

THE HOLLOW MOON

A dark, atmospheric illustration of a character with a cape and staff standing on a rocky outcrop, looking out over a landscape of floating islands and a bright blue vertical beam of light.

Concept, Design, Direction,
Editing, Layout, Subclass: The Griffon's Saddlebag
Writing: John Webb
Monster Design: TheArenaGuy
Maps: Cze & Peku
Character & Monster Art: Damien Mammoliti
Cover Art: Benjamin Sommeregger
Special thanks: Domenic Prezio, Rose Whitcomb,
Jayden Catron, & Zachary Thorpe

THE HOLLOW MOON

The Hollow Moon first appeared in astronomical charts over ten thousand years ago, arriving in orbit as “a fiery false sun.” Unbeknownst to these early observers, however, it was neither a sun nor a moon—but a life-bearing ship filled with complex organisms, an alien menagerie cultivated by a race of highly evolved creatures. Like their peers, the crew of the Hollow Moon traveled from world to world, collecting interesting specimens for their collection; their mission was motivated by curiosity and a passion for life.

What they didn’t count on was their engine revolting. Iemranten, a dragon born out of the fabric of the Cosmos itself, was captured and kept ensorcelled within the heart of the Hollow Moon as a living battery. For hundreds of years, Iemranten was a prisoner in her own body and mind, powerless to resist as her radiant energies were siphoned away to fuel the ship’s arcane systems. But one day, in an act of rage and defiance, Iemranten broke free from the chains of her ensorcelling: in a cataclysmic explosion—a “fiery, false sun”—she killed most of her captors and shattered the menagerie. Unfortunately for the dragon, it was not enough to completely break her physical cage. She succeeded in freeing her mind, but in doing so, stranded the ship in orbit around the characters’ world.

Most of the crew that survived the initial blastwave died over the following year, as starvation and desperation robbed them of both bodily constitution and will to live. All but one: Styggar, who turned to lichdom to survive. For the next ten thousand years, Styggar would wander the wastes of his former home, not quite living, not quite dead. He would try—and is still trying—to convince Iemranten to reignite the engine and move the ship out of orbit. The dragon, of course, refuses, and delights in the refusal: “Not another inch,” she gleefully repeats. Styggar is her eternal warden, ensuring Iemranten’s prison never breaks; he has time, thousands of years, before his mind goes and the containment fails. Until that day, the dragon slumbers, dreaming of sailing the Cosmos on free wings once again.

Meanwhile, as time passed, the Hollow Moon began to accrete matter in orbit. With matter came mass, with mass came gravity, and with gravity came precipitation. Over thousands of years, a Lunar Sea formed within the cradle of the moon, and the menagerie’s former inhabitants arranged themselves around this Lunar Sea into a complex ecosystem. Even the elements of the ship itself—large, stone slabs—have become sentient thanks to ten thousand years of Cosmos exposure; some have even chosen to eject themselves from the ship’s structure, careening through the atmosphere and landing on the world below as strange, polished Monoliths.

And it is because of these unlikeliest of structures, the sentient Monoliths, that terrestrial beings even know of the Hollow Moon’s true nature. With each passing year, either by complete accident or by the Monoliths’ mysterious design, more and more creatures find themselves transported into the bowels of the ship and thrust into an alien world. It won’t be long until this delicate balance between life and construct—between lich and dragon—is completely upended.

One way or another, the Hollow Moon is about to be irrevocably changed.

ENTERING THE HOLLOW MOON

Gaining entrance to the Hollow Moon is no easy feat, and a significant achievement unto itself.

Lunar Monoliths. The most straightforward way to enter the Hollow Moon is by convincing a Lunar Monolith to send you there. A Lunar Monolith is a piece of the Hollow Moon that achieved sentience and fell to the planet’s surface. Magically interfacing with a Lunar Monolith requires a successful DC 20 Intelligence (Arcana) check. A creature who studies the Lunar Monolith (either in person or via a rigorous academic search) for at least two weeks makes this check with advantage. A creature can repeat this check after every two weeks of study.

Once a creature succeeds in magically interfacing with the Lunar Monolith, they can begin communicating with one another. Like all sentient objects, the Lunar Monolith wants something; so long as this request is fulfilled, the Lunar Monolith agrees to teleport the characters to and from the Hollow Moon whenever they wish. The table below offers some suggestions on the nature of the request.

LUNAR MONOLITH REQUEST

d6	Request
1	Entertain the Monolith with a good song, story, or piece of art: the creature makes a DC 20 Charisma (Performance) check. Other creatures can assist the performer, granting it advantage.
2	“Feed” the Monolith by thinking really hard about the most grandiose meal imaginable: the creature makes a DC 20 Charisma (Deception) check. Other creatures can assist the performer, granting it advantage.
3	Adorn the Monolith with fancy clothes, jewelry, or fine paints worth at least 500 gp.
4	Lay gold or gemstones at its base worth at least 500 gp.
5	Burn sweet-smelling incense and spritz expensive perfumes worth at least 500 gp.
6	Smear blood over the stone face—a lot of blood, enough to fill a creature of Huge size or greater.

Cosmos Ships. Creatures can physically land on the Hollow Moon via a Cosmos ship. Once landed, they can easily intuit that the object is actually hollow, and can find (or force) their way inside—likely through one of the Hollow Moon’s support pillars (see “Secrets of the Lunar Sea” on page 12).

Magic. Finally (divine intervention notwithstanding), creatures can enter the Hollow Moon by magical means, such as the *wish* or *teleport* spells.

LIFE IN THE HOLLOW MOON

Though the Hollow Moon is an alien spaceship, its original purpose was the preservation of life; everyday living isn't altogether different from the characters' home world, with a few notable exceptions.

ATMOSPHERE

The atmosphere of the Hollow Moon is artificially generated and meant to accommodate as many creature species as possible; a creature with expertise in Arcana can come to this conclusion after discovering the Hollow Moon is actually an ancient ship.

Weather and Temperature. The rain never stops falling inside the Hollow Moon: it either rains a little, or a lot. The temperature of the Hollow Moon errs on the warm side—uncomfortable, but not life-threatening. There is wind in the Hollow Moon because it has an atmosphere, but there aren't any traditional seasons.

Wet Air. Creatures with the Limited Amphibiousness trait can go twice as long outside of water before beginning to suffocate. Creatures with the Water Breathing trait can survive for an hour outside of water.

GRAVITY

Gravity in the Hollow Moon is about half as strong as the characters' home; all creatures immediately notice this when they take their first step.

Jumping Distance. Creatures can jump 50 percent farther than normal (e.g., a creature that can make a 10-foot standing leap can instead make a 15-foot standing leap).

Falling Damage. Falling velocity is greatly reduced in the Hollow Moon: creatures take 1d6 bludgeoning damage for every 15 feet they fall, instead of every 10 feet.

Ranged Weapon Distance. Ranged weapons have their minimum and maximum ranges increased by 50 percent. Additionally, creatures can throw 50 percent farther than normal (e.g., a thrown improvised weapon has a range of 30/90 feet, instead of 20/60 feet).

THE LUNAR SEA

The dominant feature of the Hollow Moon is its Lunar Sea, around which the ship's complex lifeforms have organized their lives.

Dimensions. The Lunar Sea covers most of the inside of the Hollow Moon: only the occasional ruins or jungle island break up its dark waters. Sailing at normal speed, it takes about a month to cross from one end to the other.

Island Hopping. There are dozens of small, uncharted islands dotting the Lunar Sea, ripe for exploration and plundering. See "Secrets of the Lunar Sea" on page 12 for a guide on generating islands.

ECOLOGY OF THE LUNAR SEA

The Hollow Moon is home to a number of strange and alien creatures, most of which are embroiled in a bitter war for survival.

PRESERVERS

Magical-mechanical servitors designed to keep the ship functioning in case of an emergency, the Preservers are unthinking constructs operating on centuries' old programming. From within their Fortress Hives, the Preservers fabricate more of themselves, ensuring their war against the ship's intruders continues unabated.

Hivemind. The Preservers share a singular awareness; for example, two Preservers on opposite ends of the Hollow Moon can "see" and "hear" what the other is "seeing" and "hearing." This means that whenever a group of Preservers are significantly threatened, they can reroute additional forces without hesitation—the only way to win against the Preservers is through subterfuge or total annihilation.

Fortress Hive Xanna. The Preservers used to operate out of three Fortress Hives: Fortress Hive Garryd was destroyed when Iemranten intentionally sabotaged the ship, and Fortress Hive Ferrud was successfully infiltrated and knocked offline by Mycothrall forces (this victory, however, came at great cost). The final bastion of the Preservers—and by far the largest—is Fortress Hive Xanna. Depending on the characters' actions, they may have an opportunity to infiltrate this ancient construct and decide the Preservers' fate.

THE SOVEREIGNTY OF MYCOTHRALL

The Mycothrall is an unusual plant-like creature that was plucked from her home realm and placed aboard the Hollow Moon for study. After Iemranten stranded the ship, Mycothrall found herself free from the menagerie, and has since spread her tendrils into every corner of the Hollow Moon. With the ability to assimilate other creatures into her consciousness, Mycothrall has become a formidable force. She wages a war against the Preservers for control of the Hollow Moon, but despite recent victories, her forces are depleted; defeat looks all but certain.

- **Ideal: Self-Propagation.** Mycothrall's species is reliant on individual members spreading their intelligences as far as possible.
- **Bond: The Sovereignty.** Mycothrall only cares about the size of her domain; once the Hollow Moon is under her control, she plans on crashing it into the planet's surface and continuing her conquest of assimilation over whatever is left.
- **Flaw: Desperate.** Mycothrall recently gambled on destroying Fortress Hive Ferrud, and lost a great deal in her Pyrrhic victory. She's on the backfoot, and desperate for help. This makes her more likely to accept half-measures and compromises.
- **Desire: Survival.** Mycothrall has survived longer than most mortals, and wishes to continue doing so.

Hivemind. The Sovereignty of Mycothrall shares a singular awareness. Much like the Preservers, the only way to beat Mycothrall is through subterfuge or total war.

STYGGAR, THE LICH

Styggar is the last surviving crew member of the Hollow Moon, and has been a **lich** for longer than he can remember. In life, Styggar was a science officer, responsible for monitoring and cataloging the various life forms that were brought aboard; even in death, Styggar has retained his natural love

for all living things. To Styggar, lichdom is a means to an end, a way to keep working toward finding a way home. He maintains Iemranten's arcane prism, ensuring it won't fail, but can't convince the Cosmos dragon to reignite the engines. He scours the Hollow Moon for alternatives, interrogating its creatures and constructs, to no avail.

- **Ideal: Knowledge.** Both in life and lichdom, Styggar possesses an insatiable appetite for knowledge; he's fascinated especially by alien creatures.
- **Bond: The Hollow Moon.** Styggar has dedicated his life (literally) to ensuring the Hollow Moon remains operational, and its inhabitants safe.
- **Flaw: Myopic.** Styggar is blind to the basic contradiction that in his quest to preserve life, he's actively participating in the imprisonment of a sentient creature (Iemranten). He promises the dragon her freedom, but knows deep down that his people would never allow it to happen.
- **Desire: Home.** Styggar wants nothing more than to reignite the engines and return home, and will leave no stone unturned. To him, everything aboard the Hollow Moon is a tool to wield toward that singular goal.

IEMRANTEN, THE COSMOS DRAGON

The Hollow Moon's engine is not an arcane device, but a living creature: Iemranten, a dragon born of the Cosmos, radiates pure energy. Styggar and his fellow shipmates harnessed that energy by trapping Iemranten in an arcane prism and bending the creature to their will. Eventually, however, Iemranten was able to wrest back control over her own mind, and in a desperate bid for freedom, overloaded the prism—unfortunately for Iemranten, she only succeeded in stranding the ship. Iemranten remains trapped in the Hollow Moon's prism, and spends her days either sleeping or, on the lich's rare visits, verbally tormenting Styggar.

