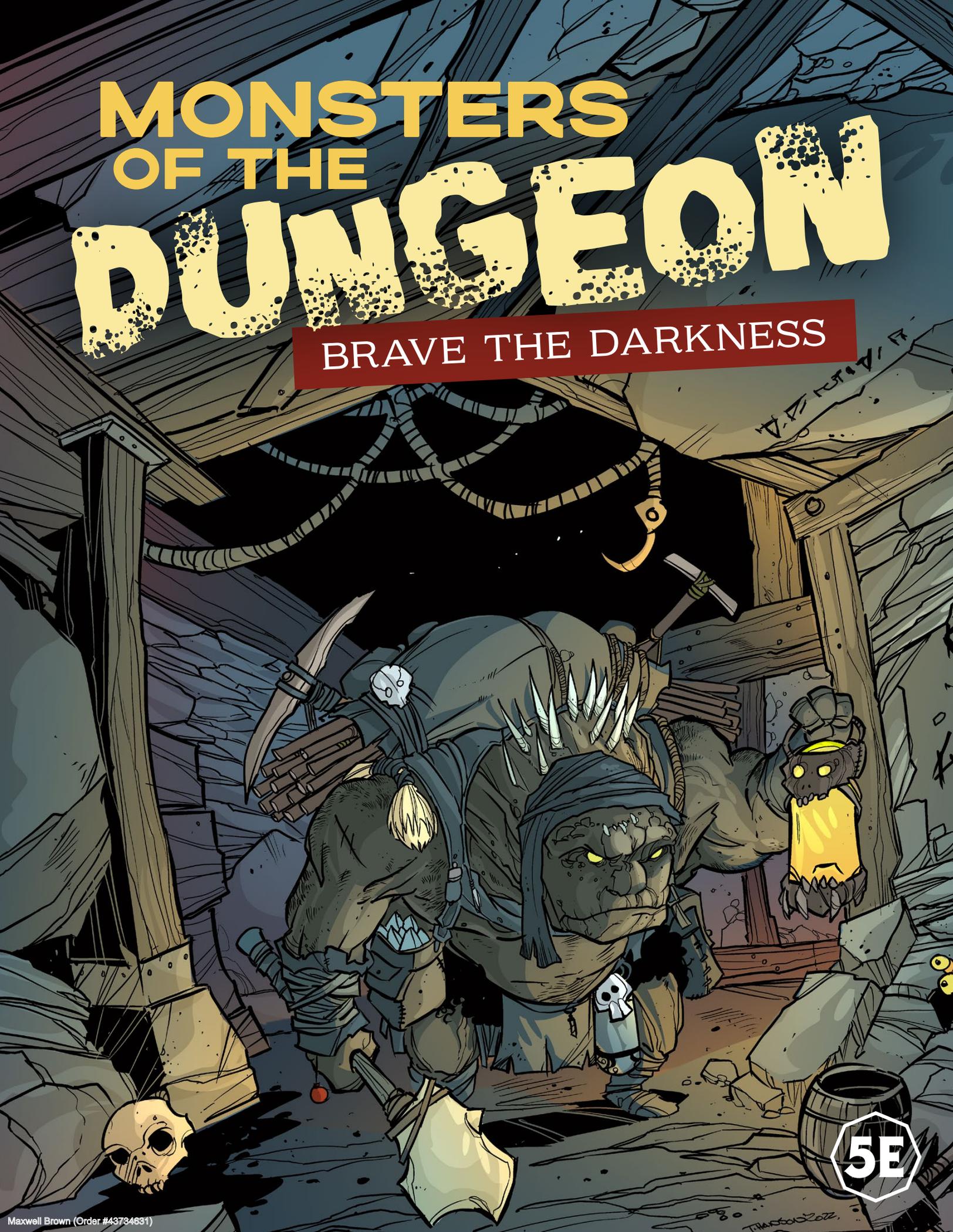


MONSTERS OF THE DUNGEON

BRAVE THE DARKNESS



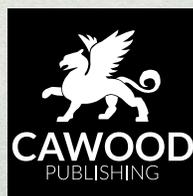
5E

MONSTERS OF THE DUNGEON

BRAVE THE DARKNESS

A COLLECTION OF MONSTERS FOR 5TH EDITION

WRITTEN BY ANDREW CAWOOD
ILLUSTRATED BY TRAVIS HANSON
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A15 The Hell Gate/A16 Dis Pater's Palace (Levels 19–20)



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INTRODUCTION

BRAVE ADVENTURERS LIGHT THEIR TORCHES and head underground. The sound of dripping water echoes through a stone corridor. Eerie shadows dance on the walls and a strange smell fills the air. The heroes know they need to be careful, checking for traps and listening intently. They are going into an unknown world, far from the tavern in which they met.

Adventuring in dungeons is a central part of fantasy adventures. The medieval world had dungeons and the possibilities for interesting encounters are endless. It is a harsh environment and a powerful archetype. The dungeon setting is populated with many kinds of monsters including dragons, constructs, humanoids, undead, aberrations, oozes, elementals, fiends, and fey. This underground world contains creatures that use the unique environment to their advantage. Monsters will move into abandoned areas of dungeons and the challenges for the heroes can change over time.

There are many types of dungeons that adventurers could encounter. This book contains seven dungeon types and the creatures found there: Arcane, Castle, Manor, Thieves' Guild, Tomb, Wilderness, and Mountain.

GAME MASTER ADVICE

Moving from chamber to chamber, looking for traps, battling monsters and looting the area is known as dungeon crawling. These kinds of adventures formed the basis of the game when fantasy roleplaying began.

Finding your way in the dark is a key feature of these games. Even with many races having darkvision, torches and magical light sources are important. Darkvision has several limits, it does not mean you

can see everything in the dark. The marching order of an adventuring party is also important, as fighting in narrow spaces can be extremely difficult. The heroes can get cornered, especially when they aren't aware of the dungeon's layout. A direct assault is not always the best option because a small group can fend off greater numbers of attackers. Making noise can have many kinds of consequences as well, so adventurers are encouraged to be stealthy.

Traps, secret doors, trap doors, sliding walls, sinking rooms, doors that lock behind the party, and rotating rooms can add more challenges to the adventure. Some doors can be stuck, or only open one way, and some might be false. Adventurers can also be magically teleported around the dungeon, splitting up the party temporarily. In many ways the dungeon is like a monster itself, doing what it can to fight against the heroes. Cave-ins and other obstacles can trap adventurers by cutting off escape routes. To add another challenge to the game, Game Masters can have the players map out the dungeon as they proceed.

Resource management is key as well. Torches eventually burn out, ammunition runs out, and food and drink can easily run out if an adventuring party is not prepared. Your hirelings and companions can also be picked off as you explore the dangerous environment.

Having random encounters can add more depth to these adventures. These creatures reveal themselves as the party spends more and more time underground. Game Masters can use the encounter tables found throughout this book to add to their adventure. With many low-level monsters suitable for dungeons, new adventurers can do well here. In fact, dungeons are a great setting to start new players.

DUNGEON ADVENTURE HOOKS

2d20 Hook

- 2 A huge dungeon is discovered underneath busy city market.
- 3 Hundreds of deadly traps fill an infamous dungeon.
- 4 A second adventuring party of clones of the heroes is discovered.
- 5 Local thugs start a fight club in a haunted dungeon.
- 6 A vampire noble is kidnapped by a clan of werewolves.
- 7 A notorious baron hires the heroes to clean out a nearby dungeon.
- 8 An ancient library is discovered deep inside a dungeon.
- 9 Numerous constructs animate and attack intruders.
- 10 Foolish bards perform inside an abandoned dungeon.
- 11 The heroes discover a hidden gambling den.
- 12 The queen sends adventurers on a rescue mission.
- 13 Rampaging earth elementals smash their way into a dungeon.
- 14 Bandits organize a jail break from an underground prison.
- 15 The king builds an expansion to his dungeon.
- 16 A lost city is connected by a secret tunnel to an abandoned dungeon.
- 17 Strange sentient fungi begin to take over a dungeon.
- 18 Adventurers take refuge in a dungeon from a wild storm.
- 19 Fighter's Guild sets up headquarters underground.
- 20 A king orders his court to relocate into an ancient dungeon.
- 21 An underground river floods a dungeon.
- 22 Enchanted furnishings come to life trap the dungeon inhabitants.

2d20 Hook

- 23 After an ancient dungeon is discovered, all the townsfolk disappear.
- 24 Startled customers disappear from a tavern and end up in the dungeon below.
- 25 A hidden tunnel leads from the town stables into a dungeon.
- 26 Labyrinthine maze contains priceless treasure.
- 27 Disreputable bounty hunters operate out of a hidden dungeon.
- 28 A dwarf diplomat is kidnapped and held hostage.
- 29 An enormous talking tree is discovered deep underground.
- 30 Slavers run their unspeakable operation from inside a dungeon.
- 31 The king's army plots to overthrow him in their dungeon headquarters.
- 32 A group of pilgrims goes missing in a dungeon tomb.
- 33 Dungeon leads deep underground into the drow capital city.
- 34 A goblin army retreats inside a dungeon.
- 35 The Merchant Guild builds dungeon underneath a large warehouse.
- 36 An abandoned mine is connected to an expansive dungeon.
- 37 Cultists perform strange rituals deep under the city.
- 38 An archfey sets up underground faerie court.
- 39 The entire dungeon is transported to another plane.
- 40 An ancient red dragon moves his treasure hoard into a dungeon.

YOU MEET IN A TAVERN...

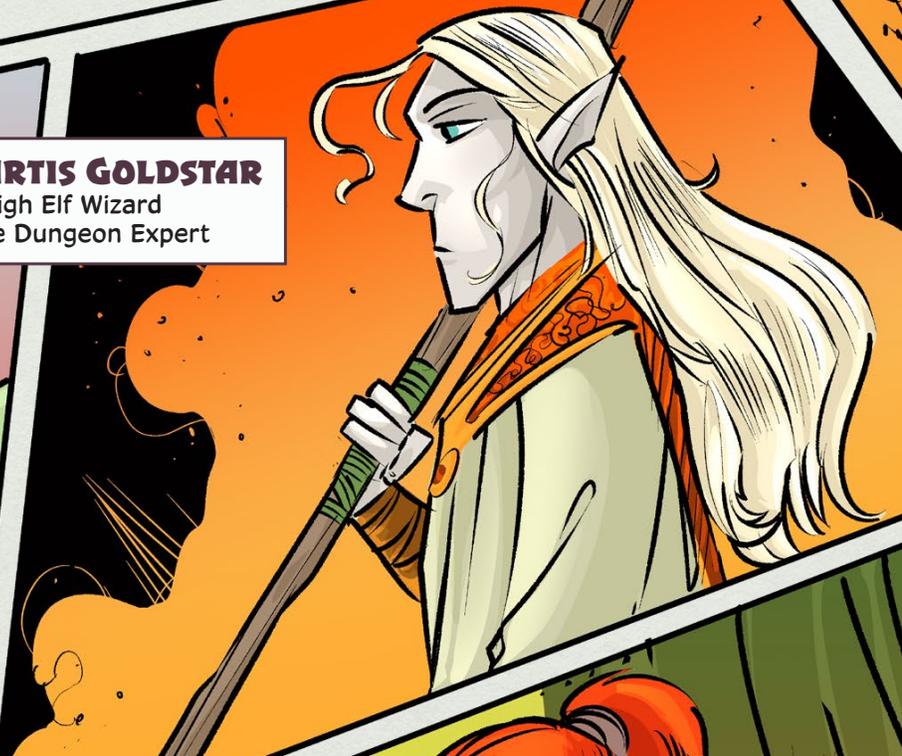
A classic way to begin an adventure or campaign is to have the heroes meet in a tavern. Every settlement has at least one tavern and it is a natural place to meet up. People that frequent the establishment will know rumors and stories about the surrounding area.

Listed on the notice board in the tavern are seven dungeon quests. This book contains the dungeons from quests on the notice board. Each member of the adventuring party knows about one type of dungeon.



BROCK THE BRAVE
Human Paladin
Arcane Dungeon Expert

MINDARTIS GOLDSTAR
High Elf Wizard
Castle Dungeon Expert



CAELYNN ARNATH
Half-Elf Bard
Manor Dungeon Expert





HARMONICA STARS
Human Rogue
Thieves' Guild Dungeon Expert



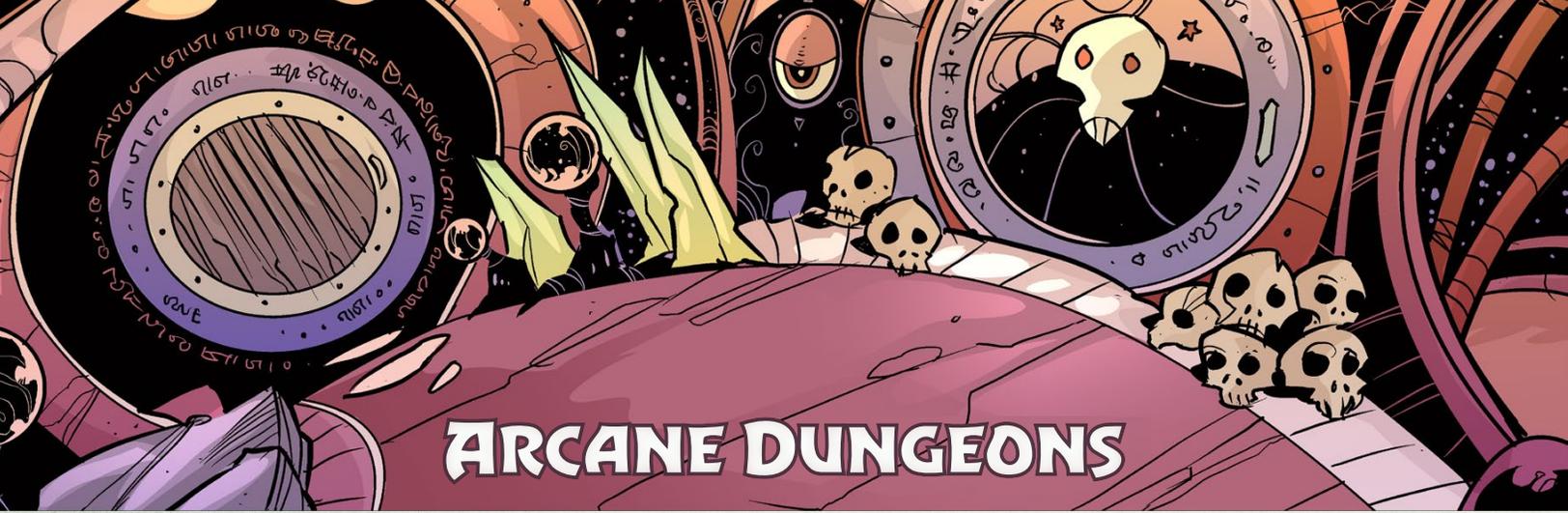
NO INSULTS CARL
Human Barbarian
Wilderness Dungeon Expert



**TULLY
"THE DISASTER"
MCEASTER**
Halfling Fighter
Tomb Dungeon Expert



DAERN TROLLBANE
Dwarf Cleric
Mountain Dungeon Expert



ARCANE DUNGEONS

*“What should you expect in a wizard’s dungeon?
Expect the unexpected!”*

—LEGENDARY WIZARD OSWALD MYRR

THE MOST UNPREDICTABLE TYPE OF DUNGEON is the arcane dungeon. This place is filled with constructs, aberrations, and other bizarre creatures. Otherworldly monsters often arrive through portals or magic circles. Surprises can lurk around every corner.

A wizard often has a library and workshop inside their dungeon. There are valuable magic items and other enchanted objects, many of which are used to protect the spellcaster’s lair. The dungeon may even magically rearrange itself as the heroes search it.

Exploring arcane dungeons can keep adventurers busy for hours, or even days. Sometimes they are hidden under a wizard’s tower or a cultist’s elegant mansion. Secret tunnels can lead to a nearby town or out into the wilderness.

LOCATIONS

Teleportation chamber, alchemical storage, library, workshops, conjuring room, treasure room, trophy room, storerooms, kitchen, well, bath, bed chambers, sitting rooms, hidden rooms



ARCANE DUNGEON ENCOUNTERS

d20	Encounter	d20	Encounter
1	archmage	11	6 giant rats
2	2 fire elementals	12	rug of smothering
3	clay golem	13	enthusiastic bugbear
4	red dragon wyrmling	14	2 imps
5	sarcastic ogre	15	3 shadows
6	trio of mages	16	will-o'-wisp
7	gelatinous cube	17	2 owlbears
8	pseudodragon	18	3 water elementals
9	young mage	19	invisible warlock
10	swarm of bats	20	adult blue dragon

ARCANE DUNGEON EVENTS

d12	Events
1	golems go berserk and attack
2	a witch breaks into the dungeon
3	discover tunnel to a sea cave
4	wizard’s apprentice wrecks dungeon
5	familiars imprison their master
6	a portal opens into Feyland
7	demon arrives in a teleportation circle
8	strange purple gas fills the dungeon
9	trapped monster escapes
10	spellcasters storm the dungeon
11	cultists hold wizard hostage
12	dragon smashes into dungeon



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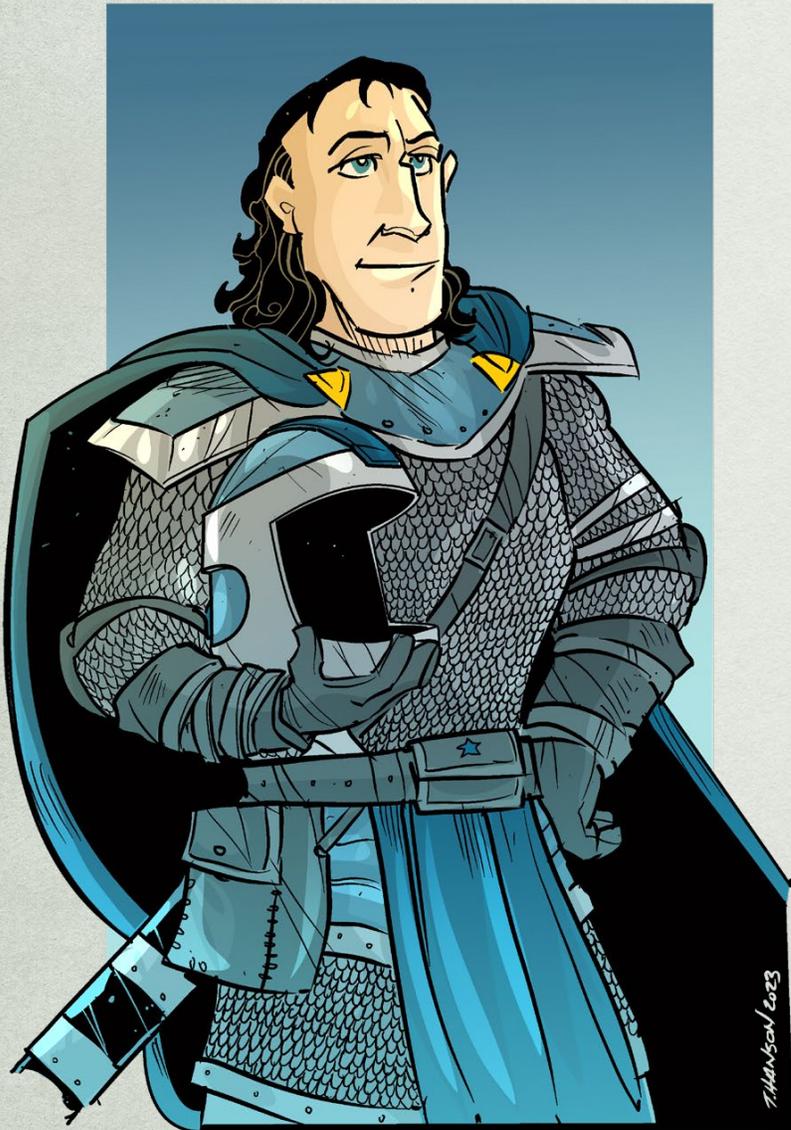
BROCK THE BRAVE

The leader of the seven adventurers is an eager paladin. Brock is bold and courageous but still rather young. He began adventuring when he was a teenager. Brock obeys the laws of the kingdom and is the epitome of a loyal companion.

Inquisitive Warrior. His greatest quality is his endless enthusiasm and curiosity. Brock wants to explore the world and learn about places he's never seen before. He prefers to lead from the front and does not back down from a challenge.

Humble Beginnings. The young man grew up on a farm, far away from the bustling city of Wyld. His family is closeknit and they're hoping he'll return soon. His simple upbringing helps to keep him grounded. He doesn't trust merchants and won't believe a word they say.

Chivalry is Still Alive. Brock will do anything to protect a damsel in distress. He is a romantic at heart and believes in true love.



BROCK THE BRAVE

Medium humanoid (human), lawful good

Armor Class 18 (chain mail, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7

Skills Athletics +7, Religion +5

Senses passive Perception 13

Languages Common, Dwarvish, Elvish

Challenge 5 (1,800 XP)

Aura of Protection. Whenever Brock or a friendly creature within 10 feet of him must make a saving throw, they gain +4 to the saving throw.

Divine Sense (5/day). Brock can use an action to know the location of any celestial, fiend, or undead within 60 feet of him that is not behind total cover.

Divine Smite. When Brock hits a creature with a melee weapon attack, he can expend on spell slot to deal radiant damage. 1d8 for a 1st-level slot and 2d8 for a 2nd-level slot. The damage increases by 1d8 if the target is an undead or a fiend.

Lay on Hands. Brock has a pool of healing power. He can use that pool to restore 30 hit points or less to a creature he touches. He can also use 5 hit points to cure one disease or neutralize one poison.

Spellcasting. Brock is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He can cast the following spells:

1st level (4 slots): *cure wounds*, *searing smite*, *shield of faith*, *thunderous smite*

2nd level (2 slots): *find steed*, *magic weapon*

ACTIONS

Multiattack. Brock makes two attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

QUESTS

- 1 must discover young red dragon's lair
- 2 rescue a damsel in distress
- 3 save his farming community

ANIMATED WIZARD'S HAT

The annoying bard was last in line as his party crept through the dungeon. He heard an odd sound behind him. The elf troubadour turned to see a floating wizard's hat push its way into the chamber and fly towards him.

Heads Up. Some wizards use enchanted hats to protect their property. Other mages might even wear the odd construct. The hats appear to be quite ordinary and usually surprise their victims.

Mission Accepted. Wizards enchant the hats to force their victims to do certain tasks. Some hats force the wearer to leave the dungeon, other hats make their victims attack their companions. Every hat has a unique mission.

Constructed Nature. The hat doesn't require air, food, drink, or sleep.



ANIMATED WIZARD'S HAT

Tiny construct, unaligned

Armor Class 16 (natural armor)

Hit Points 10 (4d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	11 (+0)	12 (+1)	12 (+1)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Antimagic Susceptibility. The hat is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the hat must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While it is grappling a creature, the hat takes only half the damage dealt to it, and the creature grappled by the hat takes the other half.

False Appearance. While the hat remains motionless, it is indistinguishable from a normal wizard's hat.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the hat grapples a Medium or smaller humanoid's head. The target must make a successful DC 13 Wisdom saving throw or do the bidding of the hat each turn. At the end of each turn, the creature can attempt to make this save again. It takes a successful DC 13 Strength check by the creature or an ally to pull it off.

QUESTS

- 1 a wizard's hat takes control of him
- 2 hat delivers a prophecy to the heroes
- 3 heroes must recover the unusual hat

DUNGEON ITEMS: EYE KNOW

Wondrous item, very rare

A purple glass eye. Held up to one of your eyes, it will sink in and replace the regular eye for one hour a day. While the eye is activated, you gain +2 on Wisdom checks and saving throws.

ARCANE DRAGON

Some enchanted dungeons have been taken over by powerful, spellcasting dragons. An arcane dragon will move into the former lair of a formidable mage and never leave. It is thoroughly evil and merciless. It doesn't trust good dragons, believing that real dragons are evil. There are many differently-colored arcane dragons, but they are usually blue or purple.

Magical Might. These dragons are skilled spellcasters with magic that can rival most wizards. They can also shapechange into humanoids or beasts and slip into local settlements.

QUESTS

- 1 dragon makes deal with the king
- 2 archfey hires heroes to capture dragon
- 3 dragon takes place of local wizard

Patient Predator. With incredibly long lifespans, these creatures are in no rush. At times, they diligently plot for years before making a move. Most arcane dragons also enlist powerful minions to serve them.

Hefty Hoard. Legends say that arcane dragons have larger hoards than any other kind of dragon. They protect their hoard by any means, including making deals with humanoids.

ARCANE DRAGON

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	18 (+4)	18 (+4)	14 (+2)	20 (+5)

Saving Throws Dex +12, Int +10, Wis +8, