

# THE CURSE BREAKER'S TEMPLE

HOMEBREW

Will you explore its wonders? Or succumb to its dangers?







## The Curse Breaker's Temple

**T**he *Curse Breaker's Temple* is a 5th Edition plug-in adventure for **3-7 characters of 3rd-level** and is optimized for **four characters with an average party level (APL) of 3**. This adventure sees the party chasing a gang of goblins into an ancient building. This is a plug-in adventure, built to drop into ongoing campaigns.

### Background

Located in the green and hilly heartlands of the halflings is the ruins known as Mus'ar'his and it has ever been a source of wonder for the smallfolk. Despite their fascination, the smallfolk believe the ruins to be a temple to a lost and cursed god and know better than to go delving into ancient ruins and so mostly avoid the crumbling wreckage of a forgotten people.

Recently, however, the goblinoid tribes of the nearby forests have become aggressive. Led by a crafty and ruthless warchief, known only as Klakvac the Shield, the goblins have been attacking the halfling settlements. At great cost, the halflings raised an army and fought the goblinoid army, routing them and driving their remaining forces into the wilderness.

There, the halflings were stalled; the goblins had fled into the cursed depths Mus'ar'his. Exhausted, ill-equipped and having already suffered many losses, the halflings sensibly decided not to follow the monstrous creatures within. Moreover, the halflings are a superstitious bunch and wouldn't risk entering the ruins unnecessarily.

Instead, they set up camp and send word for adventurers to be hired, whose job it would be to dig out the goblinoids.

### Plug-in Adventure

The characters start the adventure at the halfling camp, just outside the ruins. As a plug-in adventure the content serves as drop-in material for game masters who wish to add a medium-sized dungeon to a pre-existing campaign or need a suitable side quest.

If you need a hook for this adventure or already have a similar hook, the Cursed Breaker Hooks table below offers details for introducing this adventure to your players.

### Curse Breakers Hooks

Side d6 Quest I Type	Details
Retrieve 1 I a stolen item	On one of their raids the goblins stole a tapestry of a white hart, the heraldry of the now-displaced, noble Sir Merseur Tenleaf (LG halfling male <b>noble</b> ). He offers 50 gp for its return (found in area 16).
2 I Win a bet	Many of the halflings consider the adventurers to be, at best, fools. One particularly loudmouthed brave, arrogantly proclaims he'll give his father's magic sword (a <b>+1 magic shortsword</b> ) to the first person who can survive a night in the ruins.
Find a 3 I missing NPC	A young, and foolish halfling, Tet Hilltopple (CG halfling female <b>guard</b> ), led her friends into the ruins in search of adventure the night before. One of her friends, Sharvon was killed by "shadows that moved" (actually the <b>black pudding</b> in area 5), but her other companion, Hally Stoutwhistle ran deeper into the ruins (see area 7). Tet offers a magic item (a pair of <b>goggles of night</b> ) that she found, if they can rescue Hally. Tet can also tell the characters about the entrance into area 3.
Pursue 4 I the fleeing monsters	The goblinoids need to be wiped out. The camp commander, Eliri Strongbelly (LG halfling female <b>veteran</b> ) will pay 5 gp per head and a 100 gp bonus for the head of Klakvac the Shield.
Rescue 5 I Prisoners	To use as hostages, the goblins took twelve captives. Eliri Strongbelly offers 10 gp per captive rescued (see area 15).
Acquire 6 I Treasure	Whatever Mus'ar'his was once, it is bound to be filled with treasure that's just waiting to be picked.





# The Cursed Temple of Mus'ar'his

Carved into the side of a stout hill, the Temple of Mus'ar'his is, in reality, no such thing. Rather, it was built nearly a millenia ago as the Museum of Arcane History. Time, nature and erosion covered up, tarnished or damaged the main sign on the ruin's entrance and the halflings limited understanding of the ancient language, led them to label it as Mus'ar'his and presumed that it was a cursed and evil place.

In its heyday, the museum was a centre of culture, learning and art. Scholars and artisans would travel from far abroad just to visit it and absorb its wonders. It held works of art, both mundane and magical, and products of arcane research the likes of which have been mostly lost to the peoples of the area. But when its star attraction, a chimera, escaped and killed a number of visitors, the museum was closed.