- **Ideal: Self-Determination.** Iemranten believes that all creatures, great or small, should have the opportunity to decide what's best for themselves.
- **Bond: The Cosmos.** Iemranten's home is the Cosmos itself; she yearns to fly once more in her native habitat.
- **Flaw: Stubborn and Angry.** Iemranten was subjugated and exploited for over a century, and has no interest in helping anyone aboard the Hollow Moon, even if it might benefit herself. She detests both Mycothrall and the Preservers for their hivemind intelligence, and hates Styggar for trapping her in the arcane prism. Styggar's misery is her delight.
- **Desire: Freedom.** Iemranten desires freedom above all else, so long as it doesn't involve helping Styggar, Mycothrall, or the Preservers. She's confident she'll outlast everyone aboard the Hollow Moon, and is content to sleep the days away until Styggar loses his mind and the prism finally fails.

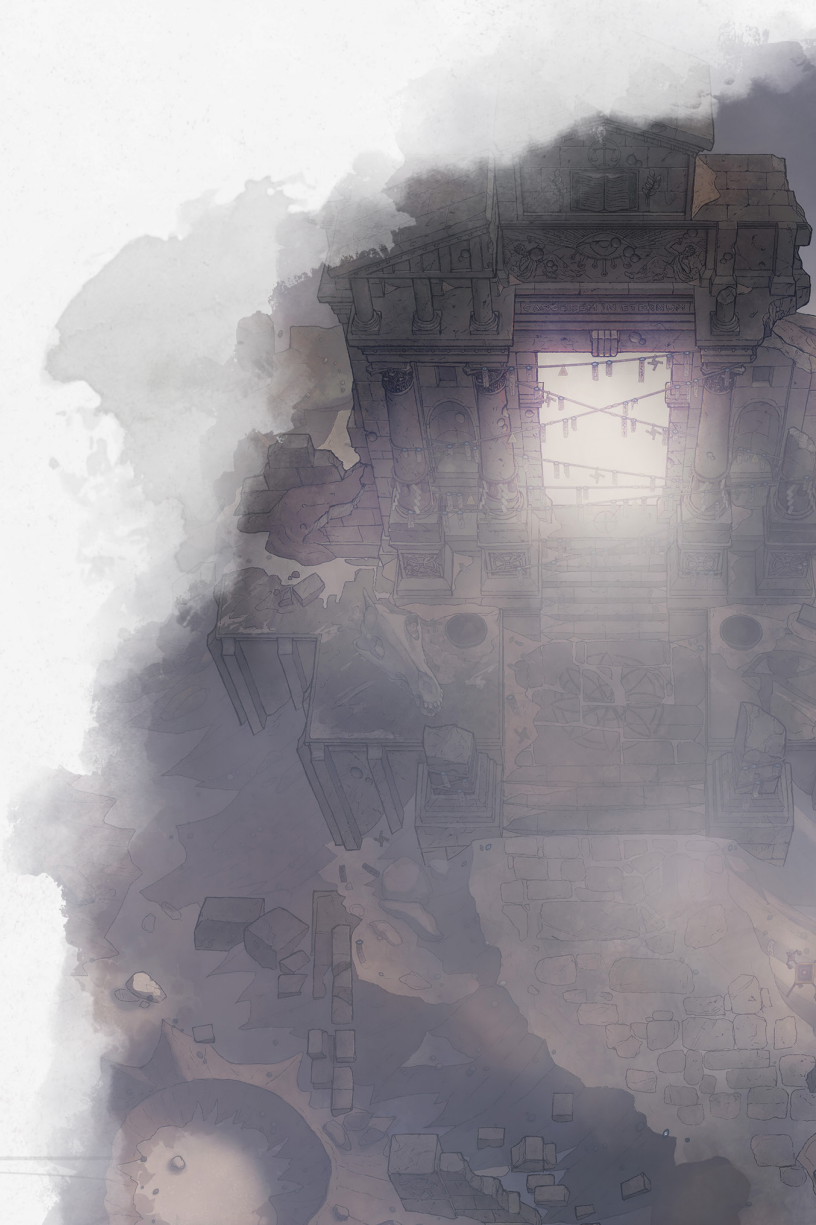
FLORA & FAUNA

Lifeforms aboard the Hollow Moon are a mix of the terrestrial and the alien; either by accident or by the Lunar Monoliths' design, a lot of plant and animal life from the characters' home realm have found their way aboard the ship. As such, here are some notable things to keep in mind as the characters explore:

Bioluminescent Fungi. The inner walls of the Hollow Moon are covered in a variety of harmless, bioluminescent fungi that escaped the menagerie when Iemranten stranded the ship. These fungi provide low light to the Hollow Moon's inhabitants, and even ultraviolet light to surface-bound plants that are reliant on photosynthesis. These fungi appear to oscillate between various reds, greens, and blues, creating a mesmerizing spectacle.

Alien Life. The menagerie of the Hollow Moon once housed thousands of strange and alien creatures—while many of them have fallen under Mycothrall's control, the characters are bound to run into them while exploring the islands of the Lunar Sea. When necessary, use stat blocks that make sense as analogues. For example, a bipedal beast might use the **ape** stat block, a flying creature the **giant owl** stat block, and so on.

Cosmos-Mutated Life. The plant and animal life of the Hollow Moon has been exposed to the Cosmos for thousands of years. Whenever a character forages for food, roll a D20. On a 17 or higher, they encounter a mutated entity. What this means exactly is up to you (a baboon with three heads, an awakened berry bush, a deer with translucent fur, etc.), but whenever a character consumes mutated food, have them make a DC 15 Constitution saving throw. On a failure, they retch the food after an hour of indigestion and must find more food for the day.



NOTABLE LOCATIONS

Throughout the Hollow Moon and Lunar Sea are several notable locations.

THE WILDS OF THE LUNAR SEA

The Lunar Sea is the largest geographic feature of the Hollow Moon, encompassing about 70 percent of the ship's inner surface area. It is an unexplored and untamed region, even by the Hollow Moon's standards. Neither Mycothrall nor Stygar dare tread its waters, fearful of what may lie beneath the waves; Preservers that walk the submarine surface are often left utterly destroyed—without ever seeing their attacker. Adventurers who plunge headlong into these uncharted isles might find more than they bargained for...

Surface Detail. The Lunar Sea is always draped with dark clouds; the bioluminescent fungi crawling across the ship's ceiling are barely visible from the ground, serving only to create a uniform, dim light. The bellows of sea creatures and alien machines alike echo on the horizon.

Islands. The Lunar Sea swallowed what used to be the alien menagerie, but certain zones still exist in the form of islands. Each island houses a different alien species. Refer to "Secrets of the Lunar Sea" for information on discovering and generating islands.



RANDOM ENCOUNTERS

As the characters explore the wilds, a complication or development might help bring the setting to life. The table below offers some suggestions:

RANDOM ENCOUNTERS

d10 Encounter

1d4 **scouts** belonging to Mycothrall are under attack by 4 **Preserver drones** (see the appendix). If the characters help the scouts escape, Mycothrall thanks them; if they haven't yet earned access to the Sovereignty as free subjects, she promises them safe passage.

2 A deafening snapping sound echoes throughout the Hollow Moon; a spire from the ceiling breaks off and falls toward the characters' location. Have each character make a DC 15 Dexterity saving throw. On a success, they avoid the falling spire. On a failure, they take 22 (4d10) bludgeoning damage and become restrained beneath 250 lbs of rubble.

3 A 10-foot-wide swarm of Cosmos-warped shrapnel envelops the characters and begins eating at anything metal they're carrying. Treat the creature as a **swarm of ravens**, except it has 48 hit points, resistance to bludgeoning, piercing, and slashing damage, and the Rust Metal trait and Antennae attack identical to that of a **rust monster**.

4 A huge, strange-looking creature (**killer whale**) breaches with a huge crash offshore, then disappears beneath the waves.

5 A patrol of 1d4 **Preserver drones** and 1 **Preserver worker** (see the appendix) passes nearby; the characters can avoid the patrol by succeeding on a DC 16 Dexterity (Stealth) check.

6 Two awakened statues (**stone golems**) rise out of the Lunar Sea, covered in moss and seaweed. The statues have faces that resemble a kraken's maw.

7 A band of 6 Cosmos-pirate **sprites**, each riding **ravens**, is tormenting a **Preserver hulk** (see the appendix) cut off from its Hive. If the pirates notice the characters, they demand tribute!

8 The characters come across a planar ripple leading to the Elemental Plane of Earth, and arrive in time to see a **bulette** emerge. A spellcasting character can close the ripple by succeeding on a DC 20 Intelligence (Arcana) check.

9 An orc **commoner** named Bugutz runs toward the characters, screaming for help; chasing him are 1d4 **scouts** belonging to Mycothrall. If the characters are in Mycothrall's good graces, they can help Bugutz by convincing the Queen of his usefulness as a free subject.

10 A monstrous flying creature (**roc**) roars overhead; the characters can avoid the creature by succeeding on a DC 14 Dexterity (Stealth) check.

HINTS OF THE PAST

Whenever the characters finish an encounter (or whenever you deem it appropriate), they discover something that illustrates the ship's troubled past. The table below offers some suggestions:

HINTS OF THE PAST

- | | |
|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| d4 | Hint |
| 1 | A row of 2d4 stasis pods containing strange creatures in suspended animation. The pods radiate transmutation magic. Half of the pods have malfunctioned; the creatures inside are dead. |
| 2 | A pile of 2d4 strange, stone discs . A creature examining the discs can attempt a DC 20 Intelligence (Arcana) check. On a success, they can unlock the discs, releasing the holographic simulacra (ghosts) of Styggar's shipmates; they can't speak the characters' languages, but if brought before Styggar, they explain that they were created as a failsafe. They then stay in Styggar's tower. |
| 3 | A broken teleportation pad . Fixing the pad requires a successful DC 20 Intelligence (Arcana) check. Once fixed, the characters can use the device to travel to any other location with a working teleportation pad. |
| 4 | A flickering holographic orrery . Red lines and error messages written in an unknown language mark where the Hollow Moon went dormant. |

FORTRESS HIVE XANNA

Within the Preservers' gargantuan Fortress Hives, the constructs reforge their fallen and continuously improve their combat effectiveness. Fortress Hive Xanna is the last bastion of the Preservers, casting an ominous shadow over the whole western coast of the Lunar Sea. From here, the Preservers launch attacks against Mycothrall and her odious Sovereignty. They will not stop until the intruders are destroyed.

Surface Detail. Fortress Hive Xanna is a miles-wide maze of metal and forges, kept in pristine condition by its servitors. Its fires never stop burning. The air inside is an acrid haze. The tireless Preservers work night and day: one can hear the distant keening of hammer strikes even before the Hive's long shadow falls over them.

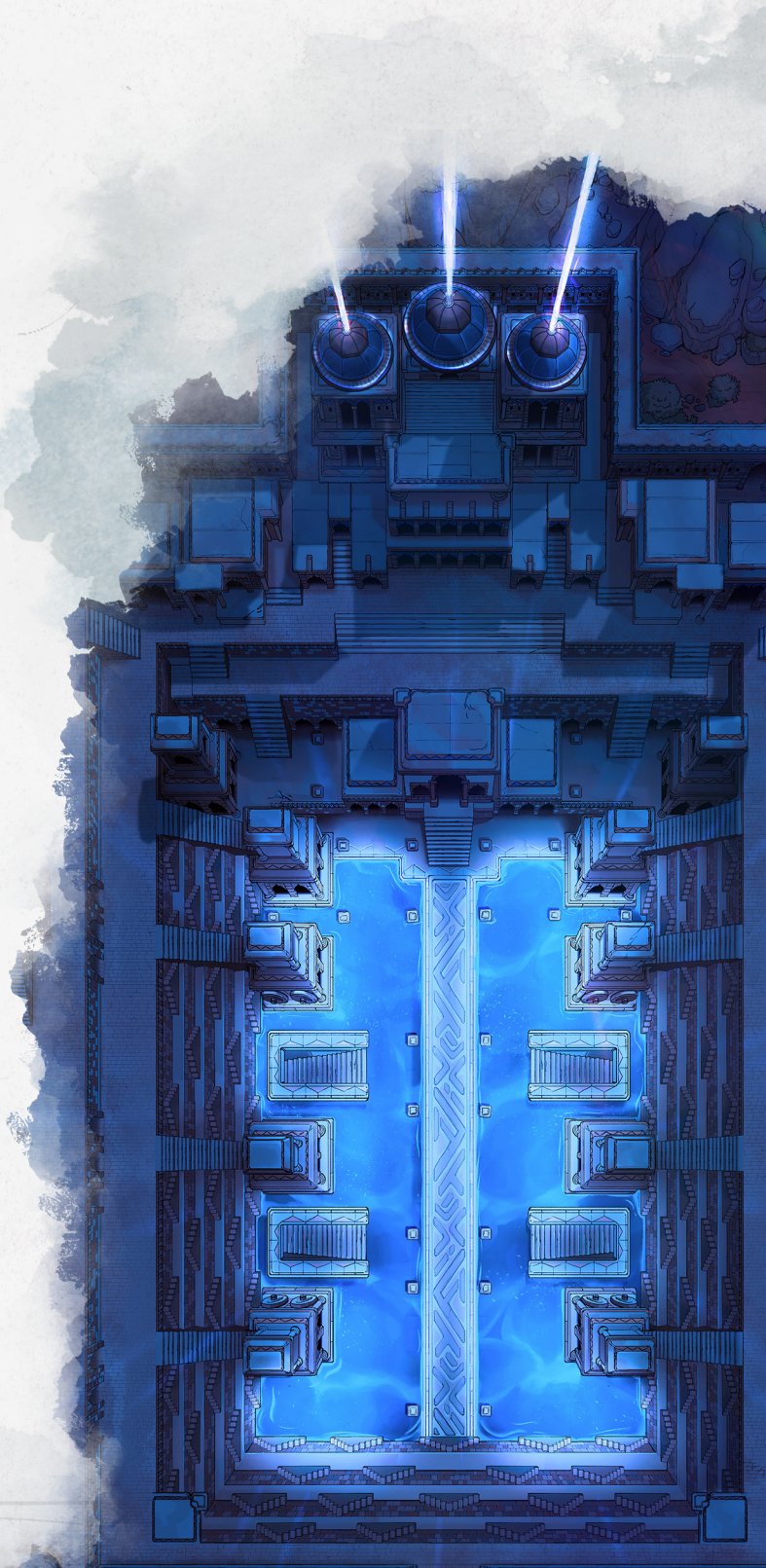
- Treat the area inside Fortress Hive Xanna as being lightly obscured by haze.
- Non-construct creatures inside Fortress Hive Xanna have disadvantage on Wisdom (Perception) checks that rely on hearing and/or smelling.

DEFENSES

Poisonous Air. Creatures that enter Fortress Hive Xanna are exposed to the sulfurous air that's poured from its tireless forges. Each breathing creature within the Hive must succeed on a DC 16 Constitution saving throw or become poisoned; creatures found within Fortress Hive Xanna are immune. A creature poisoned in this way remains poisoned until it spends at least 1 hour outside the Hive, and it can't

breathe while within the area's poisonous haze. On a successful save, a creature is immune to this effect for 1d4 hours.

Hivemind Swarm. During combat in the Hive, on initiative count 20, roll a d6. On a 5 or 6, 1 **Preserver worker** arrives at the beginning of the next turn. Reinforcements always act on initiative count 10. The characters must either escape and hide, or destroy all enemies before reinforcements arrive. To overcome this defense, have the characters make DC 20 Dexterity (Stealth) checks for every hour they explore the Hive. If the Preservers are being distracted by Mycothrall's forces, decrease the DC by 10. After 6 hours of exploration, they reach the central control room. Add 1 hour of exploration for every two times the characters are caught.



RANDOM ENCOUNTERS

As the characters explore the Hive, a complication or development might help bring the setting to life. The table below offers some suggestions:

RANDOM ENCOUNTERS

d10 Encounter

- 1 The characters come across an awakened forge (treat it as a **fire elemental**, except it is immobile and has resistance to slashing and piercing damage) being worked by 1d4 **Preserver workers**. The forge is in agony, but the Preservers aren't capable of compassion.
A patrol of 1d4 **Preserver drones** and 1 **Preserver worker** passes nearby; the characters can avoid the patrol by succeeding on a DC 16 Dexterity (Stealth) check.
- 2 A patch of **shriekers** have grown beneath a collapsed column. A creature with expertise in Survival notices the fungi before coming into range. Otherwise, the shriekers alert the Preservers to the characters' presence.
- 3 A group of 1d6 mole-like creatures (**badgers**) emerge from the earth; each character that can see one of the creatures must succeed on a DC 12 Wisdom saving throw or become charmed by them for 1 minute. They each try to steal a ring or necklace, then burrow away.
- 4 A pile of floating rubble—with an inactive Preserver worker stuck at its center—appears to be floating toward the characters. It's actually a **gelatinous cube**.
- 5 A group of 1d6 **magma mephits** are running amok through one of the Hive's forges. The Preservers there have been thoroughly dismantled; some of the mephits are wearing the construct heads as helmets.
- 6 The characters come to a malfunctioning forge; it's spewing toxic gas and smoke. A creature with expertise in Survival smells the gas before passing through the area. Otherwise, each non-construct creature in the area must succeed on a DC 13 Constitution saving throw or fall unconscious for 1 hour or until the gas dissipates. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.
- 7 1d4 **giant fire beetles** scurry underfoot; a lone **Preserver hulk** emerges from the haze, in hot pursuit.
6 awakened conduit lines (treat them as **constrictor snakes**, except they have resistance to slashing and piercing damage and their Bite attack deals lightning damage) shoot out of the Hive walls; once a character is restrained, the conduit line attempts to drag them toward the nearest forge, where 1d4 **Preserver workers** are operating.
- 8 2 construct horrors (treat them as **shambling mounds**, except they have resistance to slashing and piercing damage) drop down from the Hive ceiling and attempt to Engulf the characters.
- 9
- 10

HINTS OF THE PAST

Whenever the characters complete an encounter (or whenever you deem it appropriate), they discover something that illustrates the ship's troubled past. The table below offers some suggestions:

HINTS OF THE PAST

d4 Hint

- 1 A **sentient piece of rubble** reaches out to the characters; it doesn't use words, but transmits feelings and images. It was forged into the body of a Preserver hulk and wants to go free. Once free, the rubble weighs 5 lbs and easily fits into the characters' hands. It wishes to accompany the adventurers on their journey.
A trail of **charred bones**, strewn carelessly across the Hive by the Preservers in their mindless work. A successful DC 15 Wisdom (Medicine) check reveals that the flesh of these bones was instantaneously incinerated—the aftermath of Iemranten's sabotage.
- 2 A **ghost** haunts the Hive, pantomiming the job it had in life. It does not react to the characters' presence unless attacked; it repeats the same loop, over and over again, that terminates in a bloodcurdling scream.
- 3 A broken **teleportation pad**. Fixing the pad requires a successful DC 20 Intelligence (Arcana) check. Once fixed, the characters can use the device to travel to any other location with a working teleportation pad.
- 4

THE SOVEREIGNTY OF MYCOTHRALL

On the eastern shore of the Lunar Sea lies the Sovereignty of Mycothrall, an alien habitat made of pulsating fungus and spare ship parts. Once a part of the Hollow Moon's menagerie, it has since been transformed into a biomechanical fortress. Its Queen is an alien called Mycothrall, who spreads her consciousness to other living creatures by way of her fungal spores. But despite Mycothrall's alien nature, her Sovereignty remains the closest thing to civilization aboard the Hollow Moon—so long as you can prove your worth as a free subject, the Queen (**Mycothrall Queen**; see the appendix) is gracious enough to let you retain your free will.

Surface Detail. The Sovereignty is a living fortress of fungi and metal. The air is clouded with spores. Its free subjects, an eclectic mix of unrecognizable refugees and terrestrial explorers, mingle openly with Mycothrall's servants—a common refrain within the Sovereignty: “The Queen's eyes are always upon you.”

A Rocky Introduction. When the characters arrive, they're greeted by Mycothrall through one of her fungus-covered subjects. Before becoming free members of the Sovereignty, Mycothrall demands to know what the characters can offer her. If the answer doesn't please her, she attempts to bring the party under her direct control; if the characters escape, they can try again after taking a long rest. Of course, Mycothrall's servants are sure to be searching for them in the meantime.

A Rocky Exit. Creatures accepted into the Sovereignty as free subjects aren't permitted to leave the Hollow Moon until Mycothrall's war against the Preservers is won. While the characters might be able to escape the Queen's clutches, assume NPCs present in the Sovereignty are too scared to leave.

AMENITIES AND SERVICES

Adventurers can find the following services within the Sovereignty.

The Friendly Mushroom. Grunden Vask (neutral male dwarf **spy**) has carved out a makeshift inn in the largest mushroom of the Sovereignty. Free from his terrestrial responsibilities as a clandestine operator, Grunden occupies his days by concocting mushroom ales...to varying degrees of success. Whenever Mycothrall needs something (or someone) to disappear, Grunden is the man responsible to make it happen.

Solfein's Forge. Solfein (neutral evil male **drow** with expertise in smith's tools) operates the only smithing services aboard the Hollow Moon. In exchange for safety and bodily autonomy, Solfein is contracted to make weapons and armor for Mycothrall's subjects. Those who bring their own scrap metal receive a small discount.

Bellyboot's Emporium. Nila Bellyboot (neutral good female gnome **mage**) has scratched a living aboard the Hollow Moon by enchanting and selling magic items. Her service to Mycothrall includes scrying for signs of Preserver movement and shielding the Sovereignty from Styggar's watchful eye.

Castaway's Lodge. Ameria (chaotic good female elf **druid**) provides healing and spiritual guidance to souls stranded aboard the Hollow Moon. New arrivals to the Sovereignty are invited to sleep in the lodge for as long as they'd like, until they feel comfortable living amongst Mycothrall's subjects. Ameria serves Mycothrall by cultivating new fungus patches and expediting their growth, thus spreading her influence ever further.

OTHER CREATURES OF THE SOVEREIGNTY

Mycothrall's Subjects. Creatures unable or unwilling to impress Queen Mycothrall are turned into fungus-covered subjects, losing their free will and bodily autonomy. See the appendix for details on converting creatures into mycothrall subjects.

Sniffer and Whiffer. Sniffer and Whiffer are two awakened **giant rats** who act as scouts for Queen Mycothrall. They are perfidious creatures who delight in mischief and thievery, but one can buy their good will (temporarily) with a block of fine cheese.

Giogroth, the Wizard. Giogroth is a white dragonborn wizard who maintains any written history and propaganda at Queen Mycothrall's request. The Queen also believes that he will be capable of understanding Styggar's spellbook, despite him explaining why he doesn't think he'll be able to. Giogroth is a member of the **Wizard of the Spellforge** (see the appendix) and can temporarily enchant a weapon, granting it a +1 bonus to attack and damage rolls for 48 hours. Doing so takes 1 hour and costs 100 gp. Giogroth has attempted to speak with Iemranten, unsuccessfully, but believes that if she is released, the consequences would be dire.

Bad Oak. The awakened **treant** known as Bad Oak keeps

watch over Queen Mycothrall's bodily form at all times. Ameria uses Bad Oak's frame to test new fungi strains and formations; much of his bark has been stripped and scarred white over the years.

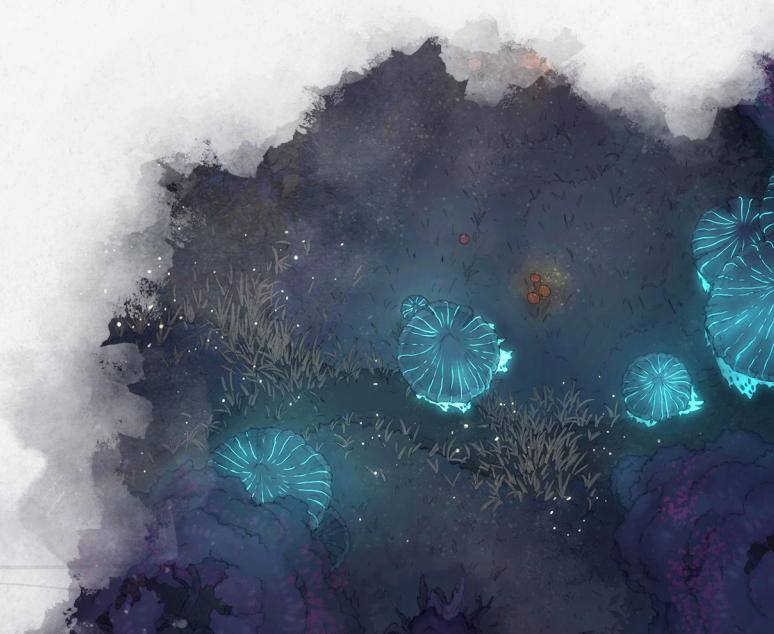
HUSTLE AND BUSTLE

At the end of each hour you spend in the Sovereignty (or whenever you deem it appropriate), roll a d20. On a result of 19 or 20, an event happens. Roll on or choose from the table below to see what trouble finds the characters.

HUSTLE AND BUSTLE

d6 Event

- | | |
|---|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | A recent arrival (commoner) is being transformed into one of Mycothrall's subjects after failing to impress with his juggling routine—it's a painful process. |
| 2 | Sniffer and Whiffer are fighting over a large bone. The bone's joints are coated in silver: a successful DC 14 Wisdom (Medicine) check deduces it was probably an experimental (and unsuccessful) cure for arthritis. The bone is worth 25 gp, but the rats won't give it up without something in return. |
| 3 | A Cosmos ripple tears open nearby, sending everyone into a panic. 2d4 imps emerge from the portal and start causing a ruckus. A spellcasting creature can close the portal by succeeding on a DC 20 Intelligence (Arcana) check. |
| 4 | The characters witness a very intoxicated Solfein yelling and cursing at Mycothrall's subjects, demanding to leave. Grunden and Ameria are trying to calm him down. |
| 5 | A surprised yelp issues from the Castaway's Lodge; the mushrooms of the Sovereignty release fungal spores all at once, coating everyone in a thick yellow powder. Bad Oak storms out of the Lodge—Ameria follows, apologizing profusely. |
| 6 | An awakened statue (stone golem), covered in moss, wanders into the Sovereignty and collapses; everyone gathers around it to gawk. The statue's face resembles a kraken's maw. |



STYGGAR'S TOWER

Styggar's Tower rises out of the northern waters of the Lunar Sea. As one of the Hollow Moon's support pillars, it used to span all the way to the ship's surface, but was damaged during Iemranten's escape attempt; now, it leans perilously over the dark waters below. Upon becoming a lich, Styggar reappropriated the tower for his own protection, installing traps, raising undead servants, and scribing magical wards.

Surface Detail. The tower stretches into the darkness above, beyond even the glow of the Hollow Moon's bioluminescent fungi. The stench of undeath lingers in the air; guttural, hungry moans can be heard throughout the tower's halls.

Styggar's Welcome. Before the characters panic and start slaying Styggar's undead servants, the lich himself speaks telepathically to them, promising safe passage through the tower. He invites the characters to come speak with him in person.

DEFENSES

Sentient Tower. Like the Lunar Monoliths, Styggar's Tower became sentient after millennia of Cosmos exposure. A creature can interface with the tower like any other Lunar Monolith. It appreciates Styggar's stewardship and actively warns him of intruders, but could be convinced to turn a blind eye should the characters satisfy its desires.

Undead Servants. Styggar has a garrison of enthralled undead creatures stationed inside his tower: **ghouls, ogre zombies, shadows, ghouls, wights**, and even **minotaur skeletons**. Like the living creatures inside the Hollow Moon, these undead are mostly unrecognizable in origin, even if they were originally terrestrial. They have standing orders to tear into anything that steps into the tower uninvited.

Magical Wards. Styggar inscribed a number of *glyphs of warding* throughout the tower, which he can activate and deactivate at will. If the characters fall on Styggar's bad side, they'll have to contend with *guards and wards*, explosive runes, *stinking clouds*, *lightning bolts*, and *fireballs*. If Styggar's current form is destroyed, the wards activate automatically.

Styggar's Phylactery. Styggar has stored his essence into an old medallion: a symbol of the service rank he held in life. He keeps the medallion in his personal quarters, hidden by a permanent *invisibility* spell and protected by *glyphs of warding* primed with *disintegrate* spells. While Styggar is away, the entrance to his personal quarters is *arcane locked* and enchanted: whenever a living creature touches the door, they receive a *suggestion* to exit the tower immediately—through a nearby portcullis.

RANDOM ENCOUNTERS

As the characters explore the lich's tower, a complication or development might help bring the setting to life. The table below offers some suggestions:

RANDOM ENCOUNTERS

d10 Encounter

1 A friendly floating skull (treat it as a **flying sword**, except its Longsword attack is replaced by a Headbutt attack that deals bludgeoning damage) starts talking to the characters; it explains that it used to be Styggar's human apprentice.

2 A blind, rotting, undead **medusa** (treat it as normal, except it can't see and also has immunity to poison damage and immunity to the poisoned condition) slinks into view.

3 1d4 **black puddings** are crawling over several fresh corpses, disintegrating their flesh in real time.

The way forward is trapped. A string of pressure plates has been installed. The trap activates when 50 pounds or more are placed on a pressure plate. The DC to spot the pressure plates is 16.

4 When the trap is triggered, a small vent appears overhead and begins releasing a paralyzing gas. Breathing creatures in the area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, they are also paralyzed and take 6 (1d10) poison damage at the beginning of each of their turns. A creature wakes up 1d6 rounds after being removed from the area or after the trap is disabled. Blocking or destroying the vent disables the trap.

5 8 undead **giant rats** (treat them as normal, except they also have immunity to poison damage and immunity to the poisoned condition) emerge from a large hole in the wall. A creature of Small size or smaller can squeeze into the hole and discover the rat's nest: a pile of unremarkable bones, save a skull containing 1d4 gold teeth worth 25 gp each.

6 A **wight** dressed in fancy clothing is dusting the ceiling. Unlike the other undead creatures in the tower, this one remains free of Styggar's control. He introduces himself as Mr. Dower, and claims to be the steward of the tower.

7 1d6 **shadows** crawl across the walls, pantomiming the characters.

8 An undead **mimic** (treat it as normal, except it also has immunity to poison damage and immunity to the poisoned condition) has taken the shape of a false door. A character with expertise in Stonemasonry, mason's tools, or Survival notices that the door is in a nonsensical spot before reaching for the handle.

9 The way forward is covered in 10 **violet fungi**. A creature with expertise in Survival notices the fungi before coming into range.

10 4 **skeletons** emerge from an alcove, their heads glowing with an intense light. The light is from **will-o'-wisps** that were magically trapped there by Styggar.

HINTS OF THE PAST

Whenever the characters complete an encounter (or whenever you deem it appropriate), they discover something that illustrates the ship's troubled past. The table below offers some suggestions:

HINTS OF THE PAST

- | | |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| d4 | Hint |
| 1 | A broken teleportation pad . Fixing the pad requires a successful DC 20 Intelligence (Arcana) check. Once fixed, the characters can use the device to travel to any other location with a working teleportation pad. |
| 2 | A board game of sorts, covered in dust. It looks like it was abandoned midgame. The pieces are made of crystal and are worth 150 gp in total. |
| 3 | A malfunctioning arcane device , sparking bolts of electricity. Any creature that touches the device takes 14 (4d6) lightning damage. |
| 4 | A pack of 2d4 invisible, dog-like creatures . Treat them as blink dogs , except they're permanently invisible. The creatures sniff out the characters' food (if any) and try to steal as much as possible before fleeing. |

IEMRANTEN'S PRISON

The Hollow Moon's engine room is buried beneath a mile-long patch of overgrown rubble strewn across the Lunar Sea's southern shore, the result of Iemranten's ill-fated escape attempt many thousands of years prior. Only the oldest creatures aboard the Hollow Moon can recall its exact location, and fewer still are incentivized to do so. Within the engine room, the great Cosmos dragon, Iemranten, slumbers in her prison of magic and machine, awaiting the day its integrity fails and allows her to go free.

Surface Detail. The engine room is a time capsule of what the Hollow Moon once looked like, a splendorous marriage of magical artifice and physical engineering; benign animated constructs move to and fro, keeping the engine room in spotless condition. It is well lit by permanent orbs of *dancing lights*.

Discovering the Engine Room. Whenever the characters are exploring the southern shore, have their guide make a DC 20 Wisdom (Nature) roll. On a success, they find the entrance to the engine room: a rusted, circular door hidden at the end of a tunnel of rubble. Alternatively, Styggar visits the engine room every 1d4 days to check on Iemranten's prison; the characters can either convince Styggar to show them the way, or follow him. Finally, Mycothrall can be convinced to share the entrance location in exchange for a favor.

Iemranten's Location. The dragon's prison is located at the heart of the engine room. The characters find Iemranten after four hours of exploration.

RANDOM ENCOUNTERS

As the characters explore the engine room, a complication or development might help bring the setting to life. The table below offers some suggestions:

RANDOM ENCOUNTERS

- | | |
|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| d10 | Encounter |
| 1 | An unstable Cosmos ripple, born of Iemranten's latent energies, materializes before the characters. Then, the massive head and arm of a balor emerges. Treat the creature as normal, except it is immobile, can't Teleport, and can only attack with its Whip. After 6 rounds, the Cosmos ripple closes—severing the demon's head and arm from its body.

A <i>magic mouth</i> materializes on a nearby door. In Styggar's voice, cycling between every known language, it says, "Intruders, congratulations on finding this forbidden place, but I promise there's nothing for you here. Leave now, before I return, and I may spare your lives." The voice is booming; creatures that hear it must make a DC 16 Constitution saving throw or take 7 (2d6) thunder damage and become deafened for 1 hour. If Styggar is present, he deactivates the <i>magic mouth</i> before it can cause any damage. |
| 2 | A permanent arcane eye (as the spell) wanders the engine room—one of Styggar's spies. The characters can avoid the eye by succeeding on a DC 14 Dexterity (Stealth) check. Otherwise, Styggar becomes aware of the characters' presence, if he's not already. |
| 3 | The characters come across a planar ripple leading to the Elemental Plane of Air, and arrive in time to see an air elemental emerge. A spellcasting character can close the ripple by succeeding on a DC 20 Intelligence (Arcana) check. Otherwise, Styggar closes the ripple during his next visit. |
| 4 | The characters accidentally awaken 1d4 rusting Preserver workers (treat them as normal, except their movement speed is halved); remnants from Fortress Hive Garryd. If Styggar is accompanying the characters (or has given them permission to enter Iemranten's Prison), he commands the constructs to shut down. |
| 5 | 2 wights keep vigil over this section of Iemranten's Prison. Creatures with a passive Perception of 12 or greater smell the creatures before coming into view. The characters can then avoid the wights by succeeding on a DC 14 Dexterity (Stealth) check. Otherwise, Styggar becomes aware of the characters' presence, if he's not already. |
| 6 | |

d10 Encounter

7 A section of the ceiling collapses beneath the weight of the rubble above; creatures in the area must succeed on a DC 16 Dexterity saving throw or take 22 (4d10) bludgeoning damage and become restrained beneath 250 lbs of rubble.

8 A wave of irradiated energy—the byproduct of Iemranten’s damaged prison—cascades through the whole engine room. All living creatures must succeed on a DC 16 Constitution saving throw or take 11 (2d10) poison damage and become diseased for 1 month. While diseased in this way, creatures start losing hair, becoming hairless after 2d4 days. This condition can only be cured through a *lesser restoration* spell or similar effect.

9 The characters come across a camp of wary humanoid creatures (treat them as **apes**, except their Intelligence score is 10 and they speak a language only they can understand). So long as the characters remain friendly, the humanoids allow them to stay and rest. If this result is rolled or chosen a second time, the characters find the humanoids dead—slaughtered by Styggar’s watchful minions.

10 The characters hear the Moan of a **cloaker** coming from deeper within the engine room. The characters can avoid the cloaker by succeeding on a DC 15 Dexterity (Stealth) check.

HINTS OF THE PAST

Whenever the characters complete an encounter (or whenever you deem it appropriate), they discover something that illustrates the ship’s troubled past. The table below offers some suggestions:

HINTS OF THE PAST

d4 Hint

1 A localized gravitational malfunction occurs and persists for 1 hour: during that time, all gravitational effects for creatures inside Iemranten’s Prison are negated.

2 A broken **teleportation pad**. Fixing the pad requires a successful DC 20 Intelligence (Arcana) check. Once fixed, the characters can use the device to travel to any other location with a working teleportation pad.

3 A pile of **scorched and rusting Preserver parts**. A successful DC 16 Intelligence (Arcana) check reveals that the parts are probably thousands of years old.

4 A **small crystalline cube**. A creature examining the cube can attempt a DC 20 Intelligence (Arcana) check. On a success, they interface with the cube and receive a stored telepathic message (as the spell) in an unknown language. If they recite the message for Styggar, he translates it to: “The ship is going down. I love you, goodbye.”

ADVENTURES IN THE HOLLOW MOON

For more longform campaigns, the Hollow Moon has several adventure paths that a group of enterprising heroes might embark upon. Whether it’s exploring the mysterious isles dotting the Lunar Sea, intervening in the war between Mythorhall and the Preservers, or finding a way to reactivate the ship’s engine, there’s plenty of adventure to be found aboard the Hollow Moon.

Each adventure path is described below in stages. As always, feel free to use, modify, or ignore whatever you wish.

SECRETS OF THE LUNAR SEA

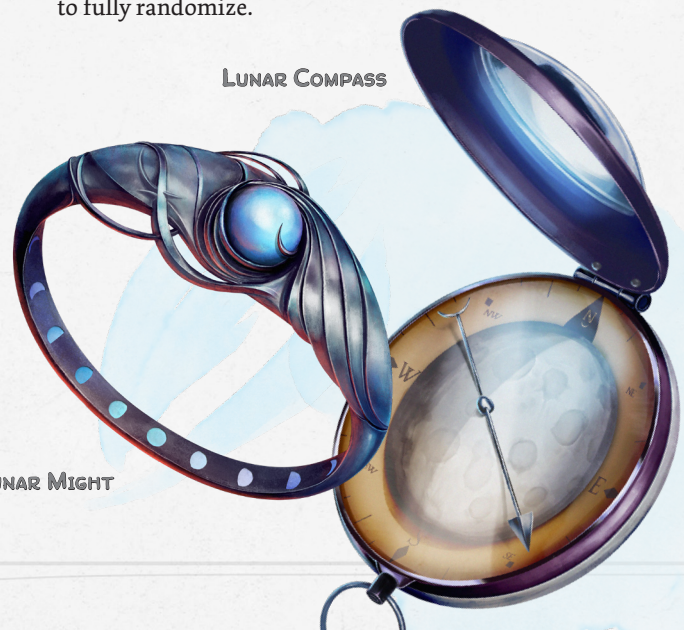
Overview. A long-forgotten part of the menagerie lies at the bottom of the Lunar Sea, buried beneath its glassy waters: the kraken’s basin. Warped and made immortal by Cosmos exposure, the kraken yearns for freedom—and wanton destruction. Should the characters explore the Lunar Sea and undo the basin’s magical restraints, they’ll have the opportunity to claim one of the most powerful magical artifacts aboard the Hollow Moon.

Discovery. The characters become aware that something dangerous is hidden at the bottom of the Lunar Sea while exploring its islands (see “The Wilds of the Lunar Sea” on page 6). If Styggar is aware of the characters’ exploration, he warns them not to open the arcane locks.

Arcane Locks. To unlock the kraken’s basin, the characters must discover and solve four arcane locks spread across the Lunar Sea islands. Each arcane lock is a 10-foot-tall pylon that weighs 100 lbs. To solve an arcane lock, a character must succeed on three consecutive DC 14 Intelligence (Arcana) checks; on a failure, the character takes 11 (2d10) psychic damage and can’t attempt the checks again until they complete a long rest. Physically removing a lock from an island (or destroying it) doesn’t count as unlocking it, and if any lock is destroyed before being solved, the kraken’s basin becomes permanently inaccessible.

Island Navigation. Whenever the characters travel across the Lunar Sea, have them designate a guide. For every 4 hours of continuous travel, have the guide make a DC 16 Wisdom (Survival) check; if they have proficiency in navigator’s tools, they add 5 to their results. On a successful check, the characters discover an island: roll on or choose from the table below to generate an island, its inhabitants (and analogous stat block), and its primary feature.

You can roll a single d20 and read across, or roll four d20s to fully randomize.



d20	Size	Inhabitants & Stat Block	Feature	Arcane Lock?
1	Tiny	Uninhabited	A broken teleportation pad. Fixing the pad requires a successful DC 20 Intelligence (Arcana) check. Once fixed, the characters can use the device to travel to any other location with a working teleportation pad.	No
2	Tiny	Uninhabited	A sentient tree. It's willing to reveal the location of an arcane lock in exchange for a good story: the storyteller makes a DC 18 Charisma (Performance) test. On a success, the next island the characters discover is guaranteed to have an arcane lock. Each character can make one attempt to tell the tree a good story.	No
3	Tiny	Uninhabited	A makeshift lighthouse made of magic and spare Preserver parts. An unrecognizable skeleton lies at its base. A character can make a DC 18 Intelligence (Arcana) check to inspect the lighthouse. On a success, they can activate it to give their navigator a +2 bonus on future navigation rolls.	No
4	Tiny	Uninhabited	A lone, rusting Preserver hulk (see the appendix), cut off from its Hive. So long as the characters don't act aggressively, the Preserver remains docile.	No
5	Tiny	Peaceful Alien Humanoids (apes)	An outcrop of illusory rocks that shine like glass (mirrorlight crystals; see the Mirrorlight Caverns document); the reflections seem to take on a life of their own. If a character stares too long, a perfect copy of them emerges. The copy dies 2 hours later (horribly).	Yes
6	Small	Uninhabited	The ghost of an inhuman creature haunts the beach, muttering to itself in its ancient language. It ignores the characters unless attacked.	No
7	Small	Uninhabited	A large, water-powered clock. A DC 15 Intelligence (Arcana) check reveals that it's set to the wrong time. If the characters take the time to correct the clock, a pinpoint of light emerges from its base and shoots across the Lunar Sea: following the light leads to an island that is guaranteed to have an arcane lock.	No
8	Small	Aggressive Alien Beasts (giant rats)	A sentient sandstorm crawls across the island. It communicates by whipping itself into various shapes.	No
9	Small	Peaceful Alien Beasts (giant frogs)	A field of scalding geysers. Investigating the geysers reveals that they're actually mechanical steam vents.	No
10	Small	Neutral Alien Beasts (giant crabs)	A circle of standing stones that resonate with the wind. A spell-casting character can attempt to harmonize with the standing stones by performing a DC 18 Charisma (Performance) check using an instrument. On a success, the creature regains 1d4 spell slots of 1d4 level. Then, the stones fall silent.	No
11	Small	Aggressive Alien Beasts (crocodiles)	An unusually strong magnetic field: loose metal objects become stuck to the ground, and creatures wearing metal armor must succeed on a DC 20 Strength (Athletics) check or become restrained. Investigating the island reveals a huge arcane construct buried in the earth; it appears to be malfunctioning. The construct can be fixed with a successful DC 15 Intelligence (Arcana) check. Alternatively, the construct has 50 hit points, an AC of 10, and a damage threshold of 10. Once the machine is dealt with, the magnetic field ends.	No
12	Small	Neutral Alien Humanoids (baboons)	A dead coral reef, bleached and forgotten.	Yes
13	Medium	Uninhabited	One of the characters' rivals is stranded on the island. They have no idea how they got transported into the Hollow Moon.	No

d20	Size	Inhabitants & Stat Block	Feature	Arcane Lock?
14	Medium	Aggressive Alien Humanoids (tribal warriors)	An abandoned battlefield: rotting Sovereignty bodies and broken Preserver constructs litter the island. Searching the battlefield reveals a small puzzle cube. A creature can solve the puzzle cube over the course of 1 hour by succeeding on a DC 16 Intelligence (Arcana) check. Once solved, the cube unfolds into a partial map: following the map leads to an island that is guaranteed to have an arcane lock.	No
15	Medium	Peaceful Alien Beasts (axe beaks)	The characters discover one of the Hollow Moon's load-bearing support pillars. The pillar leads directly to the surface. A creature can climb the pillar over the course of 4 hours by succeeding on a DC 10 Strength (Athletics) test using tools, or a DC 20 Strength (Athletics) test climbing freehand. On a failure, the creature falls. 6d20 feet.	No
16	Medium	Neutral Alien Beasts (draft horses)	A copse of crystalline trees; they chime in the wind. A branch can be broken off and fashioned into a flute over the course of 8 hours using glassblower's tools. Once finished, the crystal flute grants a +1 bonus to any Charisma (Performance) check made using it.	No
17	Medium	Aggressive Alien Beasts (giant wasps)	Hundreds of lines scratched into a standing stone. Investigating the island reveals a small cave, within which lies an ancient campsite and strange skeleton. An illegible word has been scratched in the wall.	Yes
18	Large	Uninhabited	A living aurora that stretches for a half mile. It follows the characters from a respectable distance.	No
19	Large	Uninhabited	The island is pockmarked by volcanic pools that erupt once every 4 hours. Characters on the island when this happens must succeed on a DC 12 Dexterity saving throw or take 28 (5d6) fire damage.	No
20	Large	Aggressive Alien Beasts (giant apes)	Megaflora towers over the characters—even the grass!	Yes

Climax: The Cosmos-Kraken. Once the arcane locks are solved, the gates to the kraken's basin yawns open at the center of the Lunar Sea: the sea level lowers by several feet as water rushes into the darkest depths of the Hollow Moon, pulling everything toward its vortex. Soon after, the **Cosmos-Kraken** (see the appendix) emerges.

