

Felix's Fantastical Finds

April 3, 2023



As the players enter Felix's Fantastical Finds, they are greeted by the sight of countless magical items lining the shelves and tables. The shop is well-organized, with each section dedicated to a specific category of item. A friendly-looking man with a white beard and sparkling blue eyes stands behind the counter, his name is Felix.

Felix is a wizard of considerable power, and he takes great pleasure in sharing his knowledge of magic with others. He wears a purple robe adorned with gold symbols, and a matching pointed hat sits atop his head. His shop is known throughout the land for its unique and rare magical items, many of which Felix has created himself.

"Welcome to my magic shop! Today, I am proud to introduce a new collection of enchanted items, crafted in honor of [Porphyria Awareness Week](#). These items were created with the specific needs of those who live with Porphyria in mind, while also offering unique benefits to adventurers of all kinds.

Porphyria is a rare genetic condition that affects the way the body produces heme, a component of hemoglobin. This can lead to a build-up of porphyrins, which can cause a range of symptoms such as abdominal pain, skin sensitivity to light, and neurological problems. As a magic shop owner, I have seen the challenges that individuals with Porphyria face, and I am proud

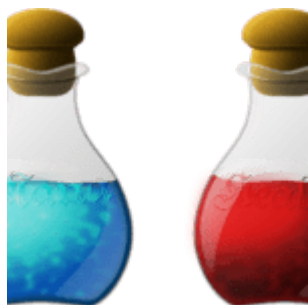
to offer enchanted items that can help manage some of these experiences. It is my hope that by raising awareness and understanding of Porphyria, we can better support those who live with it."

Celestial Choker



Wondrous item, uncommon (requires attunement) This choker is made of pure starlight and has a small flickering gemstone at its center. This choker has 4 charges. While wearing it, you can expend 1 charge as an action to grant resistance ... [Continue reading](#) →

Elixir of the Moon's Blessing



Potion, rare This elixir has a shimmering violet hue and a subtle metallic taste. When consumed, it grants the drinker temporary immunity to all forms of poison and removes the poisoned condition for 1 hour. However, it also causes the ... [Continue reading →](#)

Nimble Gauntlets of the Shadowdancer



Wondrous item, rare (requires attunement) These gauntlets are made of sleek black leather and are imbued with magic from the Plane of Shadows. They grant the wearer advantage on all Dexterity (Sleight of Hand) checks made to handle delicate objects, ... [Continue reading →](#)

Ring of the Twilight's Embrace



Ring, rare (requires attunement) This ring is made of a small piece of glowing amethyst set in silver. It grants the wearer the ability to see in complete darkness and allows them to cast the spell once per day. However, ... [Continue reading →](#)

Tidal Cloak of the Oceanic Depths



Wondrous item, rare (requires attunement) This cloak is made of a soft, iridescent fabric that ripples like the ocean's waves. It grants the wearer resistance to acid damage and allows them to . However, you are vulnerable to radiant damage.

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Shadows of Corruption

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This entry offers a short encounter that may be used as a sidequest, one-shot, or a tier 3 campaign. Use the [free Tower of the Magi maps from Tom Cartos](#) , and populate the building with adventurers and devils of your choice. The [succubus/incubus](#) works well for this corruption-themed story, and [bone devils](#) and [barbed devils](#) make suitable minions. The humanoids guarding the castle may include a [mage](#), an [assassin](#), and a group of [veterans](#). Note that Estevot will be reluctant to kill his former comrades but will do so if necessary, and while most of them have abandoned their former altruistic goals, some may be naively duped by Jorgoras and its schemes.

The Devoted Vanguard was once a group of skilled warriors and mages who dedicated their lives to protecting the innocent and upholding justice. However, over time, the organization became corrupt and lost sight of its original mission. Greed replaced altruism as a motivation, causing many of the good members to leave.

But [Estevot the Gentle](#), a skilled warrior, remained with the Vanguard. He believed that if he stayed with the organization, he could still influence the remaining members to turn away from their dark path and return to the light.

As time passed, Estevot watched as the Devoted Vanguard grew more and more corrupt. The remaining members engaged in thievery, extortion, and other illegal activities, all in the name of elevating the Vanguard. Estevot struggled with his conscience, but he knew that if he left, the Vanguard would have

no hope of redemption.

One day, Estevot heard whispers of a powerful [devil](#) lurking within the walls of the organization. The devil, known as [Jorgoras](#), had been summoned by the corrupt members of the Vanguard to grant them power and control over the land. However, as time went on, Jorgoras's influence grew stronger, and he began to take control of the organization, using it for his dark purposes.

Estevot knew that he had to act quickly to stop Jorgoras and bring light back to the Vanguard. He enlisted the help of a group of adventurers passing through the region, and together they made their way through the fortress.

They battled their way through rooms filled with corrupt members, fighting off creatures of darkness and confronting those who had fallen to the devil's influence. Finally, they arrived at the heart of the organization, where Jorgoras waited.

A fierce battle ensued, with the group of adventurers facing off against the devil and his minions. In the end, they emerged victorious, banishing Jorgoras from the fortress and freeing the Devoted Vanguard from his grip.

Estevot thanked the adventurers for their help, and together they vowed to work towards bringing the organization back to its former glory. It was a long road ahead, but with their determination and courage, they knew that they could overcome any obstacle in their way.