In its present state, many of the pieces of art have decayed or become tarnished and many of its magical wonders are defunct or now dangerously malfunctioning. Moreover, the wealth of magical energy has given the chimera an unnaturally long lifespan.

When the scattered remains of the goblinoid army arrived, they had little choice but to brave its depths, or else be destroyed completely by the halflings. Driving off the chimera, Klakvac has secured a section of the museum and the goblins are biding their time.

## General Features

Unless otherwise stated the areas within the Cursed Temple have the following features.

**Ambient Magic.** Magic from the museum's many wonders has seeped into the stonework of the place. The range of a *detect magic* spell or similar effect is doubled.

**Doors.** Interior doors are made of glass. They have no locks and swing open easily. A thick layer of grime and filth now covers them. Using something suitable a character can use an action to clean off a door, allowing them to see through.

**Light.** The complex is dark unless stated otherwise. Any read aloud text assumes that the characters have their own sources of light or darkvision.

**Signs.** Most of the signs that label the museum's interior still exist but are covered with grime and muck. Using something suitable a character can use an action to clean off a sign. While the signs are in an ancient language, they are also written in a form of high elven.

**Walls and Floors.** The passages between sections are carved from limestone and are 10-feet tall. The chambers are domed and reach up to 30-feet high.

## Wandering Monsters

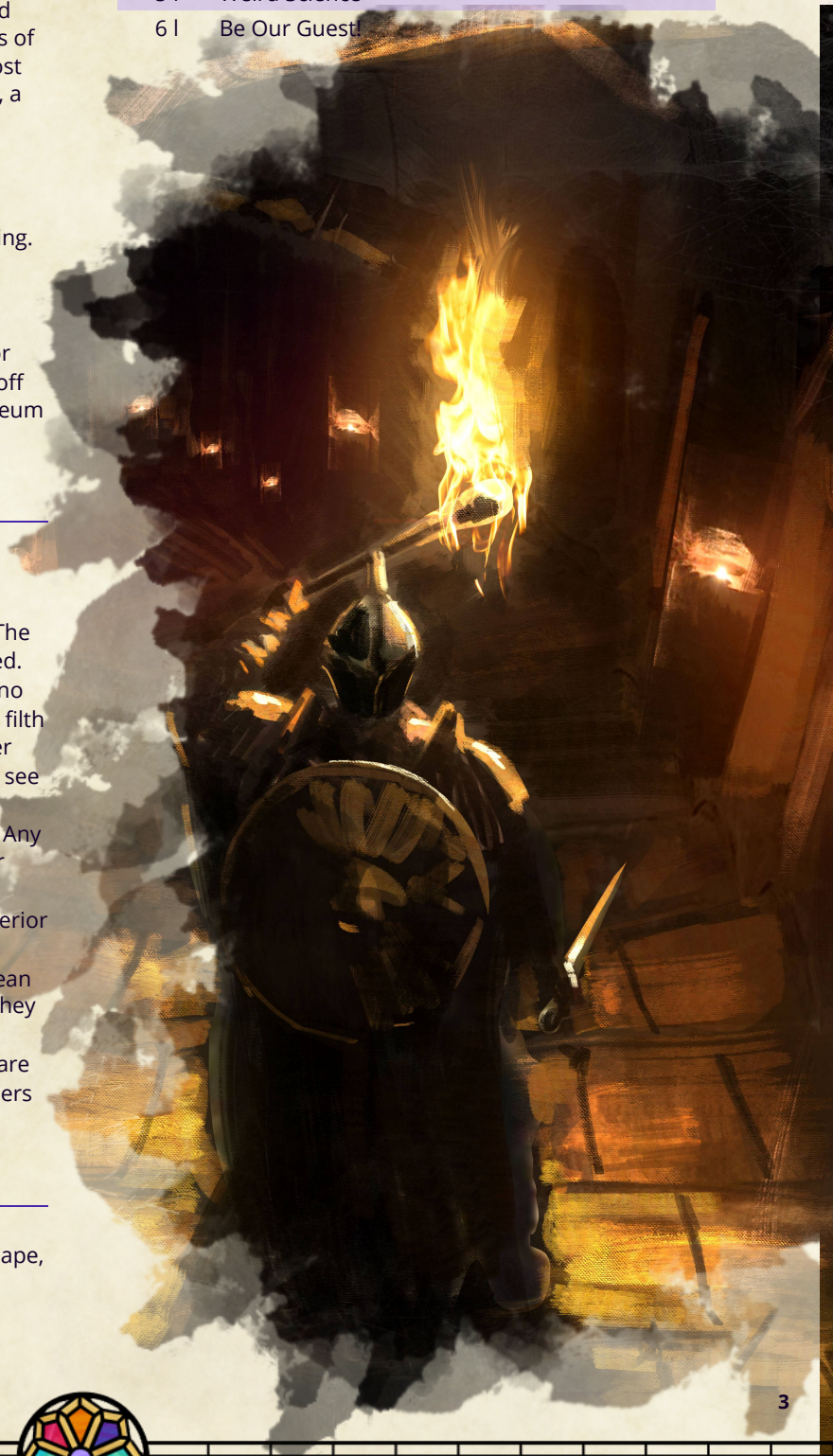
The museum is home to many creatures, including goblinoids, undead and other monsters. Unable to escape, these monsters wander the halls.

