

GAUNTLET RUNNER

SAMPLE PREVIEW



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SAMPLE

This pdf is a sample only. While the gladiator fighter subclass is shown in full, the other contents are not complete sections of *Gauntlet Runner*.

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Jagoba Lekuona

MYRIAD LEGENDS

CAMPAIGN SETTING

This setting combines many influences: mythic fantasy, historical fantasy, swords & sorcery, and high fantasy. It takes place in the wondrous world of Ichoros.

SETTING RULES

Myriad Legends has a grittier style than baseline 5e.

Long Rests. Completing a long rest does not provide a free recovery of all hp. You recover hit dice equal to half your level (rounded up) and can spend hit dice.

Injuries. Falling to 0 hit points causes a level of exhaustion, which represents an injury.

Diseases, Poisons, and Curses. If you attempt to magically cure a disease or poison or remove a curse, you must succeed on a spellcasting ability check. On a failure, you are unable to cure the disease or poison or remove the curse. You can retry after 24 hours for a disease or poison, or after gaining a level for a curse.

Exception: If the disease, poison, or curse originated from a spell, and you use a spell of an equal or greater slot level to remove it, you are not required to make the ability check.

Universe. Ichoros is not part of a multiverse. It does not link to other IPs. There are not infinite timelines or alternate realities with variations of the characters. Each soul is unique, and everything is at stake.

THE GREAT GAMES

PLOT

The Mithral Emperor has decreed the commencement of the Great Games in Bazagon, City of Mazes! His grand architect, the Labyrinth Lord, has constructed an extraordinary series of trials that push competitors to their limits.

For the glory of Bazagon! For the praise of the dragon god Mitra-Satsil!

Contenders assemble from near and far to take part in these brutal games. Some are beholden to compete: the criminals and the gladiators. Others come of their own accord: the fortune-seekers and the zealots. The runners must navigate dangers of all kinds, using their wits and their powers to overcome back-to-back challenges.

How will these contenders survive? Cunning? Skill? Mystical powers? Brute force?

Destiny and doom hang in the balance for every single **GAUNTLET RUNNER!**



FIGHTER SUBCLASS: GLADIATOR

You are a contender in combat spectacles. Perhaps you are obliged to fight for your life in brutal pits, or maybe you are a glory seeker who thrills in bloodsport at a glorified colosseum. More and more, you are proving to be something greater than a common pit fighter. Your ferocity strikes fear into the hearts of your foes, and any battleground or dungeon is your arena. You are a legend in the making.

Power Strikes

Certain features are power strikes, which are used to make special attacks. These features are marked with a morningstar icon —✱— and include the capitalized word “Strike” in their names. You cannot combine a power strike with any other class feature that is activated on a hit, nor can you apply a power strike on an attack you make as part of a spell’s effect.

EXOTIC FIGHTING STYLE 3rd level

You have honed a unique fighting ability due to your training in rare and advanced forms of combat. Choose two of the following options.

Chainflinger

- You gain proficiency with the spiked chain^{GR}.
- —✱ **Toppling Strike (2/short rest)**. When you hit a Large or smaller creature with a spiked chain, you can deliver a Toppling Strike. Make a Strength (Athletics) check contested by the target’s Strength (Athletics) or Dexterity (Acrobatics). If you win the contest, you knock the target prone and move it up to 5 feet in any horizontal direction.

Cyclone

—✱ **Cyclone Strike (2/short rest)**. When you take the Attack action with a melee weapon, make an attack against each creature within your reach instead of a single target. If you have Extra Attack, this effect replaces one of the attacks.

Fearsome Fighter

Intimidate (2/short rest). As a bonus action, target a creature you can see within 30 feet of you. Make a Charisma (Intimidation) check contested by the target’s Charisma (Intimidation) check or Wisdom saving throw. If you win the contest, the target becomes frightened of you until the end of your next turn.

Net Fighter

Quick Net (2/short rest). Use a net as a bonus action.



Raptor

- When you make a melee attack with a weapon that deals piercing or slashing damage, you can treat the weapon as having a 1d8 damage die. This benefit does not apply to reach weapons nor improvised weapons.
- —✱ **Raptor Strike (2/short rest)**. When you make a melee attack with a light weapon that deals piercing or slashing damage, you can deliver a Raptor Strike. The target uses its Dexterity score in place of its AC to determine if the attack hits or misses.

Render

- You gain proficiency with the armblade^{GR}.
- —✱ **Rendering Strike (2/short rest)**. When you hit a creature with the armblade, you can deliver a Rendering Strike. You deal an additional 1d6 slashing damage, and the target has disadvantage on the next attack roll it makes before the start of your next turn.

