

THE LOST MESSAGE



(SUPPLEMENT)



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MIRADOR



ABOMINATION

Large Aberration

When the Abomination attacks, it does not slaughter, but instead it uses its elongated claws and towering stature to swipe at its prey to herd it away. Running from the Abomination is near impossible, for it glitches in and out of existence, able to appear anywhere at any time. Its ambiguous state of being also makes it difficult to fight, for anytime it is struck, its wounds regenerate.

If the Abomination's Hit Points reach 0, it does not die but glitches away. In this way, its Hit Points is more reflective of how much damage it is willing to take before leaving to regenerate.

ARMOR CLASS: 14 (natural armor)

HIT POINTS: 68 (8d10 + 24)

SPEED: 30 ft.

STR 16 (+3) | DEX 18 (+4) | CON 16 (+3) | INT 10 (+0) | WIS 12 (+1) | CHA 8 (-1)

CHALLENGE:

4 (1,100 XP)

SKILLS:

Stealth +7

SENSES:

Darkvision: 60 ft.

Passive Perception: 11



PROFICIENCY: +2

ACTIONS

CLAWS: To Hit: +5. Reach: 5 ft. One target. Hit: 9 (2d4 + 4) slashing damage. The attack does not last for long – only one or two rounds – the amount of time it takes the Abomination to realize the characters are not the prey it hunts. It then glitches away.



WINGS OF FAITH

Artifact

Made of mechanical bronze feathers, the Wings of Faith grant the wearer the ability to transport back in time up to 3 minutes. As an action, the wearer can activate the wings and return to the position they were in up to 3 minutes ago, effectively rewinding events. Once used, the wings can't be used again until the wearer takes a long rest.

The wings impose a weight of 40 pounds, making it difficult to move or take other actions while wearing them. The wearer's movement speed is halved, and they have disadvantage on all attack rolls and saving throws.



HYDROPHONE OF WHISPERS

Artifact, requires attunement

The Hydrophone of Whispers is a silver scaled headband with two cockleshells on either side. When placed upon the ears, a conversation within 300 ft. from the past hour or at the present can be heard.

It can only be used once per day. The more advanced the wearer's experience level, the more they can hear. During use, the wearer has disadvantage on Perception for as long as they are listening to the conversation.



TRIANGLE OF WANING

Weapon (artifact), requires attunement

The triangular pendant known as the Triangle of Waning is made of obsidian and has the symbol of a flame against a waning moon etched onto its surface. The pendant is attached to a leather armband. When attuned, the wearer gains the ability to use the triangle's power once per day.

As an action, the wearer can target a single creature within 60 ft. that they can see. The target must make a DC 18 Constitution saving throw. If the target fails the saving throw, they rapidly age until they turn into a pile of ash, dying instantly, unless they have an Armor Class of 18 or higher. If the target has an Armor Class of 18 or higher, they will be resurrected at sunset. If the target succeeds on the saving throw, they still take 18 (4d8) necrotic damage.

The Triangle of Waning can be used once per day, but doing so drains the wearer, reducing their maximum Hit Points by 3 x the wearer's experience level until a long rest is had.

THE TEMPLE OF CLOCKWORK SKY



STORM GOLEM OF CLOCKWORK SKY

Small Construct

ARMOR CLASS: 10 (natural armor)

HIT POINTS: 3 (1d6)

SPEED: 5 ft. against the wind, 30 ft. with the wind.

STR 8 (-1) | DEX 10 (+0) | CON 10 (+0) | INT 9 (-1) | WIS 6 (-2) | CHA 15 (+2)

CHALLENGE:

0 (0 XP)

DAMAGE RESISTANCE:

Lightning



PROFICIENCY: +2

SENSES:

Darkvision: 60 ft.

Passive Perception: 8

SPECIAL TRAITS

PACIFY. Rubbing the belly of the Storm Golem for 30 seconds calms it down, dissipating any storm clouds above its head.

ACTIONS

SPARK: When the Storm Golem is not pacified, it can unleash a bolt of lightning against a target.

To Hit: +2. Reach: 5 ft. One target. The target must succeed on a DC 10 Dexterity saving throw or take 2 (1d4) lightning damage.

THE TEMPLE OF SEA FOG



KELPIE OF LOCH AM NAOMH

Medium Humanoid/Large Beast

HUMANOID FORM:

ARMOR CLASS: 12 (natural armor)

HIT POINTS: 13 (2d8 + 4)

SPEED: 30 ft.