- **Preservers' Response.** If Fortress Hive Xanna is still operational, the Preservers reroute everything toward the Cosmos-Kraken in an effort to contain it.
- **Styggar's Response.** If Styggar is still alive, he begrudgingly joins the characters in the coming battle.
- **No Intervention.** If the characters don't intervene at all, the Cosmos-Kraken kills Styggar, destroys Fortress Hive Xanna, breaks Iemranten's prison, and rips the Hollow Moon apart from the inside out over the course of 2d10 hours.
- **Reward.** In the unlikely event that the characters succeed in destroying the Cosmos-Kraken, they can dislodge the magic item stuck in its hide: *Criir's blade*.

THE MENAGERIE-PRESERVER WAR

Overview. Within the Hollow Moon, a plantlike alien called Mycothrall wages war with the ship's ancient servitors, the Preservers. The war, however, is not going well: Mycothrall's

forces are severely depleted after invading Fortress Hive Ferrud. If help isn't found soon, the Preservers will overwhelm the alien and her Sovereignty. If the characters intervene, they'll hold the future of the Hollow Moon—and even the planet below—in the palms of their hands.

Discovery. The characters become aware of the Menagerie-Preserver War after meeting Mycothrall (either directly or through one of her subjects), witnessing a battle between the two factions, or being told about it by Styggar or Iemranten.

Gaining Trust. Before Mycothrall entrusts the characters with infiltrating Fortress Hive Xanna, she'll test their combat skills and resourcefulness by sending them on dangerous quests throughout the Hollow Moon. The nature of these quests is up to you, but they could include unearthing ancient technology on one of the Lunar Sea islands, stealing Styggar's spellbook from his tower summit, or delving into the ruins of Fortress Hive Ferrud to see if anything important was left behind.

- Discovering an arcane lock on a Lunar Sea island will satisfy Mycothrall's test.
- Styggar is confident Mycothrall won't be able to use his spellbook, and will trade it to the characters for a favor. A few days later, Mycothrall leaves the spellbook at the foot of Styggar's tower.

- Characters who explore Fortress Hive Ferrud find 2d4 damaged **Preserver workers** (see the appendix) with half their hit points remaining. They're trying (and failing) to repair the Hive's control console. Once the constructs are dealt with, the characters can examine the control console with a DC 14 Intelligence (Arcana) check. On a success, they're able to determine the console's purpose—altering the base programming of the Hive—and gain advantage on any check to alter the programming of Fortress Hive Xanna's control console...should they make it that far.

Fortress Hive Xanna. Once the characters have gained Mycothrall's trust, she'll task them with infiltrating Fortress Hive Xanna while she and her forces cause a distraction: their goal is to reach the Preservers' control console and initiate a self-destruct protocol. To help them with this monumental task, Mycothrall gives the characters several fungus-based breathing apparatuses. These breathing devices look (and smell) like mushroom caps that fit over the characters' mouths and nose. While wearing them, the characters are immune to the poisonous haze of Hive Xanna. With the bulk of the Preservers occupied, the characters have an opportunity to slip past the Hive's defenses. Refer to "Fortress Hive Xanna" on page 7 for more information.

Climax: Fate of the Preservers. At the center of Fortress Hive Xanna lies an arcane control console; alien runes line its surface. If the characters aren't already engaged in combat, the Preservers start swarming as soon as a character touches the console. A creature can attempt to interface with the console and alter the Hive's base programming by spending its action to attempt an Intelligence (Arcana) check. The DC and number of checks depends on the complexity of the character's request. Successes are cumulative and nonsequential.

- **Self-Destruct.** Two DC 13 Intelligence (Arcana) checks. If successful, Fortress Hive Xanna and the Preservers explode. Characters inside Fortress Hive Xanna when this happens must make a DC 15 Dexterity saving throw, taking 56 (10d6) fire damage on a failed save, or half as much damage on a successful one. This will enrage Styggar, likely making him an enemy unless the characters have done something extraordinarily helpful (like convincing Iemranten to cooperate).
- **Stop Operation.** Three DC 16 Intelligence (Arcana) checks. If successful, the Preservers crumple to the ground, inert; Fortress Hive Xanna becomes an empty husk. If Styggar is still alive, he'll attempt to resuscitate the Hive after 1d4 days, but might be convinced to step aside if the characters have been helpful up to this point.
- **Take Control.** Four DC 19 Intelligence (Arcana) checks. If successful, the characters assume total control over the Preservers, which grants them incredible power. For example, they can use the Preservers to break Iemranten from her prison, destroy the Cosmos-Kraken, destroy Styggar's tower, or wipe the Sovereignty of Mycothrall from the Hollow Moon. This option enrages both Styggar and Mycothrall: they'll join forces and fight the characters to the bitter end.
- **No Intervention.** If the characters choose not to help Mycothrall at all, the Preservers succeed in wiping out her Sovereignty over the course of 2d20 days.

REIGNITE THE ENGINE

Overview. Iemranten, a dragon born of the cosmos, was imprisoned by Styggar and his fellow shipmates and used as a living engine for hundreds of years. Now, stranded in orbit, Styggar wishes to convince (or force, if necessary) Iemranten to reignite the ship's engine; it's the only way for Styggar to return home. If the characters get involved, they'll have to decide who to help, or find a way to resolve the conflict peacefully.

Discovery. The characters become aware of Iemranten's plight after discovering the engine room, piecing together context clues gathered through exploration, or being told about it by Styggar or Mycothrall.

The Lich and the Dragon. Though Styggar doesn't initially trust the characters, he recognizes an opportunity to enlist help in restarting the Hollow Moon's engine. First, he asks the characters to convince Iemranten to cooperate. Failing that, Styggar will ask the characters to help him reforge the binds of domination that once straddled Iemranten's prison.

In speaking with Iemranten, the dragon makes a counterproposal: destroy Styggar, or find a way to shatter her prison.

Paths Forward. The campaign could play out a number of ways, depending on what decisions the characters make:

- **Convince Iemranten.** A character can convince Iemranten to cooperate by succeeding on a DC 30 Charisma (Persuasion) check.
- **Reforge the Binds of Domination.** If the characters can't convince Iemranten, Styggar asks them to explore the Lunar Sea islands for the four arcane locks and bring them to his tower, where he'll reforge the locks into binds of domination. If the kraken's basin isn't unveiled prior to the locks' reforging, it remains hidden forever.
- **Destroy Styggar.** Alternatively, the characters can help Iemranten by destroying Styggar. If the lich's phylactery still exists (see "Styggar's Tower" on page 10, Styggar reforms after 1d10 days. Then, he begins mercilessly hunting the characters down—following them even to the planet's surface if necessary.
- **Shatter the Prison.** If the characters are unwilling (or unable) to battle Styggar directly, Iemranten asks them to find a way to shatter her prison. She posits that the combined power of the Preservers could do the trick, or the Cosmos-Kraken stuck at the bottom of the Lunar Sea.

Climax: Going Home / Going Down. If Iemranten is convinced or dominated, Styggar pilots the Hollow Moon out of orbit and back to his home world; he gives the characters one chance to abandon ship before going forward. If Styggar and his phylactery are destroyed, Iemranten's prison fails on its own after 2d100 days. If the prison fails or is forcibly shattered, Iemranten vanishes back into the Cosmos, leaving the Hollow Moon to smolder in orbit; dozens more Lunar Monoliths splinter and fall to the planet's surface in the aftermath.

EXAMPLE TREASURE

Between the mix of ancient, alien technology, Styggar's lichdom, the Mycothrall's fungal invasion, and the pre-existing menagerie that existed within the moon at its foundation, there are all manner of magic items that could be found

here. A *ball of wild earth* could be found among the rubble of a sentient obelisk, or a *cleaning cube* split from a gelatinous cube and fused with a Preserver's programming to clean and tidy. The *grimoir of the green arts* could be an appropriate tome to find in a dusty corner of Styggar's tower, as well as *Orelia's tome of beast familiars* and *satchel of beast chow*. Through the Mycothrall, you could find the likes of a *festerwood fungal stave*, *festerwood's light*, *myceliaweave armor* (or the circlet), *sovereignseed duffel*, or even the *toadstool veil*. The *golem sapper* would be a perfect device to have in the Lunar Sea, as well, especially in the hands of a member of the Mycothrall. Because of the clever technology and alien resources, any item with "clockwork" in the name could easily be found here, such as a *clockwork syrisquito*, as well either the *arkanobow*, *arkanotana*, or *arkano elite visor*. Given Styggar's ten-thousand year tenure on the moon, there are all manner of necromantic items to choose from, including the *grasping staff*, *heartless cage pendant*, *helm of the lichfiend*, *necolace*, and others. Of course, any item with "moon" in the name would also be a good fit. The *tide turner* and *ring of lunar might* also directly reference the Lunar Sea and moon's obelisks.

APPENDIX: THE HOLLOW MOON STAT BLOCKS

COSMOS-KRAKEN

A space-faring kraken of scarcely-imaginable proportions. Few things have been known to stand, swim, or float in its way throughout known time. Fleets of cosmos-ready ships have crumbled under their might.

GIOGROTH

A dragonborn assisting the Mycothrall Sovereignty. Giogroth has invested decades of study into magic and metallurgy, and always carries a sword at his hip. He does not know the entirety of the Mycothrall Queen's plan for what she ultimately hopes to achieve, but knows that for the time being, he prefers the company of the relatively humanoid members of the Sovereignty than the undead or constructed legions serving under the lich, Styggar.

IEMRANTEN, THE COSMIC DRAGON

A tremendous dragon of equally immense power. Iemranten was originally captured by Styggar thousands of years ago, before his transformation into lichdom, to serve as his planetoid vessel's engine. Engaged in a millenium-long battle of attrition, Iemranten slumbers patiently, waiting for Styggar's prison holding her to eventually fail. She longs to return to the stars and taste stardust once more, but not before turning what's left of the moon's interior to cinders.

MYCOTHRALL QUEEN

The prime consciousness of the collective Mycothrall Sovereignty. The Queen is stretched thin across the Lunar Sea after launching an all-out attack against Styggar's Preserver constructs. She hopes to eventually take complete control of the Lunar Sea and overrun it onto the planet below, further spreading her collective conscience.

Creatures that have been transformed by her spores and joined the Sovereignty gain a variety of additional traits, as listed in the document and again in the sidebar below the Queen's stat block.

PRESERVER DRONE

Preserver drones are smaller than their other constructed counterparts. These automotons fly through the air, suspended by something between magic and technology, and emit guiding beams of light that assist their larger construct brethren.

PRESERVER HULK

A lumbering construct of pure strength and built for the Hollow Moon's most demanding tasks.

PRESERVER WORKER

By far the most commonplace Preserver model across the Lunar Sea, Preserver workers are Large constructs that can handle most of the derelict ship's tasks with minimal input or instruction.

GOLEM SAPPER



COSMOS-KRAKEN

Gargantuan monstrosity (titan), chaotic evil

Armor Class 20 (natural armor)

Hit Points 518 (28d20 + 224)

Speed 20 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	27 (+8)	24 (+7)	18 (+4)	21 (+5)

Saving Throws Dex +10, Con +17, Int +16, Wis +13, Cha +14

Skills Insight +13, Perception +13, Persuasion +14

Damage Resistances cold, radiant

Damage Immunities lightning, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, paralyzed

Senses truesight 300 ft., passive Perception 23

Languages understands all languages but can't speak, telepathy 300 ft.

Challenge 28 (120,000 XP)

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Innate Spellcasting (Psionics). The kraken's innate spellcasting ability is Intelligence (spell save DC 24). It can innately cast the following spells, requiring no components:

At will: *command*, *detect thoughts*, *magic missile*

3/day each: *hold person*, *nondetection*, *sanctuary*

1/day each: *dominate monster*, *mass suggestion*, *wall of force*

Inscrutable. The kraken is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain its intentions or sincerity have disadvantage.