If the characters spend a long time in a given area, you can check for wandering monsters by rolling a d20. On a roll of 16-20, an encounter takes place. Conversely, if the players seem restless, you can decide that an encounter occurs. Roll 1d6 and consult the Curse Temple Encounters table to determine what the party meets.

### Cursed Temple Encounters

d6	Encounter Type
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- |   |                     |
|---|---------------------|
| 1 | It's Gigantic!      |
| 2 | Automated Assistant |
| 3 | Goblin Patrol       |
| 4 | Uncanny Undead      |
| 5 | Weird Science       |
| 6 | Be Our Guest!       |





## Alternatives to Battle

Not all of the monsters and creatures within the Temple need to be engaged in combat to overcome. Instead these creatures will have an Aggression Score of 1-4.

If a creature's Aggression Score reaches 0 they will choose not to fight and may leave the complex or even choose to aid the characters. If their Score reaches 5 however, or if they are attacked, they choose to fight. Characters can change a creature's Aggression Score in any number of ways for good or ill, but they cannot use the same type of check more than once in a single encounter. The options for this are endless, but here are a number of possible solutions to moving a creature's score are provided below.

- A suitable bribe reduces a score by 1.
- A successful DC 15 Charisma (Deception, Persuasion or Intimidation) check reduces a score by 1. But a misplaced or failed check increases it by 1.
- A successful DC 15 Wisdom (Insight) check reveals a useful detail and reduces the score by 1. Additional hints are offered for each creature and how they might react.

## It's Gigantic

**Encounter: Giant Scorpion.** A **giant scorpion** wanders the halls in search of food. If it loses half its hit points, it will attempt to flee.

## Automated Assistant

**Encounter: C.A.S.** Creative Assistance Service (C.A.S.), patrols the halls. Use the **will-o'-wisp** statblock, but with the construct type. Once upon a time this creature was a friendly assistant that could be called upon to answer questions, but time and an absence of intelligent conversation has driven C.A.S. quite mad.

**Negotiation.** C.A.S. will not immediately attack, and will instead mutter about having the "cleaning service remove the scum". It has an Aggression Score of 2. It does not take kindly to threats and intimidation checks automatically fail, but if a character mentions the displays or pieces of art, C.A.S.'s Aggression Score will reduce by 1. If its Aggression Score reaches 0, C.A.S. will answer any questions about the displays in the current area, but will then move on.

If its Aggression Score reaches 5, or if it's attacked, C.A.S. uses a bonus action to summon the "Cleaning Service", see below. The ooze arrives at the start of the next round.

## Goblin Patrol

**Encounter: Bronk's Boys.** A squad of three **goblins**, led by the **bugbear** Bronk is patrolling the halls. If the characters come across them, Bronk will charge in recklessly, while the goblins hold back and attack from cover.

## Uncanny Undead

**Encounter: Bloated Zombies!** A group of four stinky and bloated **zombies** attack the party on sight and fight until utterly destroyed. These zombies were once a group of adventurers that were killed near the fountain in area 3, where their bodies became bloated and rotten.

## Cleaning Service

**Encounter: Ewe-zze.** An **ochre jelly**, once part of an army of automated cleaning creatures, still roams the halls in search of dirt to clean.

## Be Our Guest

**Encounter: Aggressive Massage.** A pair of animated creatures that once upon a time functioned as a massage chair, has become damaged and defunct. The "chair" now takes the form of a **rug of smothering** and an **awakened shrub**, although both have the construct type. Attempting to fulfill their duty, the pair will swarm upon and attempt to "massage" one character.

## Entering the Temple

The main entrance to the complex is area 1. This is where most of the goblins entered and is where the halflings set up camp. If the characters speak with Tet Hilltopple, or spend at least one hour searching the area around the complex, they will find a large hole carved into the top of the hill. A successful DC 14 Strength (Athletics) check is needed to safely climb down into area 3. Finally, a successful DC 16 Intelligence (Investigation) or Wisdom (Survival) will reveal the entrance in area 4, hidden behind a growth of ivy.





## 1 - Ticket Booths and main entrance

Before you stands the main entrance into the complex. Behind you, the rustle of fabric and armour tell you that the halflings are nearby, but their superstition keeps them at a distance.

Although it must have once been a grand sight to behold, the dilapidated entrance seems to resemble a drunken cave mouth; only a large glass door marks this as anything more.

Then, once they proceed inside area 1, read or paraphrase the following:

The cold and lifeless space within the entrance is filthy and stinks of rot. Brown scum covers the western floor and most of the walls, but on each side of the doorway are two recesses, each one containing a small wooden counter and the remains of a stool.

As you step forward, you notice a sudden drop in temperature and a chill races through you.

**Hazard: Dark Mold.** The first five-feet of the room's western side is covered in a brownish mold. This brown mold is an ectotherm and feeds on the warmth of the environment surrounding it. When within 30 feet of brown mold, the temperature is noticeably colder, often to the point of freezing depending on the size of the brown mold patch.

Creatures that come within 10 feet of brown mold, or start their turn within 10 feet of the mold must succeed on a DC 12 Constitution saving throw. A failed save results in 22 (4d10) cold damage, or half as much on a successful saving throw.

Exposure to fire causes the brown mold to rapidly expand and grow in the direction of the fire. Exposure to cold will instantly destroy the mold.



**Treasure.** The recesses near the entrance were once ticket booths. Although the tickets and brochures are now mulch, the takings of the last day of the museum are still present. Each recess holds a small, iron box that holds 30 gp in mixed coinage.

## 2 - Gallery of Hnedunian Art

This section of the museum once held works of art depicting the ancient Hnedunian custom of bull-baiting. Most of the paintings are destroyed, but a few still show people standing in a field, sword in hand, battling large bulls.

In an alcove along the northern passage is the base of a stone statue that appears to be destroyed. The base has four hooves still in place.

**Encounter: Bull-baiting.** A gorgon stands in the eastern end of area 2. This was once the statue of a bull, but a strange magic animated it and gave it strange powers.

Because it has no hooves, the monstrous statue has the following changes: its movement speed is reduced to 30 feet and its attack bonus is reduced to +7.

The statue attacks any creature that enters area 2 and fights until destroyed, or until area 2 is empty of other creatures.

## 3 - Open-air Garden

This space was once a pleasant garden, where visitors to the museum could stop and relax. The sunken pond in the room's centre once held a fountain, but this has been destroyed.

A large hole, carved out of the stone 20-foot above the pond, opens to the sky above, illuminating this room from outside.

## 4 - Staff Entrance

Tucked behind the creeping ivy is another, smaller entrance. This one appears to be a heavy metal door.

A strange pad, covered in nine symbols stands to the right of this door.

**Adamantine Door.** This door is made of adamantine and is impervious to damage. It is locked with both a magical and mundane lock. The magical lock needs to be dispelled with a spell such as *knock* or *dispel magic* and then the mundane lock can be picked with a successful DC 15 Dexterity check made with proficiency with thief's tools. Alternatively it can be unlocked by entering the correct code into the keypad.

**Keypad.** The symbols on this door are the numbers 1-9, written in the language of this ancient society. The use of a *comprehend languages* spell, or a similar effect will reveal this, as will a successful DC 18 Intelligence (History) check.



The code for this door is 9568. A DC 18 Wisdom (Perception) or Intelligence (Investigation) check will reveal that the 5, 6, 8 and 9 buttons are more worn than others.