SWIM: 30 ft.

HORSE FORM:

ARMOR CLASS: 12 (natural armor)

HIT POINTS: 35 (5d10 + 10)

SPEED: 60 ft.

SWIM: 40 ft.

STR 18 (+4) | DEX 14 (+2) | CON 14 (+2) | INT 10 (+0) | WIS 12 (+1) | CHA 16 (+3)

CHALLENGE:

1 (200 XP)

SKILLS:

Deception +5, Persuasion +3

DAMAGE RESISTANCE:

Cold

SENSES:

Darkvision: 60 ft.

Passive Perception: 11

PROFICIENCY: +2

SPECIAL TRAITS

SHAPE-SHIFTING: As a bonus action, the Kelpie can magically shape-shift into a medium-sized humanoid or a large-sized horse.

WATERBORNE: The Kelpie can breathe both air and water.

ACTIONS

DRAG: The Kelpie attempts to drag a single target into the water. The target must make a DC 14 Strength saving throw. On a failed save, the Kelpie succeeds, and the target takes 3 (1d6) cold damage at the start of each of its turns until it escapes or is rescued or drowns. If a character has a silver bridle and uses their turn to put it on the Kelpie, it will subdue the creature and cause it to leave.

THE TEMPLE OF ETERNAL ASH



ASH OF THE ACOLYTE

Medium Humanoid

ARMOR CLASS: 11 (natural armor)

HIT POINTS: 9 (2d8)

SPEED: 30 ft.

STR 13 (+1) | DEX 12 (+1) | CON 10 (+0) | INT 6 (-2) | WIS 8 (-1) | CHA 8 (-1)

CHALLENGE:

1/4 (50 XP)

DAMAGE VULNERABILITIES:

Water

DAMAGE RESISTANCE:

Necrotic, Poison

SENSES:

Darkvision: 60 ft.

Passive Perception: 9

PROFICIENCY: +2

SPECIAL TRAITS

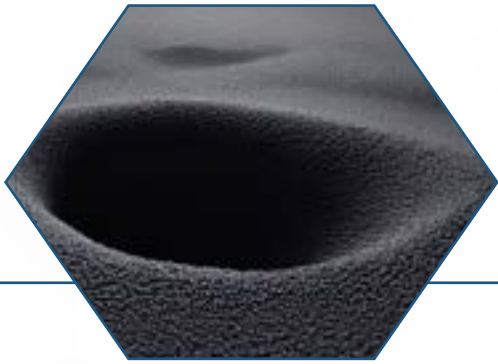
RESURRECTION: If the ash creature is reduced to 0 Hit Points, it collapses into a pile of ash. At sunrise, the creature returns to its previous unharmed state as an acolyte of the temple.

PREACH: As a turn, a character can echo the teachings of the Flamekeeper to the ash creature. If the character succeeds at a DC 10 Charisma (Persuasion) check, the ash creature becomes dormant. If unsuccessful, the ash creature continues its attack. Characters can attempt this check once per encounter.

ACTIONS

CLAWS: To Hit: +2. Reach 5 ft. One target. Hit: 3 (1d4 + 1) slashing damage and 2 (1d4) necrotic damage, as the ash creatures are made of death energy.

ASH CHOKE: The ash creature reaches out and grabs a target within 5 ft. of it, enveloping it in a cloud of choking ash. The target must succeed on a DC 12 Constitution saving throw or take 3 (1d6) necrotic damage and be unable to speak or cast spells with verbal components until the end of the ash creature's next turn. On a successful save, the target takes half damage and is unaffected by the ash choke.



MOONSHADE SAND TRAP

Trap

TRIGGER: A character attempts to pick a moonshade blossom.

EFFECT: The character sinks into black sand up to their knees, reducing their speed to 0 and requiring a successful DC 15 Strength (Athletics) check to escape. Failure to escape results in 2 (1d4) bludgeoning damage per round.

RESET: The trap resets after a target escapes or when the garden's caretaker resets it manually.



HONEY MINDMENDER

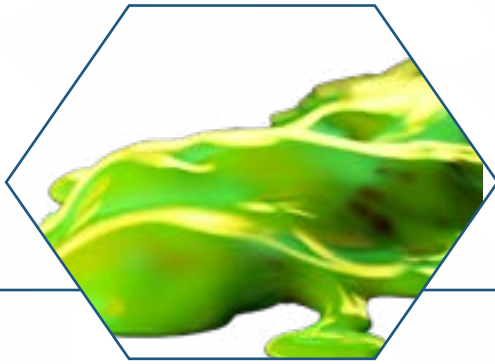
Rare Plant

The Honey Mindmender produces thick orange leaves and delicate flowers that bloom in shades of pale pink and yellow. The leaves have a soothing effect on the mind.

