

Cedric

November 8, 2023



(Orthotist Arcanowright)

Medium humanoid ([human](#)), neutral good

Armor Class 14 (leather armor)

Hit Points 58 (9d8 + 18)

Speed 7 ft. (30 ft. with prosthesis)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	18 (+4)	10 (+0)	8 (-1)

Saving Throws Con +5, Int +7

Skills Arcana +7, Investigation +7, Medicine +3, Perception +3

Senses passive Perception 13

Languages Common, Elvish, Gnomish, understands Texture Writing in these languages

Challenge 5 (1,800 XP)

Spellcasting. Cedric is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Cedric has the following arcanowright spells prepared:

Cantrips (at will): [Mending](#), [Spare the Dying](#)

1st level (4 slots): [Cure Wounds](#), [Healing Word](#), [Heroism](#), [Sanctuary](#)

2nd level (3 slots): [Aid](#), [Lesser Restoration](#), [Spiritual Weapon](#)

Healing Hands. Cedric adds his Intelligence modifier HP to the benefit of healing spells.

Mystic Prosthetics. Cedric can create magic prostheses, up to two active at a time.

[Missing Legs](#) [IE 4]. He is missing both legs (IE 4). In the case of two feet or legs missing, he can use his hands to move one fourth his speed for a number of minutes equal to his Constitution score before needing to rest.

Actions

Multiattack. The Cedric makes two attacks with his warhammer.

Acid Flask. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 7 (2d6) acid damage.

Soothing Balms (4/day). Cedric can apply a balm to restore 2d6+5 HP.

Warhammer. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) bludgeoning damage, or 6 (1d10 + 1) bludgeoning damage if used with two hands.

Reactions

Flash of Brilliance (4/day). Cedric can come up with solutions under pressure. When he or another creature within line of action within 30 feet makes an ability check or saving throw, Cedric can use his reaction to add his Intelligence modifier to the roll.

Assistive Items

[Cedric's Serpentine Strider](#)

Wondrous Item (prosthetic leg), uncommon

This clockwork mobility device replaces a small or medium humanoid's missing legs and is propelled by treads on the underside. It's covered with a scaly exterior, resembling a snake from the waist down.

While mounted on the Serpentine Strider, you gain a walking speed of 30 feet. The device is powered by clockwork mechanisms that make pneumatic hissing sounds. Using the Serpentine Strider requires the user's hands to operate it effectively. While moving on the Strider, you cannot wield two-handed weapons or use items that require both hands, as you need one hand to control the device. The hissing noise imposes disadvantage on Dexterity (Stealth) checks that require silence.

Tread on Me

November 8, 2023



A Bonus encounter for [The Search for Dread](#) from [Limitless Champions Adventures](#)

Content Trigger Warnings

This adventure includes theft of accessibility devices and references to snakes.

Plot Hooks for Other Adventures

This encounter can work with nearly any adventure where the party travels through a wooded area.

- Rumors of an elusive thief stealing rare magical documents have spread. The party is hired to investigate, leading them to Cedric's cabin.
- A different kind of butterfly has appeared in the forest, and they're acting strangely. A local naturalist asks the party to check it out.
- A local inventor is missing designs for a new invention and hires the party to investigate Cedric, their rival.

Tread on Me

Encounter Background and Setup


As the party travels through the forest, what appears to be a giant cobra makes its way toward a small cabin. The figure's scaly, snake-like lower half and the distinctive hooded leather jacket resembles a cobra's body and hood from behind. The hissing sound that accompanies its movements adds to the impression.

Before they have time to react, the cobra-like figure enters the cabin through an open door. Then, a blood-curdling scream pierces the air, making it seem as though the snake has attacked someone inside. The party must decide how to proceed.

When they enter the cabin, they discover a person with a snake-like lower body, not an actual snake-human hybrid but rather a human Arcanowright named [Cedric](#). He [has no legs](#), and his "snake" body is a prototype of a clockwork mobility device, propelled by treads on the underside, the pneumatics producing the hissing sound. He removed his hood after he entered the cabin.

As you continue along the forest road, a hissing sound gradually emerges from the woods near a small cabin, approximately 60 feet from the road. Slithering towards the cabin's open door, a scaly serpentine creature with a cobra-like hood glides gracefully, its scales reflecting dappled sunlight. It glides into the cabin's entrance, and a moment later, a chilling scream echoes through the woods.

The Snaked Plans

Inside the cabin, several shelves and workbenches display a  haphazard collection of ornate gears, wheels, tools, flasks, and other parts. A cabinet obscures most of [Cedric](#) except for

most of his head as he shouts, "No! This can't be!" as the tip of the snake tail slithers behind the cabinet toward him.