Thresher

Thresh (2/short rest). As a bonus action, make a grapple or shove attempt, or do both.

Note: In the 2024 rules, grapple and shove are found under Unarmed Strike.

EXOTIC ARMOR STYLE 7th level

Your unique way of fighting expands to include a form of armor. Choose one of the following options.

Crested Champion

Your fearsomeness grows to greater proportions, which you express through a special crested helmet. Its crest is a creature or icon that strikes awe, and the face of the helm might also have a fierce aspect.

- You gain proficiency with the Intimidation skill, or if you already have this proficiency, you gain expertise.
- When you are wearing your crested helm and you successfully frighten a creature, you can also make a melee weapon attack against that creature as part of the same action you used to frighten it. You can make this attack no more than once per round.

Scaled Guardian

You modify your armor with special scales made from exotic materials. While wearing your modified armor, you gain the following benefits.

- Critical hits against you become normal hits.
- **Defensive Scales (2/short rest).** When a creature you can see attacks you, you impose disadvantage on the attack roll (no action required).

Spiker

You modify your armor with spikes. While wearing your modified armor: Whenever a creature touches you or hits you with a melee attack while within 5 feet of you, you can deal 1d6 piercing damage to it. No action is required, but you must not be incapacitated.

Towering Defender

- You gain training with the tower shield^{GR}.
- **Shield Bulwark (2/short rest).** As a bonus action, you enter a stance that lasts until the start of your next turn or until you are incapacitated. When you enter the stance, declare which direction you are facing. During this time, the tower shield provides you three-quarters cover against attacks and effects originating from in front of you. This cover extends to any ally of your size or smaller directly behind you.

TOWER SHIELD

A tower shield provides a +3 bonus to AC if you have training with it (distinct from training with regular shields). It imposes disadvantage on your Stealth checks, weighs 22 lbs., and costs 30 gp. If your Strength score is less than 15, a tower shield reduces your Speed by 10 feet and imposes disadvantage on attack rolls you make.

CROWNED IN BLOOD 10th level

You have become the king of many arenas, and your crown is forged in the blood of your foes. Whenever you score a critical hit against an enemy or reduce an enemy to 0 hit points, you regain 1 expended use of a gladiator feature of your choice.

VICTOR 15th level

The momentum of your victories has heightened to epic proportions. You gain further benefits associated with the Exotic Fighting Style choices you made at 3rd level.

Chainflinger

- Treat the spiked chain as having 3d4 damage dice.
- When you win the skill contest of Toppling Strike, you can grapple the creature with your spiked chain. It is restrained as long as it is grappled in this way.

Cyclone

Cyclone Strike can apply to all the attacks you make on your turn, instead of only one.

Fearsome Fighter

- A creature that is frightened of you cannot target you with hostile spells and effects. It can still attack you and include you in areas of effect.
- You have advantage on attack rolls against creatures that are frightened of you.

Net Fighter

Nets you throw have escape DC 15, AC 15, and 15 HP.

Raptor

Your usage limit of Raptor Strike increases to 4/short rest.

Render

Your usage limit of Rending Strike increases to 4/short rest, and the additional damage is 3d6.

Thresher

You deal an additional 1d8 damage with melee weapon attacks against creatures that are prone or grappled by you.

UNDISPUTED CHAMPION 18th level

- When you roll for initiative, you can move up to your Speed and make a weapon attack. No action is required, though you must not be incapacitated.
- When a creature takes a hostile action against you, you can make an opportunity attack against it.

WEAPONS

Name	Damage	Properties	Mastery	Weight	Cost
<i>Martial Melee Weapons</i>					
Battle Claws	1d6 slashing	Finesse, light, special	Vex	2 lb.	30 gp
Guisarme	2d4 slashing	Heavy, reach, two-handed	Topple	8 lb.	20 gp
Mancatcher	1d4 piercing	Heavy, reach, special, two-handed	Sap	6 lb.	20 gp
<i>Martial Ranged Weapons</i>					
Chakram	1d6 slashing	Thrown (range 30/120)	Slow	2 lb.	5 gp
<i>Exotic Melee Weapons</i>					
Armblade	1d6 slashing	Light, special	Graze	4 lb.	25 gp
Spiked Chain	2d4 piercing	Finesse, reach, two-handed	Graze	8 lb.	25 gp

Exotic Weapons

In order to be proficient with an exotic weapon, you must take the Exotic Weapon Proficiency feat. If you are proficient with an exotic weapon, it is a viable option for any weapon mastery selection you can make.

Special Properties

Armblade. This weapon is a gauntlet or vambrace that fully encloses your arm and hand, with a blade at the end. It requires an action to equip or remove an armblade. The hand wielding the armblade cannot hold anything else.