EFFECT: The Honey Mindmender removes the confused condition and reverses any Hit Points lost to psychic damage that have not yet been restored.

USAGE: The leaves can be made into a tea, releasing a sweet fragrance similar to honey, or can be crushed and rubbed onto the forehead. Brewing the tea requires a successful DC 10 Intelligence (Nature) check. Crushing and rubbing the leaves onto the forehead requires a successful DC 10 Constitution saving throw or the user suffers a rash that lasts for 2 (1d4) hours. While the rash is present, their Constitution modifier is lowered by 1.

PROSPERITY CITY



RADIOACTIVE OOZE OF PROSPERITY CITY

Medium Ooze

ARMOR CLASS: 8 (natural armor)

HIT POINTS: 21 (3d8 + 9)

SPEED: 10 ft.

STR: 12 (+1) | DEX: 6 (-2) | CON: 16 (+3) | INT: 1 (-5) | WIS: 6 (-2) | CHA: 1 (-5)

CHALLENGE:

1/2 (100 XP)

DAMAGE RESISTANCE:

Acid, Poison



PROFICIENCY: +2

SENSES:

Blindsight: 60 ft.

Passive Perception: 8

SPECIAL TRAITS

REACTIVE SPLIT: When the radioactive ooze takes damage, it splits into two identical oozes with half the Hit Points of the original. It can be contained with concrete or lead barriers.

ACTIONS

RADIOACTIVE BURST: The Radioactive Ooze can release a burst of ooze from its body. Each creature within 5 ft. must make a DC 13 Dexterity saving throw, taking 4 (3d4 - 2) poison damage on a failed save, or half as much damage on a successful one.

MISSTEP: Stepping in the ooze results in 4 (3d4 - 2) poison damage.



ALIEN RAIDER OF PROSPERITY CITY

Medium Humanoid

ARMOR CLASS: 14 (energy shield)

HIT POINTS: 65 (10d8 + 20)

SPEED: 30 ft.

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

CHALLENGE:

2 (450 XP)

SKILLS:

Survival +6

DAMAGE RESISTANCE:

Poison

SENSES:

Darkvision: 60 ft.

Passive Perception: 12

PROFICIENCY: +2

SPECIAL TRAITS

CLOAKING DEVICE: The alien raider can activate a cloaking device that makes it invisible until it attacks for the first time.

TELEPORTATION: The alien raider can teleport up to 60 ft. to an unoccupied space it can see.

ACTIONS

SPIKED CLUB: To Hit: +5. Reach 5 ft. One target. Hit: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

PLASMA BLASTER: The blaster operates like a torch that discharges plasma in a 25 ft. cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one. Due to limited plasma reserves on their ship, the alien raiders are reluctant to shoot at characters, carrying the blasters more as a tool for icy wastelands than a weapon.



MUTANT RAT OF PROSPERITY CITY

Small Monstrosity

ARMOR CLASS: 12 (natural armor)

HIT POINTS: 9 (2d6 + 2)

SPEED: 30 ft.

STR 10 (+0) | DEX 15 (+2) | CON 12 (+1) | INT 2 (-4) | WIS 10 (+0) | CHA 4 (-3)

CHALLENGE:

1/4 (50 XP)

SKILLS:

Stealth +5

DAMAGE RESISTANCE:

Cold, Poison

SENSES:

Darkvision: 60 ft.

Passive Perception: 10

PROFICIENCY: +2

SPECIAL TRAITS

NIMBLE ESCAPE: The rat can take the Disengage or Hide action as a bonus action on each of its turns.

PACK TACTICS: The rat has advantage on attack rolls against a creature if at least one of the rat's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

BITE: To Hit: +5. Reach 5 ft. One target. Hit: 4 (1d4 + 2) piercing damage.

QUILLS: The mutant rat can release a flurry of quills from its body. Each creature within 5 ft. must make a DC 11 Dexterity saving throw, taking 4 (1d8) piercing damage on a failed save, or half as much damage on a successful one.



MUTANT PIGEON OF PROSPERITY CITY

Tiny Monstrosity

ARMOR CLASS: 12 (natural armor)

HIT POINTS: 3 (1d4 + 1)

SPEED: 10 ft.

FLIGHT: 60 ft.

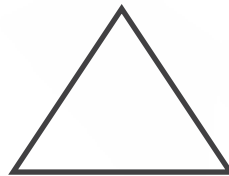
STR: 6 (-2) | DEX: 14 (+2) | CON: 12 (+1) | INT: 2 (-4) | WIS: 12 (+1) | CHA: 6 (-2)

CHALLENGE:

1/8 (25 XP)

DAMAGE RESISTANCE:

Cold, Poison



PROFICIENCY: +2

SENSES:

Passive Perception: 11

ACTIONS

BEAK AND TALONS: To Hit: +4. Reach 5 ft. One target. Hit: 4 (1d4 + 2) piercing damage.

DIVE ATTACK: If the pigeon flies at least 30 ft. straight toward a target and then hits it with a beak attack on the same turn, the target takes an extra 3 (1d6) piercing damage.



MUTANT DOG OF PROSPERITY CITY

Medium Monstrosity

ARMOR CLASS: 12 (natural armor)

HIT POINTS: 13 (2d8 + 4)

SPEED: 30 ft.

STR: 16 (+3) | DEX: 14 (+2) | CON: 14 (+2) | INT: 5 (-3) | WIS: 12 (+1) | CHA: 6 (-2)

CHALLENGE:

1/2 (100 XP)

SKILLS:

Stealth +3

DAMAGE RESISTANCE:

Cold, Poison

SENSES:

Darkvision: 60 ft.

Passive Perception: 11

PROFICIENCY: +2

SPECIAL TRAITS

PACK TACTICS: The dog has advantage on attack rolls against a creature if at least one of the dog's allies is within 5 ft. of the creature and the ally isn't incapacitated.

KEEN HEARING AND SMELL: The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

BITE: To Hit: +5. Reach 5 ft. One target. Hit: 6 (1d8 + 2) piercing damage plus 4 (1d8) acid damage.

ACID SPRAY (Recharge 5-6): The dog spits acid in a 10 ft. cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 4 (1d8) acid damage on a failed save, or half as much damage on a successful one.



MUTANT BEAR OF PROSPERITY CITY

Large Monstrosity

ARMOR CLASS: 13 (natural armor)

HIT POINTS: 38 (4d10 + 16)

SPEED: 40 ft.

CLIMB: 30 ft.

STR 18 (+4) | DEX 16 (+3) | CON 18 (+4) | INT 3 (-4) | WIS 12 (+1) | CHA 6 (-2)

CHALLENGE:

1 (200 XP)

DAMAGE RESISTANCE:

Cold, Poison



PROFICIENCY: +2

SENSES:

Darkvision: 60 ft.

Passive Perception: 11

ACTIONS

CLAWS: To Hit: +6. Reach 5 ft. One target. Hit: 9 (2d4 + 4) slashing damage.

CRUSHING SLAM (Recharge 5-6): The bear rears up on its hind legs and brings down its massive weight upon its target. The target must make a DC 15 Dexterity saving throw, taking 11 (2d6 + 4) bludgeoning damage on a failed save, or half as much damage on a successful one.

THE TALLEST MOUNTAIN



FROST WOLF OF THE TALLEST MOUNTAIN

Medium Beast

ARMOR CLASS: 12 (natural armor)

HIT POINTS: 15 (2d8 + 6)

SPEED: 40 ft.

STR: 16 (+3) | DEX: 14 (+2) | CON: 16 (+3) | INT: 14 (+2) | WIS: 12 (+1) | CHA: 8 (-1)

CHALLENGE:

1/2 (100 XP)

SKILLS:

Stealth +4

DAMAGE RESISTANCE:

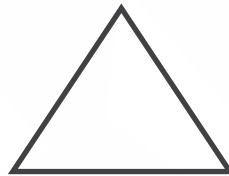
Cold

SENSES:

Darkvision: 60 ft.

Passive Perception: 11

PROFICIENCY: +2



SPECIAL TRAITS

PACK TACTICS: The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

SNOW CAMOUFLAGE: The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

BITE: To Hit: +4. Reach 5 ft. One target. Hit: 7 (2d4 + 2) piercing damage.

FROST BREATH (Recharge 5-6): The frost wolf expels a blast of icy breath in a 10 ft. cone. Each creature in that area must make a DC 10 Dexterity saving throw, taking 7 (2d6) cold damage on a failed save, or half as much damage on a successful one.

LEGAL

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