When the party moves so the cabinet no longer obscures Cedric's body, his snake-like lower half becomes visible. He stands staring at an empty spot on a table, pounding it with his fists. Two blue butterflies that had perched there flutter to the open window.

Cedric doesn't notice the party until they get his attention. He focuses on the empty spot on the table, where the hueprints (color-coded schematics) for his latest design once rested, pounding it with his fists. Once he becomes aware of their presence, he assumes them to be the thieves, grabs a hammer and awl from the table, and demands the return of his hueprints. Convincing him of the party's innocence requires a DC 12 Charisma (Persuasion) check.

If the party doesn't kill him, Cedric explains that the hueprints for his latest invention, [Cedric's Sensible Scroll](#), an overlay that transcribes written scrolls into textured writing for blind people. If they finish the initial introduction on friendly terms, he asks for the party's help in recovering the hueprints.

While investigating in and around the cabin to find clues, they discover any or all of the following if they check those places:


- **Shimmering Residue.** The cabin floor has a shimmering, blue powder in some places.
- **Thorns in the Lock.** Cedric locked the door when he left. The door was open when he returned. The keyhole has small thorns in it that were used to pick the lock.
- **Turquoise Burr.** A turquoise burdock burr rests on a workbench. An DC 13 Intelligence (Nature) check reveals that it is of fey origin; 18, it has magical properties


when first attached; 20, it's from a grapplebramble.

- **Oak Leaf.** An oak leaf rests on the ground outside the cabin, but the nearest oak trees are about a mile away. Cedric knows where the oaks grow.
- **Blue Butterflies.** The butterflies that flew away are slowly flying toward the oak grove. If the party decides to follow them, they will eventually reach the grove.

If the party gets stuck, Cedric notices one clue at a time and points it out to them.

Tempest in a Teapot

In a tranquil woodland clearing, dappled sunlight filters  through the lush canopy of oak trees, creating a natural stage for the impending confrontation with the fey thieves. The forest floor is blanketed with vibrant mosses and a profusion of magical flowers. Several blue butterflies and two blue bunnerflies flutter about the branches of the trees. Sitting on a rock beside a grapplebramble, a thornwing flutterkin holds the hueprints, folding them into intricate origami shapes while sipping tea. A third bunnerfly rests beside him, drinking from a tea cup and nibbling on a hueprint page.

 The flutterkin cares nothing about the content of the hueprints, only interested in the blend of colors on the paper. Any attempt to take or coax the papers away from him or his bunnerfly elicits a violent angry reaction.

If the party attempts to negotiate, he offers them a cup of tea to drink while they discuss it. Anyone who drinks the tea must succeed on a DC 13 Constitution saving throw or be affected as if by the Confusion spell for one minute. Creatures with Fey Ancestry receive that benefit on the saving throw.

In combat, both remain centered over the grapplebramble if possible to benefit from its protection.



Plans for the Future

As the party successfully recovers Cedric's hueprints for the Sensible Scroll, a palpable sense of relief washes over the arcanowright. Gratitude shines in his eyes, and he clasps the recovered documents with utmost care. "You've done a great service this day," he exclaims, his voice filled with genuine appreciation.

In return for their valiant efforts, Cedric offers the party a token of appreciation, the prototype of Cedric's Sensible Scroll. As a prototype, it only has two charges before it becomes inoperative.

Dramatis Personae

[Cedric](#) (Orthotist Arcanowright)

Bestiary

- [Bunnerfly](#)
- [Grapplebramble](#)
- [Thornwing Flutterkin](#)

Magic Items

- [Cedric's Sensible Scroll](#)
- [Cedric's Serpentine Strider](#)

Miniatures

[Download a free printable STL](#) of a Bunnerfly



Maps

Use Cobbled Cottage map for the initial encounter with Cedric and the the Puck Park map for Tempest in a Teapot. ([Download All](#))

We've also included [VTT tokens](#) for online play.



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November 8, 2023



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Play-by-Post Game: This is going to be fun! We have several options how to do this:

1. I can create a private channel on Discord and use D&D Beyond's Avrae bot. (This is my recommendation, but I'm flexible.)
2. [Gamers Plane](#) was specifically designed for this.
3. We can use the [Dungeon Realms RPG mobile app](#) (iOS/Android), [mRPG](#), or [Rolegate](#)
4. I'm open to other suggestions.

Regardless which platform we use, I'm a D&D Beyond subscriber

and will create a campaign there to give you access to all of the books I own, which is quite a few, allowing you to create a wide variety of characters.

