



WINDS OF CHANGE

While traveling, the party comes upon group of strange creatures chasing what appears to be a white horse. Read or paraphrase the following:

The thundering sound of hooves battles through the dreary rain and draws your attention. Ahead you can make out a horse charging towards you, splashing water as it strikes the road in its maddened haste. Streaking behind it are a half dozen creatures flying in hot pursuit. As the rain strikes their skin it sizzles and turns to steam.

Background. A flight of pegasi has been ambushed on the border between the Elemental Planes of Air and Fire and the other pegasi have either scattered or been slain. This creature is a pegasi arborea, and should have protected its brethren, but the elementals drove it off. Now, a strange twist of fate has sent the pegasi through a portal into the Material Plane, but it has not come alone.

Encounter. Six magma mephits chase this pegasi arborea. The chase has cost the pegasi. It has already lost 25 hit points and one of its wings have been badly injured, making it incapable of flying until it is fully healed. Furthermore, it is suffering from two levels of exhaustion. Without help it will surely die.

If the characters come to the pegasi's aid it will do what it can to help them fight by casting *beacon of hope* and then healing them as often as it can.

Reward. If they succeed in driving off or destroying the elementals the pegasi will give them a *ring of wondrous power* as a reward.

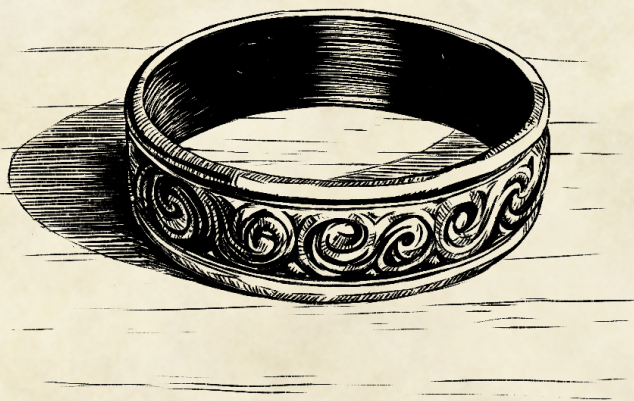
RING OF WONDROUS POWER - SILVER PEGASI

Wondrous item, rare.

This silver band is carved with an image of a pegasi in flight. If you use an action to speak the command word and point to the ground within 60 feet of you, the ring summons a pegasus from the Plane of Air. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for 6 hours. At the end of the duration, the creature returns to the Plane of Air. It return early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature returns, this property can't be used again until 5 days have passed.





PEGASI ARBOREA

Large celestial, chaotic good

Armor Class 14 (Natural armor)

Hit Points 85 (10d10 + 21)

Speed 60 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 15 (+2) | 16 (+3) | 11 (+0) | 17 (+3) | 14 (+2) |

Saving Throws Dex +4, Wis +5, Cha +3

Skills Perception +7

Senses passive Perception 17

Languages understands Celestial, Common, Elvish, and Sylvan but can't speak

Challenge 3 (700 XP)

Innate Spellcasting. The pegasi's innate spellcasting ability is Wisdom (spell save DC 13). The pegasi can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *healing word*, *sanctuary*

1/day each: *dispel magic*, *warding bond*, *beacon of hope*

Magic Resistance. The pegasi has advantage on saving throws against spells and other magical effects.

Magic Weapons. The pegasi's weapon attacks are magical.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

PEGASI ARBOREA

Known as the First Pegasi, this incredible creatures resemble their winged brethren but are much, much more.

Pegasi Arborea are true celestial creatures, created by the gods of the Elemental Plane of Air to both sire and protect the noble pegasus.

Divine Protectors. While all pegasi are virtuous and honorable creatures, the pegasi arborea are a class above. Their most important charge, however, is to protect those that ride with them and their powers match this charge.

CREDITS

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