

# Kosha's Delicate Touch

October 30, 2022

conjunction cantrip

Casting Time: 1 action

Range: 5 ft

Components: V

Duration: 1 minute

A pair of spectral floating limbs extend from your body up to 5 feet, complete with a set of dexterous appendages. The limbs respond to your commands as though they were a part of your body and can perform any actions or activities you could ordinarily perform with such limbs and free hands. If one of the limbs is directly attacked or damaged, you take nonlethal psychic damage equal to the damage taken by the limb, up to 4 per attack.

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# Iz'zart's Swarm Limb

October 30, 2022



1st-level conjunction

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You summon a swarm of fey spirits that take the form of a swarm of beasts of Challenge Rating 1 or lower shaped as an adaptive limb, responding to telepathic commands like the appendage it's replacing. This spell cannot add an extra limb beyond those typical for your ancestry.

The summoned swarm is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The swarm gets no actions of its own, but you can use its bite as an unarmed attack

The swarm can detach on command as a bonus action. While detached, it retains its link and can attack and follow simple commands up to 30 feet away from you. If it moves further away, the spell ends.

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## Color Flesh

October 30, 2022

Illusion cantrip

Casting time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You change the color of one Medium-sized creature or a portion of it to the color of your choice for 1 hour. This spell can be removed through [dispel magic](#) or a similar spell that removes enchantments. If applied to the lenses of the eye, it will tint the vision of everything you see for the duration but will not occlude them.

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## SJ's Spoon of Advocacy

October 30, 2022

Wondrous Item, common

Appearing as a wooden cooking spoon with a few dents or chips, this spoon has 2 charges. When you strike the spoon against a hard object like a tuning fork, you can expend 1 charge as an action and then hold it against any part of your body. The spoon speaks your overall condition, including a description of hit points in terms like, "Barely wounded," "Severely wounded," etc. and also speaks any active condition status effects. It does not reveal the source of the effect, such as a disease or curse. The spoon regains all expended charges daily at dawn.

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# Tooth Fairie

October 30, 2022

Tiny fey, lawful evil

- **Armor Class** 14 (hide armor)
- **Hit Points** 2 (1d4)
- **Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

- **Saving Throws** Dex +6
- **Skills** Perception +3, Sleight of Hand +8, Stealth +8
- **Senses** truesight 120 ft., passive Perception 13
- **Languages** Common, Elvish, Sylvan
- **Challenge** 1 (200 XP)

**Innate Spellcasting (2/Day).** The Tooth Fairie can innately cast Misty Step, requiring no material components. Its innate spellcasting ability is Wisdom.

## Actions

**Shortsword.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

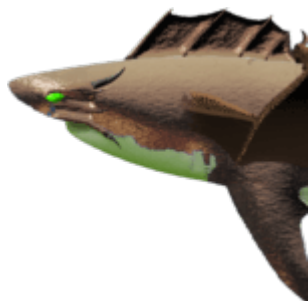
**Shortbow.** Ranged Weapon Attack: +6 to hit, range 40/160 ft., one target. Hit: 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become paralyzed for 1 minute.

**Invisibility.** The Fairie magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment it wears or carries is invisible with it.

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## Dragoshark

October 30, 2022



Large monstrosity, Lawful Neutral

- **Armor Class** 15 (natural armor)
- **Hit Points** 76 (9d10 + 27)
- **Speed** 0 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	7 (-2)	12 (+1)	10 (+0)

- **Skills** Perception +4
- **Damage Immunities** lightning
- **Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 14
- **Languages** understands Draconic but can't speak

▪ **Challenge 5** (1,800 XP)

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

**Water Breathing.** The Dragoshark can breathe only underwater.

## Actions

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

**Breath Weapon (Recharge 5-6).** The Dragoshark exhales lightning in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 49 (9d10) lightning damage on a failed save, or half as much damage on a successful one.

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# Titan Trove Mine Maps

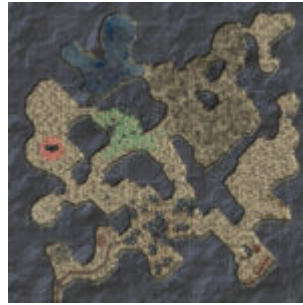
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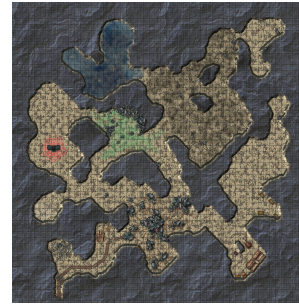
Maps for [The Search for Dread](#)



Player; Gridless



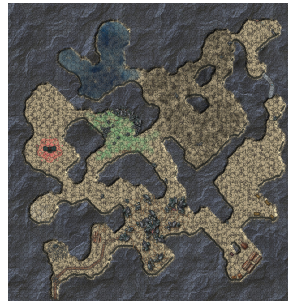
Player; Hex



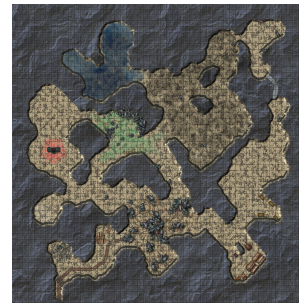
Player; Square



GM; Gridless



GM; Hex



GM; Square

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# Forest Clearing by Path Maps

October 30, 2022



Maps for [The Search for Dread](#)



Gridless



Hex



Square

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# Forest Path Maps

October 30, 2022



Maps for [The Search for Dread](#)



Gridless



Square



Hex



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# Skeletal Miner

October 30, 2022

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Medium undead, lawful evil

- **Armor Class** 14 (hide armor)
- **Hit Points** 13 (2d8 + 4)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

- **Damage Vulnerabilities** bludgeoning
- **Damage Immunities** piercing, poison
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 1/4 (50 XP)

**War Pick.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Rubble Rumble (Recharge 6).** If the Skeletal Miner is within 5 ft. of a mine or cave wall, it can slam its pick on the wall and send a shockwave through the ceiling, causing a collapse in a 20-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a

failed save, or half as much damage on a successful one.