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Should you decide to increase your support to the next level, you will get access to all of our finished products!

The Fiery Fiasco

November 8, 2023



A Bonus encounter for Plague in the Mountains from [Limitless Champions Adventures](#)

Content Trigger Warnings

This encounter contains themes of potential harm to a child and a forest fire emergency.

Plot Hooks for Other Adventures

1. **Wilderness Trek:** While journeying through a dense forest, the party comes across a clearing where a group of entertainers accidentally starts a forest fire.
2. **Ambush Site:** The clearing is a perfect spot for an ambush, but when the party arrives, the ambushers are already fleeing, leaving a forest fire in their wake.


The Fiery Fiasco

Encounter Background and Setup

The party is traveling along a well-traveled road when they


encounter the Blazing Vagabonds, a group of fire dancers and fire eaters. As the entertainers perform, a mishap leads to a forest fire. The party must not only deal with the fire but also ensure the safety of a child.

The Blazing Vagabonds' Performance

As the party continues along the road, they arrive at a  clearing in the dense forest. There, they encounter a group of performers, known as "The Blazing Vagabonds," showcasing their fire dancing and fire eating skills.

- The clearing is 200 feet in diameter and filled with a crowd of about 40 people, all watching the performance. The crowd includes mainly [gnomes](#), [halflings](#), and [humans](#) with a few [dwarves](#) and [elves](#).
- The performers have a wagon, pulled by 2 [draft horses](#) that currently wear blinders.
- Aside from their performance equipment, 4 empty wooden barrels stand beside their wagon.
- The forest is mostly coniferous, covered in dry needles.
- The party crossed a bridge over a creek before arriving at the clearing. The creek is 150 feet away from the fire's origin point at its closest.

Fire Dance Gone Wrong

Amidst the performance, one of the fire dancers, Seraphina,  falters in her routine, causing the fire to leap out of control. In a panic, she knocks over a torch, igniting a nearby thicket of dry underbrush. The once-captivated crowd now erupts in chaos and fear as the fire spreads rapidly, threatening the forest.

- The forest fire starts with a radius of 20 feet and

spreads 10 feet in all directions each round. Anyone within or entering the fire must succeed on a DC 15 Dexterity saving throw or take 1d6 fire damage at the beginning of each round, a successful saving throw indicating half damage.

- Players may choose to control the fire by attempting to extinguish it or contain it. Extinguishing one five-foot radius space requires a successful DC 12 Dexterity (Survival) or Intelligence (Nature) check to create a firebreak. Using at least one skin of water gives advantage on the check. A barrel of water dumped out immediately extinguishes four spaces. Once a space is converted to a firebreak, it won't ignite again and cannot spread through that space.
- Proactively converting a non-burning space to a firebreak requires a successful DC 10 Dexterity (Survival) or Intelligence (Nature) check. Using water gives advantage on the check.
- The fire, while non-magical, is fierce, and dealing with it effectively is essential to prevent a major forest disaster.
- The panicked crowd causes all movement in the clearing to be treated as rough terrain for the first five rounds as they seek their loved ones and belongings, and try to get past each other. A party member attempting to calm the crowd by nonmagical means must succeed on two consecutive DC 15 Charisma (Persuasion) checks to first get the crowd's attention and then direct them to evacuate effectively while staying out of the way of those fighting the fire.
- The performers immediately begin arguing with each other over who was supposed to fill the barrels. A successful DC 12 Charisma (Persuasion) or Charisma (Intimidation) check gets their attention, after which they join in the help

effort.

- Once calmed, up to five adults in the audience can help control the fire, each requiring a separate DC 12 Wisdom (Persuasion) check.



Saving Orli

Orli, a young, 7-year-old gnome girl with bright emerald eyes and vibrant auburn hair, finds herself lost in the chaos. She sits with her head between her knees while clutching a plush [owlbear](#) and cries. She's quietly calling for her parents, but the noise drowns out her terrified voice.

- Gaining Orli's trust to communicate with her requires a successful DC 12 Charisma (Persuasion) check. A character who speaks to the plush owlbear ("Grootie") instead of directly to Orli makes the check with advantage,
- If asked for a description of her parents, she says, "My mommy has dirty hands and funny glasses, and my daddy has brown hair and smells like apple pie."
- Orli's parents are Caiel and Elpetor, a pair of elven arcanowrights. Caiel specializes in building constructs, so her hands have grease stains, and she carries a set of multi-lens magnifying spectacles in her pocket but isn't wearing them. Elpetor specializes in cooking. They frantically search for Orli, but several other parents also shout out children's names.
- Each round Orli is on the ground, she faces the threat of being trampled. Roll 1d4. On a 1, she gets trampled and takes 1 bludgeoning damage. A nearby character may jump in the way and take the damage to protect Orli or use another means of protection. She fights against getting picked up by anyone besides her parents who hasn't successfully gained her trust.