The armblade provides you a +1 bonus to AC. This does not combine with the AC bonus of a shield or another weapon that provides a bonus to AC.

Battle Claws. This weapon is a glove with blades that resemble claws. It requires an action to equip or remove battle claws. The hand wielding the battle claws can be used to grapple, climb, and perform simple manual tasks, though otherwise is occupied as usual for a handheld weapon.

Mancatcher. The head of this polearm is a U-shaped frame with barbs pointing inward, used to trap and control opponents. When you take the Attack action, you can attempt to grapple a creature with the mancatcher instead of making an attack roll. The grapple attempt otherwise resolves as normal.

FEATS

—Origin Feats—

EXOTIC WEAPON PROFICIENCY

Origin Feat

You gain proficiency with one exotic weapon of your choice.

Repeatable. You can take this feat more than once.

FORTUNE FOR THE BOLD

Origin Feat

When you make a d20 test or damage roll, you can add 1d4 to the result. This does not combine with any other effect that adds extra dice to a roll.

You can use this benefit three times per short rest.

TOWER SHIELD TRAINING

Origin Feat (Prerequisite: Training with the shield)

You gain training with the tower shield. A tower shield provides a +3 bonus to AC, imposes disadvantage on your Stealth checks, weighs 22 lbs., and costs 30 gp. If your Strength score is less than 15, a tower shield reduces your Speed by 10 feet and imposes disadvantage on attack rolls you make.

—Fighting Style Feats—

INTREPID CONFRONTATION

Fighting Style Feat (Prerequisite: Fighting Style Feature)

- When you roll initiative, you gain temporary hit points equal to twice your proficiency bonus.
- Once on each of your turns, you can gain advantage on a melee attack roll against a creature whose challenge rating or level is $\geq$ your level.

SPELLS

CLOUD STEPS

2nd-level conjuration (sorcerer, wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a tiny chip of cloudy ice)

Duration: Concentration, up to 1 minute

You conjure up to 6 cloud steps, each of which must be in an unoccupied space you can see within the spell's range. Each step is made of solidified cloud and is 4 feet wide by 2 feet long by 6 inches tall. Each step can support up to 500 lbs. in weight. If more weight than this is placed onto a step, it dissipates to nothing. However, you can stack multiple steps directly on top of each other and add their combined supporting weight together.

At Higher Levels. The maximum number of cloud steps you create is equal to three times the slot level used to cast this spell.

DELVER'S SPRYNES

Transmutation cantrip (bard, druid, sorcerer, wizard)

Casting Time: 1 action

Range: self

Components: V

Duration: 1 round

Until the end of your next turn, you have advantage on Strength (Athletics) checks and Dexterity (Acrobatics) checks. In addition, your jumping distance is not halved without a running start, and you ignore the first 10 feet of falling damage.

DIVINE ALACRITY

1st-level divination (paladin)

Casting Time: 1 bonus action

Range: self

Components: V, S

Duration: Concentration, up to 1 minute

You are filled with prescient reflexes and battle intuition. For the duration of the spell, you gain 1 additional reaction per round. This additional reaction can only be used for one of the following:

- When you see an enemy move, you can move up your walking speed, as long as you move closer to that enemy.
- When you see an enemy cast a spell or attack an ally, you can make a melee weapon attack against that enemy, as long as it is within your reach.

FERVOR

2nd-level enchantment (cleric, druid, paladin, ranger)

Casting Time: 1 bonus action

Range: self

Components: V, S

Duration: 1 minute

As you wade into battle, invigorating fervor flows into you. Whenever you hit a hostile creature with a melee weapon attack for the first time on each of your turns, you gain 1d6 temporary hit points. These temporary hit points last for up to 1 minute.

At Higher Levels. You gain greater amounts of temporary hit points when you cast this spell using higher level spell slots: 4th or 5th level (2d6), 6th or 7th level (3d6), 8th or 9th level (4d6).

WHISPERING PORTAL

1st-level divination (brindlecapt, druid, hag, sorcerer, warlock, wizard)

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

When you cast this spell, and as an action on each of your turns, you can target a door, portal, or container that you can see within 10 feet of you (whether mundane or magical). You learn what is on the other side of it or within it.

You receive specific details about objects, structures, and creatures, though such information does not extend more than 30 feet beyond the target, nor does it extend through further doors, portals, or containers. *Whispering portal* does not reveal traps or creatures that are hidden.

MAGIC ITEMS

CONJUROR'S EGG

Magic item (wondrous item), common

Cost: 100 gp **Weight:** 0.5 lb.