Jorgoras

April 3, 2023



Large fiend (devil), lawful evil

- **Armor Class** 15 (natural armor)
- **Hit Points** 189 (18d10 + 90)
- **Speed** 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	16 (+3)	16 (+3)	22 (+6)

- **Saving Throws** Int +8, Wis +8, Cha +11
- **Skills** Deception +11, Insight +8, Perception +8, Persuasion +11
- **Damage Immunities** fire, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 120 ft., truesight 120 ft., passive Perception 18
- **Languages** Common, Infernal, telepathy 120 ft.
- **Challenge** 14 (11,500 XP)

Innate Spellcasting. Jorgoras's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material

components:

At will: [Detect Magic](#), [Dispel Magic](#), [Disguise Self](#), [Suggestion](#)

3/day each: [Dominate Person](#), [Invisibility](#) (self only)

1/day each: [Modify Memory](#), [Telekinesis](#)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Shapechanger. Jorgoras can use its action to [polymorph](#) into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

True Form. Jorgoras's true form is that of a large, tadpole-like devil with sharp teeth and small horns on its chin. Its forearms end without hands or claws, and a long tail constantly thrashes about. In this form, Jorgoras is unable to use weapons or manipulate objects that require fingers or claws. Its true form is revealed when it attacks or is attacked.

Actions

Multiattack. Jorgoras makes two attacks: one with its bite or sticky tongue and one with its tail.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 6) piercing damage.

Sticky Tongue. Ranged Weapon Attack: +11 to hit, range 30 ft., one target. Jorgoras can use its bonus action to make an attack with its sticky tongue. On a hit, the target is [grappled](#) (escape DC 19). Until this grapple ends, the target is [restrained](#). While the target is grappled, Jorgoras can only use its bite attack against the grappled target but automatically hits. Jorgoras can

use its action to release the grapple and fling the target up to 30 feet away, dealing 15 (2d8 + 6) bludgeoning damage to the target and any creature in the target's path.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Frightful Presence. Each creature of Jorgoras's choice that is within 120 feet of Jorgoras and aware of it must succeed on a DC 19 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 Jorgoras's Frightful Presence for the next 24 hours.

Jorgoras is a feared and respected devil in the Hells, known for its ability to manipulate and corrupt even the strongest of wills. Higher-ranking devils often use it to carry out their schemes and missions, and it takes great pleasure in doing so. Jorgoras is also feared by the other denizens of the Hells, who know to stay out of its way lest they become its next victim.

Jorgoras is a cunning and malevolent devil, always seeking to corrupt and manipulate those around it. It often disguises itself as a humanoid to better deceive its targets and lure them into its grasp. Once it has its prey, it revels in the fear and pain it inflicts, often toying with them before delivering the final blow. Jorgoras takes pleasure in causing suffering and relishes in the power it wields over others.

Jorgoras prefers to strike from a distance, using its sticky tongue to grapple its targets and then its powerful bite attack to deal damage. It is also able to cast spells to inflict pain and fear, and it is not above using deception and trickery to gain an advantage in combat. Jorgoras is intelligent and

strategic, always looking for weaknesses in its opponents to exploit.

Estevot the Gentle

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Estevot the Gentle ([Paladin](#))

Medium humanoid ([human](#)), lawful good
cisgender man, he/him

- **Armor Class** 20 (plate, shield)
- **Hit Points** 157 (15d10 + 60)
- **Speed** 24 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	8 (-1)	14 (+2)	18 (+4)

- **Saving Throws** Wis +7, Cha +9
- **Skills** Athletics +10, Insight +7, Intimidation +9,

Medicine +7, Persuasion +9, Religion +4

- **Senses** passive Perception 12
- **Languages** Celestial, Common

Aura of Protection. Estevot and friendly creatures within 10 feet of him gain a bonus to their saving throws equal to his Charisma modifier (4).

Divine Sense. As an action, Estevot can detect the presence of any fiend or undead within 60 feet of him. He can use this feature a number of times equal to 1 + his Charisma modifier (4) and regains all expended uses after a long rest.

Gait Difference [IE 1]. Estevot's left leg was severely injured in a battle against a powerful demon, leaving him with a pronounced limp. As a result, his movement speed is reduced by twenty percent, and he has a -1 penalty on all Dexterity (Acrobatics) checks and Strength (Athletics) checks involving legs.

Lay on Hands. Estevot can use his action to touch a creature and restore a number of hit points equal to his paladin level (15). Alternatively, he can expend 5 hit points to cure a target of one disease or neutralize one poison affecting it.

Actions

Multiattack. Estevot makes two attacks.

Longsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Divine Smite. When Estevot hits a creature with a melee weapon attack, he can expend one [paladin spell](#) slot to deal additional radiant damage to the target. The extra damage is 2d8 for a 1st-

level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. Estevot has a total of 27 spell slots. The damage increases by 1d8 if the target is an undead or fiend.

Bonus Actions

Gentle Touch. As a bonus action, Estevot can choose to make a non-lethal melee weapon attack against a creature. If the attack hits, the creature takes no damage, but instead, Estevot heals the creature for an amount equal to his paladin level (15). This ability can be used a number of times equal to Estevot's Charisma modifier (4) and regains all expended uses after a long rest.

Adamantine Armor

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Armor (medium or heavy, but not hide), uncommon

Ammunition, +1, +2, or +3

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Weapon (any ammunition), uncommon (+1), rare (+2), or very rare (+3)

Amulet of Health

April 3, 2023



Wondrous item, rare (requires attunement)

Amulet of Proof against Detection and Location

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Wondrous item, uncommon (requires attunement)

Amulet of the Planes

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Wondrous item, very rare (requires attunement)

Animated Shield

April 3, 2023



Armor (shield), very rare (requires attunement)