- Hearing Orli's parents calling her name requires a successful DC 15 Wisdom (Perception) check.

A Warm Reunion

Orli's parents express their profound gratitude. They offer any future assistance the party might need, whether it's the crafting of gadgets, food, or anything else their arcane talents can provide.

Map

Download the [Roadside Performance maps](#) for this encounter in 4K or animated formats.

Markers

Download the Forest Fire Pack, a collection of markers to mark spaces as burning or firebreak.

- [3D Printable STLs](#)
- [2D page for paper or cardstock](#)
- [VTT tokens](#)

Tying into "Plague in the Mountains"

As the celebration in the village of "Plague in the Mountains" reaches its crescendo, Orli and her family arrive. The young gnome joyfully mingles with the local children, forging new friendships. A small intricate construct resembling a miniature clockwork unicorn, arrives bearing trays of freshly baked raspberry tarts. The sweet, tangy aroma of the warm, flaky

pastries, topped with a dusting of powdered sugar, fills the air, enveloping everyone in a comforting, sugary embrace.

[The Fiery Fiasco PDF](#)

Rat King

November 8, 2023



Medium beast (Swarm), unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 52 (8d8 + 16)
- **Speed** 30 ft., climb 30 ft.

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

- **Damage Resistances** bludgeoning, piercing, slashing
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** –
- **Challenge** 3 (700 XP)

Collapse. When the Rat King is reduced to 0 hit points, it collapses into a **swarm of rats**.

Keen Smell. The Rat King has advantage on Wisdom (Perception) checks that rely on smell.

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

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

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 16 (4d6 + 2) piercing damage. The target must make a DC 12 Constitution saving throw at the end of its next turn or take 10 (3d6) poison damage and become poisoned until the disease is cured. The disease can be cured by any magic that cures disease, but only while the target is not poisoned.

Extension of Rats. Once per turn, the Rat King can extend itself to reach out and make a bite attack against a creature within 10 feet of it. This does not provoke opportunity attacks.

Rat Wave (Recharge 5-6). The Rat King summons a horde of rats to swarm in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more is also grappled by the swarming rats (escape DC 12). The grappled creature takes 10 (3d6) piercing damage at the start of its turn

while grappled. The Rat King cannot recharge this action while grappling a creature.

Sewer Nymph

November 8, 2023



Medium fey, chaotic neutral

- **Armor Class** 13
- **Hit Points** 44 (8d8 + 8)
- **Speed** 30 ft., swim 60 ft.

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

- **Skills** Deception +8, Perception +4, Performance +8, Persuasion +8, Stealth +5
- **Damage Resistances** acid
- **Damage Immunities** necrotic, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Elvish, Sylvan

▪ Challenge 2 (450 XP)

Amphibious. The Sewer Nymph can breathe air and water.

Slippery Presence. The sewer nymph has advantage on saving throws against being grappled or restrained.

Actions

Multiattack. The Sewer Nymph makes two attacks.

Sewer Wave (Recharge 5-6). The sewer nymph stomps its foot, creating a surge of sewage, causing a 15-foot cone of sewage to burst forth. Each creature in that area must succeed on a DC 12 Strength saving throw or take 10 (3d6) poison damage and be pushed 10 feet and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. The sewage also creates a noxious cloud that heavily obscures the area in a 20-foot radius, centered on the nymph. The cloud lasts for 1 minute or until a strong wind disperses it.

Hallucinogenic Gaze. The Sewer Nymph targets one creature it can see within 60 feet of it. The target must succeed on a DC 12 Wisdom saving throw or be charmed by the nymph. While charmed, the target is incapacitated and perceives [hallucinatory terrain](#) and creatures as if they were real. The charmed target is unaware that it is being magically influenced. The target may attempt another saving throw on its turn each round. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this nymph's Gaze for the next 24 hours.

The nymph can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Sewage Spray. The Sewer Nymph sprays a stream of sewage from its

mouth in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Her skin, a sickly blend of ochre and taupe, glistens with an otherworldly luminescence, casting an eerie, faintly viridescent radiance upon the foul waters. Her hair, resembling tangled vines woven with flotsam, flows like a polluted waterfall. Adorned in tattered, mold-covered garments that cling to her form, she is simultaneously noisome and strangely enchanting, an enigmatic presence amidst the filth and decay.