Appearance: Tiny egg with fantastical color and texture

As an action, you crack the egg open, which summons a creature. Roll 1d6:

1. blood hawk
2. giant weasel
3. giant lizard
4. steam mephitis
5. pseudodragon
6. ice mephitis

The summoned creature is your ally. It remains for 1 hour or until it drops to 0 hp.

DELVER'S BELT

Magic item (wondrous item), common (requires attunement)

Cost: 100 gp **Weight:** 0.5 lb.

Appearance: Sturdy leather belt

As an action, you cast *delver's spryness*^{GR}. You can use this property twice per day (the belt recharges each dawn).

DRAGON SCALE OF WARDING

Magic item (wondrous item), common (requires attunement)

Cost: 100 gp **Weight:** 0.1 lb.

Appearance: Talisman made from a dragon scale

The first time you take damage of the associated type, you gain resistance against it. The scale regains this property daily at dawn. The GM determines the scale's color or selects the color at random.

1. Black (acid)
2. Blue (lightning)
3. Brass (fire)
4. Copper (acid)
5. Gold (fire)
6. Green (poison)
7. Red (fire)
8. Silver (cold)
9. White (cold)

EVERSPARK LANTERN

Magic item (wondrous item), common (requires attunement)

Cost: 100 gp **Weight:** 2 lb.

Appearance: Lantern with a heatless flame that requires no fuel

As a bonus action, you can ignite the lantern or snuff it out with a command word. While lit, it emits bright light out to 30 feet and dim light for an additional 30 feet.

1/day (dawn recharge): As an action while holding the lantern, you command it to emit a bright incandescence in a 15-foot cone. Each creature in this area must succeed on a DC 12 Constitution saving throw or be blinded until the end of your next turn.

FEATHERFALL TOKEN

Magic item (wondrous item), common (requires attunement)

Cost: 100 gp **Weight:** —

Appearance: Feather

If you fall, you can use a reaction to activate the feather, which crumbles away. Your rate of descent slows to 60 feet per round, causing you to take no falling damage and land on your feet. This effect lasts up to 1 minute or until you land.

FIRESTONE

Magic item (wondrous item), common

Cost: 50 gp **Weight:** 1 lb.

Appearance: Quartz-like crystal flecked with brass

As an action, you can throw the *firestone* up to 60 feet. When it strikes a solid surface, it bursts in a 5-foot radius of flames. Each creature in this area must make a DC 10 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half damage on a success.

FLAWED POTION OF HEALING

Magic item (potion), common

Cost: 30 gp **Weight:** 1 lb.

Appearance: Creamy golden potion with a light aroma

This item appears as a typical *potion of healing*, and restores 3d4 + 3 hit points when drunk.

Flaw. Upon drinking this potion, a mishap occurs as described below. With a successful DC 20 Wisdom (Perception) check, you smell a faint stink to this potion, indicating its flawed brewing.

Mishap (roll 1d6):

1. Your body glows for 1 minute, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. During this time, you have disadvantage on attack rolls and on ability checks that rely on sight.
2. You levitate 20 feet up into the air for 1 minute. During this time, you gain a flying speed of 5 feet, and you can only move horizontally. After this time, you fall.

3. Your speed is reduced by half for 1 minute.
4. You sneeze uncontrollably for 1 minute. During this time, you not only make a great deal of noise, but you have disadvantage on ability checks and attack rolls, and you cannot concentrate nor use verbal spell components.
5. Your limbs are weakened for 1 minute. You deal half damage with weapon attacks and have disadvantage on ability checks, saving throws, and attack rolls based on Strength or Dexterity.
6. You let out a tremendous belch that makes a loud sound and sends you 20 feet horizontally in a random direction.

GLITTERGOLD

Magic item (wondrous item), common

Cost: 100 gp **Weight:** 0.02 lb.

Appearance: Lustrous gold coin

As an action, you can activate the *glittergold* and lay it down or toss it up to 30 feet. The first time another creature picks up the coin or starts its turn with the coin in its space, it must succeed on a DC 13 Wisdom saving throw or be incapacitated and reduced to a speed of 0 feet until the start of its next turn.

Creatures immune to the charmed condition are unaffected by *glittergold*. After triggering, the *glittergold* becomes a normal gold coin.

MOTH-WINGED ARROW

Magic item (ammunition), common

Cost: 50 gp **Weight:** 0.05 lb.

Appearance: Arrow with moth wing fletching

Before attacking with this magical arrow, you whisper to it the desired target (no action required). The target can be specific or as general as “the nearest hostile creature.” This ammunition removes any disadvantage you have on an attack roll with it, ignores invisibility and other illusions, ignores half and three-quarters cover, and can even fly around corners and through tiny openings to strike at its target. After the attack, the *moth-winged arrow* crumbles into fine dust.