**Polite Notice.** Should the wrong code be entered, or if something attempts to force open the door, it will cast a *suggestion* spell (DC 15) on the character that did so, giving the suggestion "Guests and visitors should enter through the main entrance."

## 5 - Defunct Water Fountain

This space is the crossroads of two paths through the museum and a drinking fountain stands in its centre. On each side is a faucet that could once have been used to get a drink of cool and refreshing water. The fountain is now damaged beyond repair, however, and is the home of a monster.

**Encounter: Black Pudding.** Hidden inside the pipes of the fountain is a **black pudding**. If a character investigates or enters within 5-feet of the fountain the ooze attacks, gaining surprise.

## 6 - Gallery of Altdavian Pottery

This long hall was once a gallery of fine pottery, but the display cases and fixtures were destroyed in a gas explosion. Undisturbed, this room is still filled with the pink haze of this gas.

**Pink Gas.** When a creature comes enters area 6, it must make a successful DC 13 Constitution saving throw or be poisoned. At the start of each of its turns a poisoned creature takes 3 (1d6) poison damage. A creature affected by this spell makes another Constitution saving throw at the end of its turn. On a successful save, the effect ends for it, otherwise the poison lasts for 1 minute or until it is cured.

This gas is extremely flammable and if a naked flame is within 10 feet of the gas it explodes. Any creature within 10 feet of the gas must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) fire damage and be knocked prone.

If ignited, the gas disappears but will return in 1 hour.

## 7 - The Last Stand of the Sweci

This room is dominated by a massive sculpture that depicts a scene of combat. A group of lizardkin warriors stand in a defensive circle around a group of their own young and are beset upon by nightmarish monsters that attack from all sides.

The artwork is incredible and the faces of the lizardkin display emotions of anger and sorrow, while the monsters almost come alive.

Laying draped over the lizardkin young, however, is the body of a halfling woman, a bloody vomit lies in a pool in front of her.

**Halfling Body.** The body is that of Hally Stoutwhistle. When the black ooze attacked, Hally fled through area 6 and into here. Lying alone in the darkness, Hally succumbed to the poisonous gas and she died, chocking on her own blood.

**Encounter: Hally's Spirit.** Hally's consciousness, however, has not left this plane and instead, it haunts this lonely place. When a character steps to within 5 feet of Hally's body her **ghost** rises out of her body and screams.

**Negotiation.** Hally's ghost will resemble the halfling, but will not immediately attack, and will instead scream curses. She has an Aggression Score of 3 and seeks vengeance upon Tet Hilltopple and beseeches the characters to take her body and give it to Tet so that she can haunt her. This is in fact a lie and Hally intends to murder Tet instead.

**Treasure.** Hally is wearing leather armour and carries a short sword. She also wears a simple silver ring, set with an opal, worth 5 gp.

## 8 - Gallery of Moving Pictures

This room once held a screen with moving images that told the story of the creation of the first floating city. The screen no longer functions and only one corner shows confusing images of humans and lizardfolk labouring.

**Encounter: Bugbear Cavalry.** The bugbears of Klakvac's tribe are experts in animal handling and raise owlbear cubs into deadly mounts. Lemk, one such bugbear and his mount, are here. Lemk is a **bugbear cavalry** (see appendix for details). If the bugbear loses half its hit points or its mount is killed, it calls for the bugbear in area 9. This bugbear arrives within one round, without its mount, unless it has already been dispatched.

Without its rider, the mount uses the **owlbear** stat block with AC 15.

**Treasure.** Within the saddlebags of Lemk's mount are two potions of healing and 43 gp.

## 9 - Canteen

This room was once the museum's canteen and was filled with wooden tables, benches and chairs, but much of this has been broken down by the goblins for firewood.

**Encounter: Bugbear Cavalry.** Redronn, a **bugbear cavalry** (see appendix for details) and his mount are here. If the bugbear loses half its hit points or its mount is killed, it calls for the bugbear in area 8. This bugbear arrives within one round, without its mount, unless it has already been dispatched.

