slashing damage for the first time since the start of your last turn.

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