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

Siege Monster. The kraken deals double damage to objects and structures.

ACTIONS

Multiattack. The kraken makes three telekinetic tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage plus 13 (3d8) psychic damage. If the target is a Large or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects

outside the kraken, and it takes 28 (8d6) acid damage and 28 (8d6) psychic damage at the start of each of the kraken's turns.

If the kraken takes 60 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 27 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Telekinetic Tentacle. *Melee Weapon Attack:* +19 to hit, reach 60 ft., one target. *Hit:* 20 (3d6 + 10) force damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. The kraken has an unlimited number of telekinetic tentacles with which it can grapple targets.

Fling. One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Psychic Storm. The kraken magically emits a flurry of psionic energy affecting each creature within 120 feet of it that has an Intelligence score of 3 or higher. A target must make a DC 24 Intelligence saving throw, taking 44 (8d10) psychic damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The kraken can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The kraken regains spent legendary actions at the start of its turn.

Quick Cast. The kraken casts one of its at will spells.

Tentacle Attack or Fling. The kraken makes one tentacle attack or uses its Fling.

Psychic Storm (Costs 2 Actions). The kraken uses Psychic Storm.

Ink Cloud (Costs 3 Actions). The kraken expels an ink cloud in a 60-foot-radius sphere around itself. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 25 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. A strong wind or current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.

GIOGROTH

Medium humanoid (dragonborn), lawful neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	19 (+4)	12 (+1)	11 (+0)

Saving Throws Int +8, Wis +5

Skills Arcana +8, Athletics +6, History +8, Investigation +8

Damage Resistances cold

Senses passive Perception 11

Languages Common, Draconic

Challenge 9 (5,000 XP)

Construct Familiar. When Giogroth casts *find familiar*, he can choose for it to take the form of a flying sword. It uses the normal statistics for a flying sword except it is immune to damage and its attacks are magical.

Guardian Amulet. Constructs have disadvantage on attack rolls against Giogroth, and he has advantage on saving throws against being charmed or frightened.

Spellcasting. Giogroth is an 11th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Giogroth has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *mending*, *prestidigitation*

1st level (4 slots): *burning hands*, *find familiar*,* *grease*, *mage armor*,* *shield*

2nd level (3 slots): *flaming sphere*, *hold person*, *mirror image*

3rd level (3 slots): *counterspell*, *fireball*, *haste*

4th level (3 slots): *black tentacles*, *fire shield*

5th level (2 slots): *dominate person*, *telekinesis*

6th level (1 slot): *contingency**

*Giogroth casts these spells before combat.

ACTIONS

Multiattack. Giogroth makes two attacks: one with his longsword and one with his flying sword familiar. In place of his longsword attack, Giogroth can use his *Faraway Blade* or *Breath Weapon*, or he can cast one of his prepared spells that has a casting time of 1 action.

Flying Sword (Familiar). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target within reach of Giogroth's flying sword. *Hit:* 8 (1d8 + 4) slashing damage plus 9 (2d8) cold damage.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Faraway Blade. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 18 (3d8 + 5) force damage.

Breath Weapon (Recharges After a Short or Long Rest).

Giogroth exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one.



IEMRANTEN, THE COSMIC DRAGON

IEMRANTEN, THE COSMIC DRAGON

Gargantuan dragon, neutral evil

Armor Class 21 (natural armor)

Hit Points 425 (23d20 + 184)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	27 (+8)	19 (+4)	17 (+3)	22 (+6)

Saving Throws Dex +11, Con +16, Wis +12, Cha +14

Skills Arcana +12, History +12, Insight +11, Perception +19

Damage Resistances cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities force, radiant

Condition Immunities charmed, exhaustion, frightened, prone

Senses blindsight 120 ft., darkvision 300 ft., passive Perception 29

Languages Common, Draconic, telepathy 120 ft.

Challenge 25 (75,000 XP)

Innate Spellcasting (Psionics). Iemranten's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: *blur*, *dimension door*

3/day each: *banishment* (as a 5th-level spell), *hold monster*

1/day each: *teleport*, *plane shift*

Legendary Resistance (3/Day). When Iemranten fails a saving throw, she can choose to succeed instead.

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

Magic Weapons. Iemranten's weapon attacks are magical.

ACTIONS

Multiattack. Iemranten can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 18 (4d8) force damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one tar-

get. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the Iemranten's choice that is within 120 feet of her and aware of her must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Iemranten's Frightful Presence for the next 24 hours.

Cosmic Breath (Recharge 5–6). Iemranten exhales a streaming array of cosmic energy in a 150-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 36 (8d8) force damage on a failed save, or half as much damage on a successful one.

At the end of the line, the energy erupts into a radiant explosion. Each creature within 90 feet of the explosion must make a DC 19 Constitution saving throw. On a failed save, a creature takes 28 (8d6) radiant damage, is blinded until the end of its next turn, and suffers one level of exhaustion. On a successful save, the creature takes half as much damage and suffers no other effects.

LEGENDARY ACTIONS

Iemranten can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Iemranten regains spent legendary actions at the start of her turn.

Tail Attack. Iemranten makes a tail attack.

Teleport. Iemranten magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Gravity Well (Costs 2 Actions). Iemranten beats her wings, bending nearby gravity to her will. Each creature other than Iemranten within 60 feet of her must succeed on a DC 24 Strength saving throw or take 15 (2d6 + 8) force damage and be pulled 30 feet toward her. Iemranten can then fly up to half her flying speed without provoking opportunity attacks

Psionics (Costs 2 Actions). Iemranten casts one of her innate spells.

MYCOTHRALL QUEEN

Large plant, lawful evil

Armor Class 14 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Con +6, Wis +4, Cha +4

Skills Intimidation +6, Perception +4

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages telepathy 120 ft.

Challenge 4 (1,100 XP)

Death Spores. When the queen dies, she releases a 10-foot-radius cloud of fungal spores. A creature that starts its turn in the cloud must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. If the saving throw fails by 5 or more, the creature is also paralyzed and takes 5 (2d4) poison damage at the start of each of its turns until the poison ends. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hivemind. The queen is a member of the Mycothrall Hivemind. She can communicate telepathically with any other member of the Hivemind, as long as they are on the same plane of existence.

Sunlight Susceptibility. The queen takes 5 (1d10) radiant damage if she starts her turn in sunlight. While in sunlight,

she has disadvantage on ability checks, attack rolls, and saving throws.

ACTIONS

Multiattack. The queen uses her Eject Spores; before or after doing so, she makes one clutch attack.

Clutch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (4d4) poison damage. If the target is Medium or smaller, it is also grappled.

Eject Spores. The queen ejects spores at one creature she can see within 15 feet of her, subjecting it to one of the following effects.

Blinding Spores. The target must succeed on a DC 14 Constitution saving throw or become blinded for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Horrorifying Spores. The target must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Subjugating Spores (Recharge 5–6). The target must succeed on a DC 14 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the diseased target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. If the target dies while diseased in this way, it immediately rises as a mycothrall (see the sidebar) and regains all its hit points. The queen has total control of the mycothrall subject.

MYCOTHRALL TEMPLATE

Only beasts, fey, giants, humanoids, monstrosities, and plants can be turned into a mycothrall subject. These subjects retain their statistics except as described below.

Type. The mycothrall's type is plant.

Alignment. If the mycothrall had an alignment other than unaligned, it is now lawful evil.

Darkvision. The mycothrall has darkvision out to a range of 60 feet (if it didn't already have darkvision or truesight with a greater range).

Telepathy. The mycothrall has telepathy out to a range of 60 feet.

Death Spores. When the mycothrall dies, it releases a 10-foot-radius cloud of fungal spores. A creature that starts its turn in the cloud must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. If the saving throw fails by 5 or more, the creature is also stunned until

the poison ends. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hivemind. The mycothrall is a member of the Mycothrall Hivemind. It can communicate telepathically with any other member of the Hivemind, as long as they are on the same plane of existence.

Sunlight Susceptibility. The mycothrall takes 5 (1d10) radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on ability checks, attack rolls, and saving throws.

PRESERVER DRONE

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	4 (-3)	10 (+0)	5 (-3)

Skills Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 12

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

Challenge 1 (200 XP)

Guidance System. Whenever the drone hits a target with an attack, the next attack roll a preserver makes against that target before the end of the drone's next turn has advantage.

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

Scout. The drone can take the Disengage, Hide, or Search action as a bonus action.

ACTIONS

Multiattack. The drone makes two attacks.

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

Laser. *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 5 (1d6 + 2) force damage.

PRESERVER HULK

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	6 (-2)	10 (+0)	9 (-1)

Skills Athletics +7, Perception +3

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

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

Senses darkvision 60 ft., passive Perception 13

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

Challenge 8 (3,900 XP)

Grounded. The hulk has advantage on ability checks and saving throws against effects that would push it, pull it, or knock it prone.

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

Siege Monster. The hulk deals double damage to objects and structures.

ACTIONS

Multiattack. The hulk makes three attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage.

Laser. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 13 (2d10 + 2) force damage, and the target must succeed on a DC 15 Dexterity saving throw or become restrained by energy bindings. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach from the bindings on a success.



MYCOTHRALL

PRESERVER WORKER

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	5 (-3)	10 (+0)	7 (-2)

Skills Perception +3, Survival +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 13

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

Challenge 5 (1,800 XP)

Fail-Safe (1/Day). If damage reduces the worker to 0 hit points, it drops to 1 hit point instead. This trait doesn't function if the damage is from a critical hit. When this trait is activated, the worker gains a +5 bonus to its AC and all saving throws until the end of its next turn.

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

Utilitarian. The worker can take the Dash, Help, or Use an Object action as a bonus action.

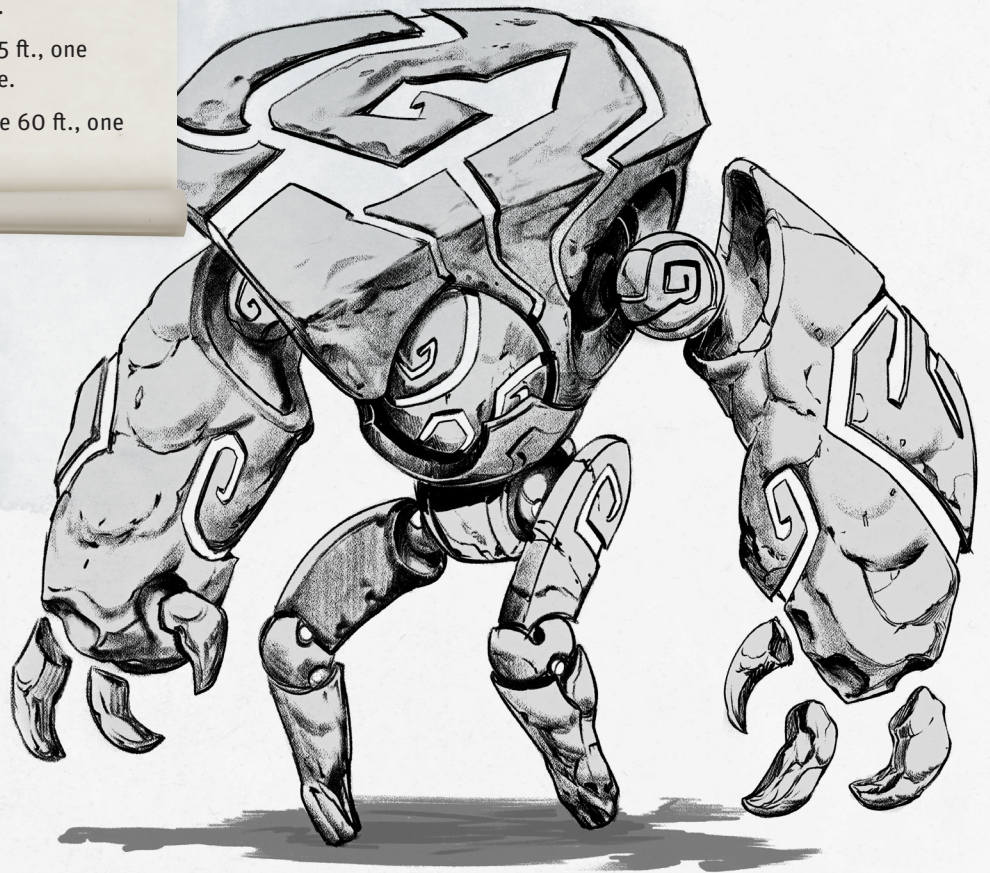
ACTIONS

Multiattack. The worker makes three attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Laser. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 11 (2d8 + 2) force damage.