**Treasure.** Within the saddlebags of Redronn's mount is a *potion of fire breath* and 37 gp.

## 10 - Gallery of Busian Sculptors

This gallery holds the accumulated sculptures of the Busian movement, arcane artisans who weaved magic into their sculptures to make them more lifelike. Most of these statues have been destroyed or their magic has long ceased to function, but one sculpture, at the west end of the room, a griffon rider of Hnedun, still holds enough magic to become animate.





When the party enters the space, the sculpture animates and moves to charge. This attack is a mockery, part of a display the statue once performed to amaze and excite visitors. If the characters attack the statue, however, it fights back.

**Encounter: Griffon Cavalry.** This sculpture is made up of two creatures, an **animated armour** and a **griffon**, both are made of stone and have the construct type.

## 11 - Gift Shop

This room was the gift shop of the museum. Racks of shelving are filled with the remains of dozens of toys and the remains of items that have turned into dust.

**Treasure.** After a ten minute search of the room, characters will find 52 gp in mixed coinage, a *potion of healing* and a *potion of growth*.

## 12 - Staffroom

This space once served as a space for the museum's staff to relax during break times, but most of the furniture has decayed into little more than firewood.

At the south end of the room are two rows of metals lockers. There are twenty lockers in all, and each one has been forced open by the bugbears, who have looted anything of value.

## 13 - Map of Kavralach

Much of the room is dominated by a massive model of a city. This city is not one that is easily recognisable, but was clearly a wonder of engineering and the magical arts. Towers stand as tall as six feet, meaning their real world counterparts would have pierced the clouds.

The detail of the model is incredible, including tiny, miniature models of people and animals. There are even monsters within the city, but it's clear to see that they are not attacking and rather, they appear to be part of the city's population.

A roped-off pathway follows the south wall, allowing one to move around the miniature metropolis without touching it and a raised platform to the north overlooks the rest of the room, allowing one a good view of the map.

A successful DC 20 Intelligence (History) check will reveal that this model represents the ancient city of Kavralach, far to the south east of the Sweetsea. A successful DC 15 Intelligence (Nature) check will allow the character to identify nagas, kobolds, goblinoids and lizardfolk within the city, all apparently living in peace.

**Treasure.** A successful DC 13 Wisdom (Perception) check will reveal that a crystal prism rests in the centre of the model. This crystal is a *gem of brightness* that was once suspended from the ceiling to simulate the sun.

## 14 - The Strongcollar Portrait Gallery

This area is a gallery that once contained the portraits of kings and queens of the ancient world, all made by the same gnomish artist, Sinston Strongcollar. Most of the paintings have decayed, but a single piece remains, amazingly untouched by the ravages of times.

**Hazard: Dark Mold.** The passageways of this area are covered in a brownish mold. This brown mold is the same mold found in area 1 and acts in the same way.

**Treasure.** The painting of queen Ilmadia Phisalor, a masterpiece of art and one of only three surviving pieces by the master artisan Sinston Strongcollar, hangs in the south eastern area. The portrait is too large to carry out, but it could be cut from its frame and so removed. The piece is worth 500 gp in any city, but could sell for three times as much at auction.

## 15 - Monstrous Attraction

Once upon a time the most exciting attraction of the museum was a live chimera, the very same monster that escaped containment and attacked the visitors.

When the goblins came upon this area, they found the perfect means of keeping their captives contained.

**Encounter: Goblinoid Guard.** A single **bugbear**, named Golk, stands guard here. If surprised, she will attack any non-goblinoid that enters the area. If she is unsurprised, she attempts to negotiate.

**Negotiation.** Golk is out of favour with Klakvac for arguing with the chieftain. Golk does, however, recognise that the captives could be her best means to escape. Golk has an Aggression Score of 2 and can be persuaded to shut down the containment field if she is allowed to leave, unmolested through the halfling camp.

**Containment Field.** The monstrous cell is now being used to contain twelve **commoners**, all of them halflings. It is protected by a *wall of force*, controlled by a small panel in the eastern wall. Golk knows the combination of controls to drop the containment field, but a successful DC 16 Intelligence (Arcana or Investigation) check will allow a character to work it out without her help.





## 16 - The Anatomy of Life

This huge space is covered by a domed roof of some kind of crystal and must have once looked out upon the sky above, but is now covered in mud and detritus and the room is cast into gloom.