QUICKSMOKE

Alchemical item

Cost: 50 gp **Weight:** 1 lb.

Appearance: Flask containing fluids

As an action, you can throw this flask up to 60 feet, shattering it on impact. When it breaks open, it creates a 10-foot-radius sphere of thick smoke. The smoke spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

RING OF THE HERO

Magic item (ring), uncommon

Cost: 400 gp **Weight:** 0.01 lb.

Appearance: Ring with three gems

This ring contains the 3 spells listed below. While wearing the ring, you can cast the spells once each. Daily at dawn, the ring randomly recovers 1 of its expended spells.

- *Divine Alacrity*^{GR}
- *Fervor*^{GR}
- *Heroism*

SPARKSTONE

Magic item (wondrous item), common

Cost: 50 gp **Weight:** 1 lb.

Appearance: Quartz-like crystal flecked with bronze

As an action, you can throw the *sparkstone* up to 60 feet. When it strikes a solid surface, it bursts in a 5-foot radius of zapping sparks. Each creature in this area must make a DC 10 Dexterity saving throw, taking 2d6 lightning damage on a failed save, or half damage on a success. A creature has disadvantage on its saving throw if it is wearing metal armor or is made of metal.

WARDSTONE

Magic item (wondrous item), common

Cost: 50 gp **Weight:** 1 lb.

Appearance: Quartz-like crystal flecked with silver

As an action while holding it, you can activate the *wardstone*, which crumbles away. A magical barrier surrounds you, providing you 2d6 temporary hit points that last for up to 1 hour.



DUNGEON I

RATSFRAY

Adventure Level: 1

XP Reward: 300 XP per character

Adventure Goal: Make it through the gauntlet within 3 in-game hours.

SANCTUARIES

Sanctuaries are marked with the symbol of Morpheus the Dreamer—an owl.

ATTEMPTING A REST OUTSIDE A SANCTUARY

Giant rats equal to the number of characters attack.

Read-aloud text appears in boxes with side borders.

You walk along a walled passageway, escorted by Bazagonian soldiers with flowing cloaks. Atop the walls, onlookers crowd to get a glimpse of the newly-arrived gauntlet runners—you. A moment later, you pass by a group of scarred gladiators chanting, "Robur! Audacia! Fortuna!" Then come folk wearing silver amulets, uttering prayers to Mitra-Satsil the Mithral Dragon. The statue of this god looms beyond the spectators, massive and fearsome, with wings outstretched against the dawn sky. Will this be the last time you see the light of day?

From the rampart above, an elf extends a priestly rod. It has a dragon head coated in aromatic oil. The elf mutters his prayer as he offers to anoint you.

The characters react. They might accept the elf's anointing and prayer for courage.

The soldiers bring you inside a large structure of stonework architecture. You go down a flight of steps, and into an antechamber. The room has an arched exit beyond which is a stairway that descends to some lower area.

Standing nearby is none other than the Labyrinth Lord. He is tall, with long, pale hair, wearing an extravagant robe and holding his iconic staff topped with a maze emblem. "Gauntlet runners, down there is your trial. Your challenge is to make it all the way through within three hours.

Take heed that sanctuaries are marked with the symbol of Morpheus the Dreamer. These rooms are free from danger.

And now, your time has come."

The characters are prompted to go through the doorway and down the stairs into Ratsfray. Let the games begin!

DUNGEON FEATURES

Illumination: As noted in the area descriptions

Ceilings: 10 feet, except where noted otherwise

Walls: Masonry or natural stone; Strength (Athletics) DC 18 to climb for 1 round

AREA A. MUSHROOM CAVE

Illumination. Bright: *everburning sconces*

Slab. After all characters round the bend in the entrance corridor, a stone slab seals from behind.

Mushrooms. Giant fungus. Some up to 6 feet tall. Difficult terrain. Provide cover and area to hide. They block the view of **Area B** for creatures more than 5 feet away.

Shrieker. One of the mushrooms is a **shrieker**, which alerts the **rust monsters** in **Area B**. The **shrieker** can only detect a character in the small brown mushroom patches (as indicated on the encounter map).

- **Wisdom (Perception) DC 12:** Notice the **shrieker**.
- **Intelligence (Nature) or Wisdom (Survival) DC 15:** Identify the **shrieker**.

Zombies. Rats are crawling on them and gnawing at them. Begin on the west side of the room, without a good view of the characters. Making some shuffling and groaning noises.

—Combat Encounter—

Party

• 4 zombies

Solo

• 1 zombie

Stone Door (to Area C1). Strength DC 15 to open/shut as an action. Opens toward the corridor.