PRESERVER WORKER





ORDER OF THE SPELLFORGE

NEW CHARACTER OPTION: WIZARD

Wizards are often considered to be founts of knowledge, a reputation rightfully earned after generations and lives spent poring over forgotten texts and ancient manuscripts. These knowledge-seeking mages ultimately pursue the school of magic that interests them the most, becoming true masters of their craft and labor. Some find satisfaction in studying mystical arts, while others focus their efforts on more practical or even explosive forms of magic. As a result, wizards around the world can be found on the councils of nobles as quickly they can in the service of carnivals.

ORDER OF THE SPELLFORGE

Wizards who have studied the bonds between metal and magic may belong to the Order of the Spellforge, a group long lauded as the creators of famed *dancing swords*. These spellcasters are no strangers to the crucibles of war, having studied book and blade in equal part, and call upon the aid of their own metallic familiars as steadfast companions. Eschewing dusty libraries for the flames of forges and battle, wizards of this tradition wield both sword and scepter to create an unassailable pairing of might and magic.

WAR MACHINIST

Beginning when you choose this arcane tradition at 2nd level, you gain proficiency with longswords and shortswords. You also gain proficiency with smith's tools and tinker's tools, and if you don't already have the Rock Gnome's Tinker racial trait, you gain it.

CONSTRUCT FAMILIAR

Also at 2nd level, you always have the *find familiar* spell prepared, which doesn't count against the total number of spells you can prepare each day. Furthermore, you can choose to cast the spell without expending a spell slot or material components. When you do, the casting time is 1 minute (instead of 1 hour); the familiar is a construct made of metal, which is immune to poison damage and can't be poisoned. In combat, it takes its turn on your initiative. On your turn, you can mentally command the familiar where to move (no action required by you).

When you cast *find familiar* in this way, you can choose to have the familiar's spirit inhabit one of your Tiny clockwork devices from your Tinker trait, although it doesn't gain any special properties in doing so; you must be holding the device, and dismantling it ends the spell. Alternatively, you can have the spirit inhabit a nonmagical sword that you're holding, using the statistics for a flying sword. The sword

can occupy another creature's space and vice versa.

While your construct familiar is within 100 feet of you, you can expend a spell slot of 1st level or higher as a bonus action to grant it more autonomy. For the next minute, the familiar gains the following benefits:

- You can use a bonus action to command the familiar to take the Attack action on its turn, which can be done as part of the bonus action to expend the spell slot.
- The familiar is immune to damage, but is still susceptible to *antimagic field* and *dispel magic*.
- For every two slot levels above 1st, the familiar's weapon attacks deal 1 extra damage die on a hit. This die's damage type can be the same as the weapon's, or it can be cold, fire, or lightning (your choice).

The effects end early if the familiar ends its turn more than 100 feet away from you.

VARIANT: UNIQUE WEAPON PROFICIENCIES

Not all wizards of this order have studied the blade: many dwarven mages specialize in hammers as part of this order, and the deep gnomes of Mirrorlight caverns have a preference for war picks. When you choose this tradition at 2nd level, you can choose to gain proficiency in two weapons other than swords. To be eligible, the weapon must be a melee weapon, and it can't have the heavy property. In combat, the flying familiar deals damage relevant to the chosen weapon, but the damage dice used for any features using the weapon remain unchanged. Regardless of what weapons you choose, when a feature references the sword, it applies to your animated weapon.

FARAWAY BLADE

At 6th level, you can use an action to slash the air in front of you with a sword you're holding to make a ranged spell attack with it against a target that you can see within 60 feet of you, using your wizard spell attack bonus. The target gains no benefit from cover against this attack. If the sword grants a bonus to attack or damage rolls made with it, such as a +1 *longsword*, those bonuses also apply to this spell attack; if something else would normally grant you a bonus to your spell attacks, you choose which bonus to use. On a hit, the target takes force damage equal to 2d8 + your Intelligence modifier. This damage increases by 1d8 when you reach 11th level (3d8) and 17th level (4d8).

Alternatively, if you cast a spell that requires you to make a melee weapon attack as part of casting it, you can choose to allow your flying sword familiar to deliver the attack against a target within 5 feet of it instead.

RAZOR WIT

Also at 6th level, you can use a sword as an arcane focus for your wizard spells. When you use a sword to make a melee attack, you can add your Intelligence modifier, instead of Strength or Dexterity, to the attack and damage roll.

In addition, your flying sword familiar uses your proficiency bonus, and it adds your Intelligence modifier to its

attack and damage rolls, instead of its Strength. The familiar's weapon attacks are also considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

GUARDIAN AMULET

Starting at 10th level, you can create a magical amulet. To do so, you must spend 8 hours of work transforming an amulet worth at least 100 gp.

You gain special benefits while wearing the amulet. Constructs have disadvantage on attack rolls made against you while you wear it. You can also use an action to gain an additional benefit from it, which lasts until you finish a short or long rest or until you die. The options you can choose for this benefit are listed below. You can't use the feature again until you finish a short or long rest.

- You are immune to poison damage and can't be diseased or poisoned.
- You have advantage on saving throws against being charmed or frightened.
- You have blindsight out to a range of 30 feet.
- You don't need to breathe.

If another creature is wearing the amulet, constructs have disadvantage on attack rolls against that creature, but it gains no other benefits from wearing the amulet. If you create a new amulet, the previous one ceases to function.

SPELL STORING

By 14th level, you can store one spell of 5th level or lower in your construct familiar. To do so, you must cast a spell on the familiar, which must have a casting time of 1 action or bonus action and can't require concentration. The spell has no effect but is stored within the familiar. At your command, the familiar casts the stored spell using its action or bonus action (as determined by the spell's casting time) and requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost. A stored spell is also lost if the familiar is reduced to 0 hit points or permanently dismissed.

THIS CONTENT IS MADE POSSIBLE BY HEROES LIKE YOU

This monthly content takes multiple artists, designers, writers, and editors to make each month. Your extraordinary pledge helps sustain this monthly effort, and earns you a special place here in this document. Thank you so much for your continued enthusiasm and support: it truly makes a difference to not only me, but to the creators who help produce this content and to everyone around the world who gets to enjoy it. You are truly the legendary heroes among us.

Kidria Scyen
dreamsgon
Sean Meagher
Christopher Jeong
Greg Bush
Mykle Higgins
foundYourWallet
Imagen
chinron anime
Jason Hill
Joshua Benck
Scott Larson
Jerin M Rutherford
Sora Cooper21
ProfessorSilver
Adrian Mares Dominguez
Alvius Pudge
Syed Hashmi
Xenon3193
Trevor
Joshua Schroeder
ayden johnson
Mohammad Bilal Fakhri
Diondria Woodhouse
Eric Bailey
Shann Chaudhry
Bojacc
Moises
Jack Maton
Tiffany C
Mitchell Hawes
Remy Starshade
Cole Murski
Senator Doom
Mad God Renhak
GrinningJackal
Scrubpowder
Diego Calderon
Saki The Weeb
Sara
Emily Kline
thirteen_one
Jonatan Pedersen
Angela Wanden
JollySwagman
Sam
Matthew Brown
Jesse Mester
Michael O'Connor
Elizur Robinson

Vikki Thunder
Pearl Taylor
MadArkitekt
Mickey Robinson
Yue Chao
DeoRexus
darkangelfeu
Chaot3ch
Brandon Waugh
Mark W
AmusedSnoopy
Odd
Anthony Grabow
VoxFatum
Revi Night
Vebril Eladriandill
Sean Scace
Christopher Hatty
Raptor12002
Emery Bruner
Marc Adelman
bluewarbler
Joseph Siharath
Danielle "Elle" Lindell
Joshua Pittman
Lady-Imperatrix Coales-
ca Marenus
Sam Whitman
No one at all
Sumaky 93
Lordhighsovereign
Thomas Hull
General Shy
Quentin Keller
Eldritch Quinn
Topside21
Oliver Short
Celebrouka
Tori O'Brian
Chunky Guzzler
Brady Woods
Derelle Redmond
Jake Payne
Tobias Rohrbasser
Shaun Sullivan
Lennox0122
Rhidian
Isaiah Coughran
Reyna Stevenson
Stormer13

Jintasan
Andrew McGregor
Jai-Michael McMillian
Anthropos
Ofyuff
Duncan Cuny
Abby
Caitlin
Eli Reiser
ryoshee
Robin Cornell
Kenny Ritz
Ron Jennings
Jose miramontes
cristi chifan
Pedro Preciat
Jordan Moore
TheNocturnist
EmrakulandtheGang
Zach Johannis
Nathan Thompson
Ploiky
Joshua
Storm Melon
SkibbityPapp
All-Father Asatru
Matthew Holub
Ryan Hastings
Bart Reyniers
Katelin Schroeder
Adam Hutchens
Lordyeti 30
Kassogtha
Timmy Janick
Arteroc
Zachary Little
Fox90
lucky_steps
Tom Naylor
Law1080
Captain RoBear
Brian Musick
Alex P
Braden Mount
Stanislav Kolontaev
Jaffy
Jay Sridharan
Peter Lubinsky
Rachel Ward
Daniel Kearns

Eric Hodge
Malik The Night Angel
Dr.Wolfenstein
Righteous
Kisaiya
Nate Gonzalez
AndrewRP8023
Ginge
BreakingPoint65
Fortunato Martinez
Ben Davies
Gavitas
Jamie Chang
Trey Steele
Kierian Prince
Gourmetgamer001
Adam Portman
MrJacob77
Greatbear8u
Valken
DragonQueen73
Havok_Shadow
Sarah Johnson
Taylir Stewart
Geert Spileers
Keyyan Taylor
Desmond Wooten
DM Dan
Rusty
Draumal
The murderous Pangolin
who secretly lives in
your sock drawer
Christian Smith
David Bonney
Elaina
J Subscribes
Home
TheJmanSim
Ian Guay
Ethan Nestel
Alex Abbs
Peter Collins
Jackson
Benjamin Long
Jack Parker
Graves
Axio
Andre
Curtis Geddes

Levi Z Wells
Hunter
jed dai
Darion Nutter
Michael Gene Young
Stiles
karin adar
DomPrez
DenimDan
Seth Fields
Blasticus
Roshan Kharbanda
Michael Speckhals
Rose
Jayden
Harrison Willing
Michael Walters
Vazir

WANT TO BE LEGENDARY, TOO?

Patrons who support The Griffon's Saddlebag for \$13 or more each month at the Legendary Hero tier get all the art, cards, compendiums, and Foundry content you already enjoy, plus added Discord perks and their name in the credits of the monthly settings!