Nonetheless, a massive and impressive sculpture dominates the space. At first it appears to be a gigantic humanoid, but you quickly realise that this isn't completely true and rather, the sculpture is only half a person, bisected to reveal the internal workings of the humanoid body.

What makes this even more amazing, is that each of the organs appear to be in motion, as if the enormous sculpture was alive.

**Encounter: Klakvac.** Klakvac (see appendix for details) and six **goblins** are here. If they have been warned of the party's approach, they are hiding around the room and will attack once the characters can be surrounded.

At the start of the second round of combat, read or paraphrase the following:

A sudden sound draws everyone's attention to the domed roof above, as a monstrous creature with three heads, each one different, smashes its clawed feet against the glass.

With an explosion of glass, the monster smashes its way into the room and swoops down upon all those beneath it.

**Development.** The **chimera**, having licked its wounds, has returned to reclaim its lair. With its first attack it will bathe the largest group of creatures possible with its fire breath.

**Negotiation.** Klakvac, recognising that he cannot fight both the party and the monster, will offer the party a temporary alliance to defeat the chimera. If they accept, he will fight with them and, once the monster is defeated, will have an Aggression Score of 3. Klakvac will then seek to leave with those of his tribe that still live.

**Treasure.** Klakvac wears a **+1 shield**, strapped to the remains of his left arm. The goblinoids have also amassed a horde of treasure containing 133 gp, 547 sp and 1011 cp, finally there is a tapestry of a white hart, that was stolen from Sir Tenleaf.





# Adventure Conclusion

With heart, soul and steel the characters have dealt with Klakvac and his tribe of goblinoids. Doing so ends the siege of the halflings and a small celebration is held in a nearby town, with the party as honored guests.

Returning to the camp the party can turn in whatever quests they have completed, being rewarded as noted and hailed as heroes.

## Credits

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## Appendix

### Bugbear Cavalry

*Medium humanoid (goblinoid), chaotic evil*

**Armor Class** 16 (hide armor, shield)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

**Skills** Animal Handling +4, Stealth +6, Survival +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 2 (450 XP)

**Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

**Locked Saddle.** The bugbear can't be knocked prone, dismounted, or moved against its will while mounted.

**Mounted Warrior.** The bugbear is rarely seen without its owlbear mount. The owlbear wears custom scale mail that raises its Armor Class to 15. While the bugbear is mounted, the owlbear can't be charmed or frightened.

### Actions

**Morningstar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

**Trample (Mounted Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and the target must succeed on a DC 13 Strength saving throw or be knocked prone.





# Klakovac

Medium humanoid (goblinoid), chaotic evil

**Armor Class** 16 (hide armor, shield)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	12 (+1)

**Skills** Animal Handling +7, Stealth +7, Survival +4

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Goblin

**Challenge** 4 (1,100 XP)

**Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

**One-armed.** Klakovac has only one arm and wears a +1 shield over the remains of his left arm. The lack of movement lowers his AC by 1.

**Surprise Attack.** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

## Actions

**Multiattack.** The bugbear makes two melee attacks.

**Morningstar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

## Reactions

**Wassat?** As a reaction, the bugbear makes a Deception (Charisma) check, against an enemy's Insight (Wisdom) check. On a success, the bugbear makes a single melee attack.

## Villainous Actions

Klakovac can take one villainous action, choosing from the options below. Only one villainous action option can be used at a time and only at the end of another creature's turns. Klakovac regains spent villainous actions at the start of his turn.

**Coward's Feint** Klakovac swings his morning star in a massive arc, causing all enemies in a 10 foot cone to take a step back. Then, Klakovac can move up to his movement, as long as it is away from these enemies.

**The Ol' Sneak-a-roo.** Blocking with his shield, Klakovac activates a hidden dagger in the end of his weapon and takes a free surprise dagger attack against his foe. This attack includes the extra (2d6) Surprise Attack damage.

**Meat Shield.** Klakovac makes an Athletics (Strength) check, against a character's own Athletics (Strength) check, grabbing a nearby enemy on a success. Until the enemy escapes, Klakovac AC increases to 21 and any attacks that miss hit the character instead. Klakovac cannot make any melee attacks while grappling an enemy.

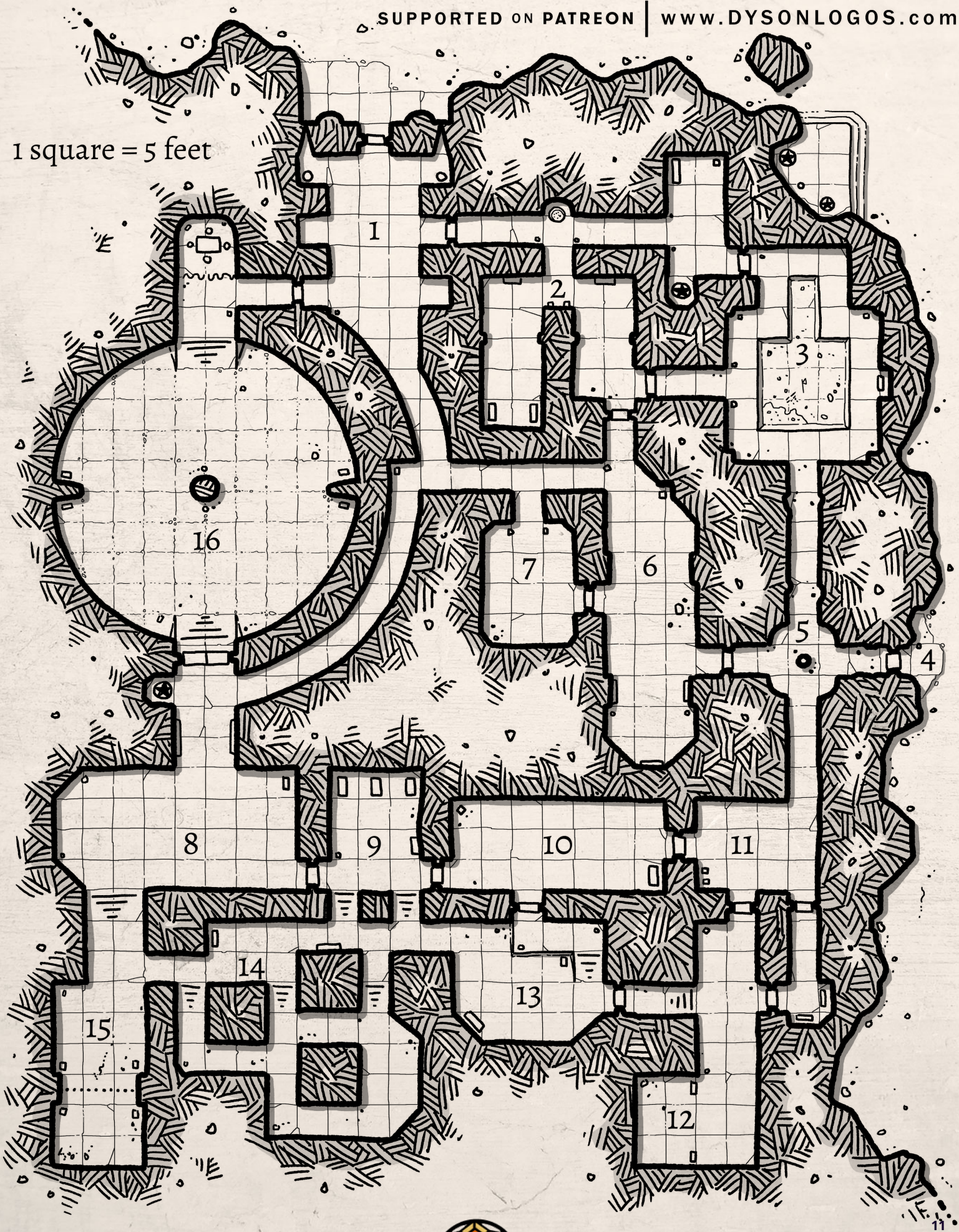
**Curse Breaker.** Amongst the goblinoids of the Sweetsea region, Klakovac is known as a hero of their people. Stories say that the bugbear chieftain rose to power by breaking a curse placed upon his tribe by a vile hag. This curse blighted his people, making them sickly, weak and easy prey for other goblin tribes.

His victory over the hag did not, however, come without a price. The hag's twisted magic withered his left arm and, to save himself, Klakovac severed his own limb. In the hag's hut, he found a magical shield, which he took and strapped into place over the severed stump of his missing limb.





1 square = 5 feet





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