- **Intelligence (Investigation) or Wisdom (Perception) DC 15:** Notice a discrete mechanism on the door.
- **Dexterity (Thieves' Tools) DC 15:** Disable the door mechanism, which prevents the pedestals in **Area C1** from sinking. Destroying the mechanism makes the pedestals sink immediately (the characters get none of the items).

AREA B. RUST MONSTER DEN

Illumination. Darkness

The **rust monsters** are primarily interested in eating ferrous objects. If the characters feed them, they stop to eat (about 1 minute per object). The rust monsters attack if the characters are hostile to any of them.

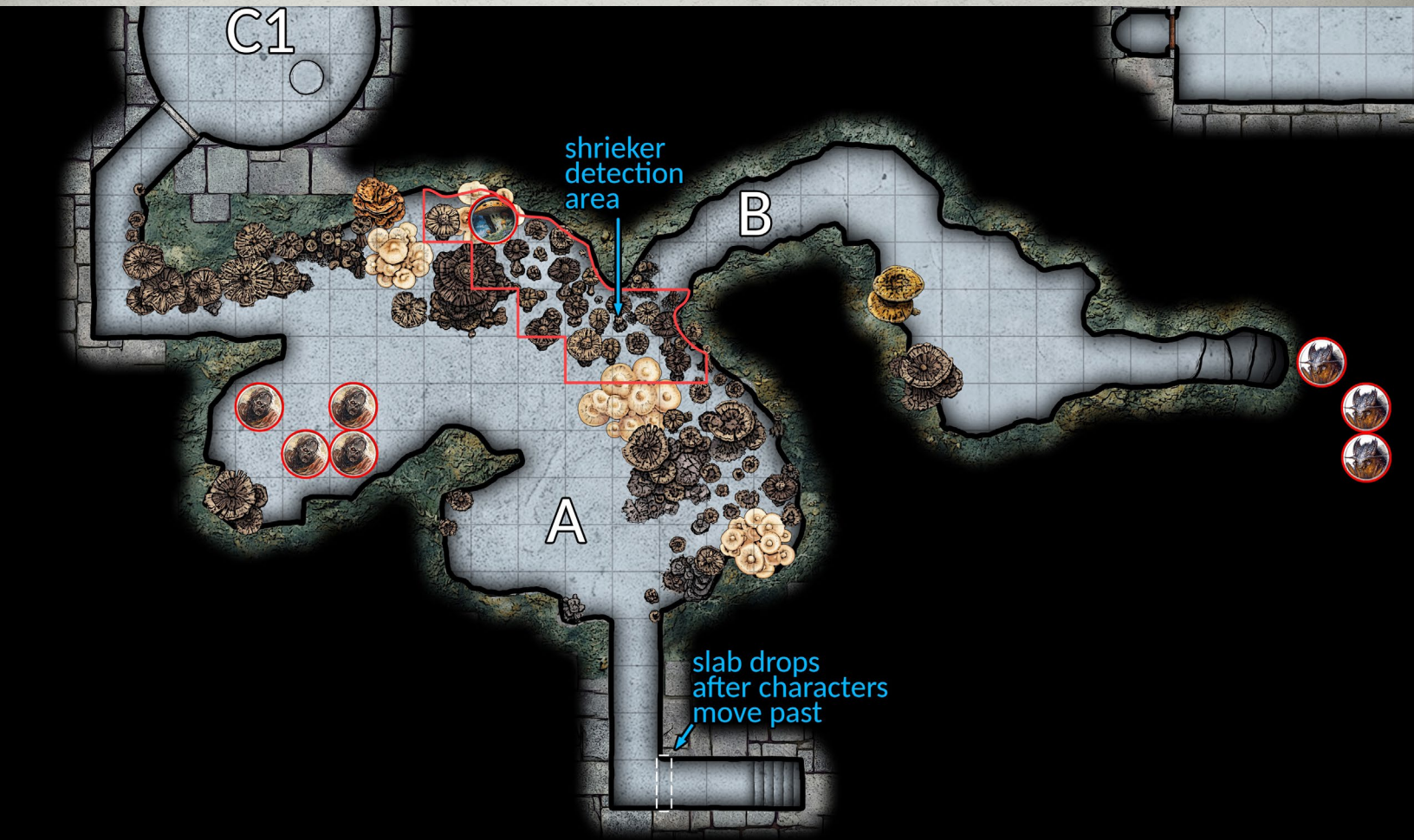
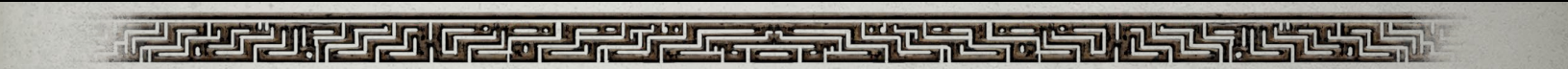
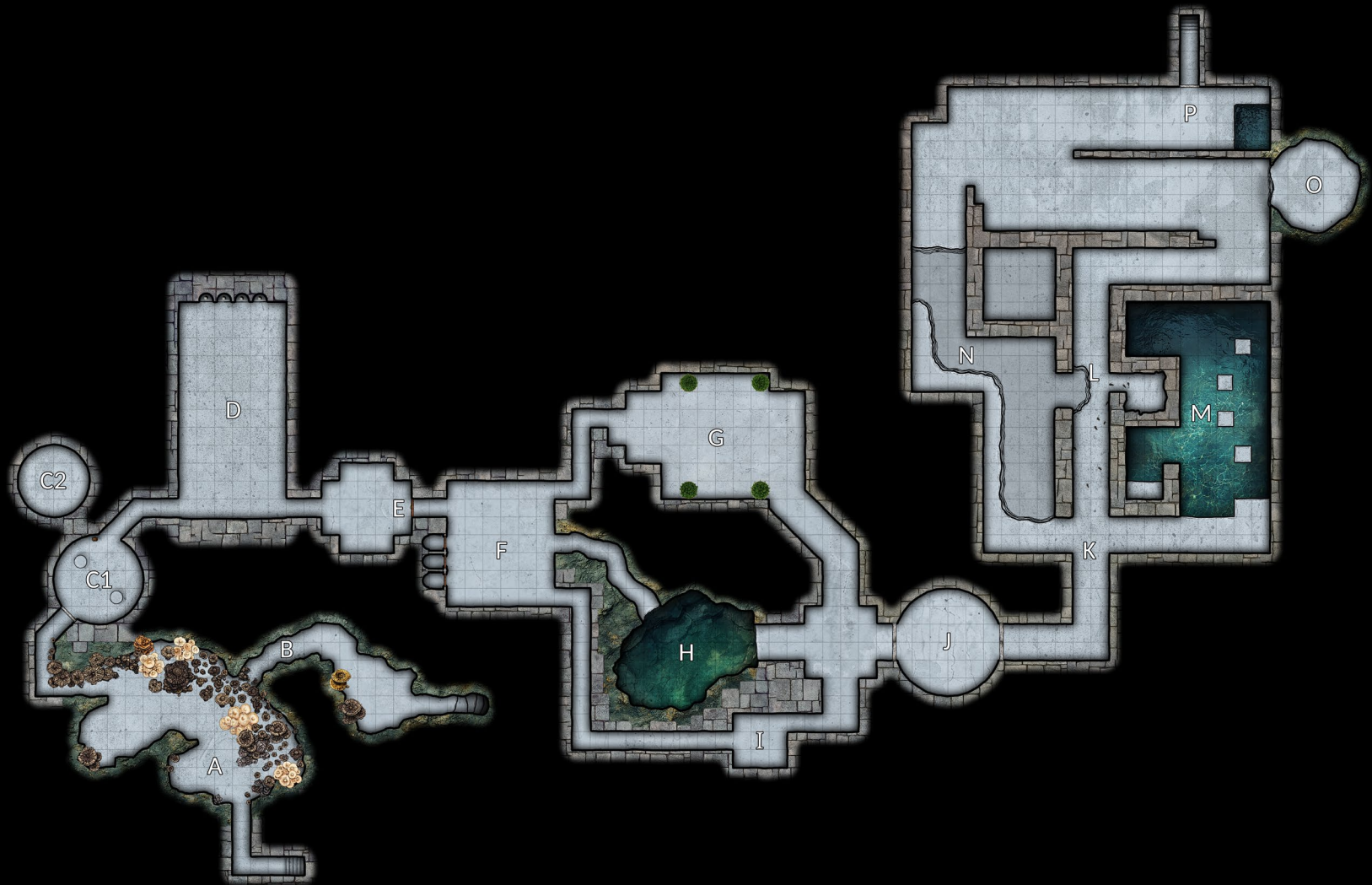
—Combat Encounter—

Party

• 3 rust monsters

Solo

• 1 rust monster





GULLCH

Gullches are crude and savage monstrous folk found in underground areas of Bazagon and a few other realms.

They bear a slight resemblance to ogres and orcs, though are not related to either. Also called grub men, lard men, and wretches, these foul things dwell in dark places, exhibiting only the most rudimentary forms of society. They are gluttonous brutes that eat anything they can, including each other.

Even once a gullch has swollen and bloated from overfeeding, its impulse to eat never fully fades.

The Claws. From time to time, gullches gather in a vile pilgrimage of sorts, making their way to a deep cave where a series of large stalagmites spike up from the ground. They refer to this site simply as the Claws. The violence they commit there can loosely be called a religious ritual. They chant the name of their patron god, Hylopochtus, along with other single words, such as “kill,” “power,” and “devour.” They work themselves into a furor, until bloody fights break out between them, and the losers are impaled on stalagmites.

The Birth of the Gullches. Long ago, during the Age of Cataclysms, Hylopochtus the Pale set his hungry eyes upon Beyonyelk, the daughter of Almalika the Broodmother and a monstrous demigod in her own right. He overwhelmed her and dragged her to his cavernous lair, the Thanatoid Pit. The result of this sequestering was that Beyonyelk fell pregnant. Her pallid, larva-like body swelled with gravid egg sacs, and after a time, pudgy broodlings burst forth. With sickle claws and voracious mouths, they devoured their weakened mother.

Almalika, joined by her son Rhodelm the Scarab, rushed to the Thanatoid Pit to exact vengeance upon Hylopochtus. A tremendous struggle erupted there, but Almalika and Rhodelm ultimately abandoned their assault, as the maggot flows that Hylopochtus commanded proved too harmful for them to withstand while doing battle. The Lord of the Maggot Throne remained unassailable for many years, though he was eventually slain by Kyrkos the Champion. By the time that bloody event transpired, the grub men had long since roved far beyond the bounds of Hylopochtus’s demesne.

Gullch

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	6 (–2)	9 (–1)	5 (–3)

Senses darkvision 60 ft., passive Perception 9

Languages Bostagull

Challenge 1/2 (100 XP)

Proficiency Bonus +2

—ACTIONS—

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 8 (2d4 + 3) slashing damage, and if the target is a Large or smaller creature, the gullch grapples it (escape DC 13).

Overpower. The gullch attempts to physically overpower a creature it is grappling. *Strength Saving Throw:* DC 13. *Failure:* The creature takes 8 (2d4 + 3) slashing damage and is restrained as long as it is grappled by the gullch. While restrained in this way, the creature cannot bite, vocalize, use breath weapons, or cast spells that require a verbal component.

From the shadows a pale figure lumbers. Corpulent, lumpy, and horrid, with nothing more than a ratty loincloth to cover its nethers. Small, sunken eyes glare from the creases of its fat head, and its long arms end in clawed hands.



It resembles a dog. Almost. There is something off about it, something cruel and ugly. Most strikingly, its body is clad in segments of iron armor.

Pit Hound

Medium beast, unaligned

Armor Class 16 (barding)

Hit Points 13 (2d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	3 (-4)	12 (+1)	5 (-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Bloodlust. The pit hound has advantage on attack rolls against bloodied creatures.

—ACTIONS—

Bite. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) piercing damage.

Pit Stag

Large beast, unaligned

Armor Class 16 (barding)

Hit Points 37 (5d10+10)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	2 (-4)	10 (+0)	3 (-4)

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

—ACTIONS—

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage, and if the target is a Huge or smaller creature, it is grappled (escape DC 13).

Rending Mandibles. The pit stag clamps powerfully into a creature it is grappling. The creature must make a DC 13 Strength saving throw, taking 14 (4d6) slashing damage on

PIT BEASTS

The doors to the Fossarium flung open. Yoni the Labyrinth Lord and his retinue strode in amid the clangor of armorers' hammers and the howls of beasts. Two dozen guardsmen went to ready their armaments of battle.

The high lord swept his staff, sending a wave of hypnosis over all those present. Even the animal cages fell silent.

Yoni moved past the first few legion guards. With his every graceful step, his elaborate robe flowed about him. He went to the Bestiary commander and set his gaze upon him.

"The dogs of Nergoy were to be exterminated." His words were calm yet struck like thunder.

Released from the grip of the spell, the commander replied, "They were, Your Eminence. I submitted the record shortly after the accord was sealed."

"Then what are these?" The lord pointed to the monstrous hounds clad in plates of spiked iron. "And these? and those over there?" Other cages had saber cats, simians, giant insectoids, all armor-clad and trained for combat.

"These are strictly our own. None bred from the infernals."

"You learned this from fiends and have created alike."

"A wise commander learns from his foes and adapts their strengths to become his own."

"I shall scrutinize these beasts personally. Any fiendish traces I find shall be your guilt to bear."

"You'll find none, Your Eminence. I swear to it."

"Let us discover of what integrity your vow is made."

Yoni set his hand to his chin. Fiend-tainted or not, there might be a use for these pit beasts ... the Great Games.

You behold a giant stag beetle the size of a horse. Fastened to its chitin are segments of iron, giving it an armored appearance complete with mandibles like cruel scimitars.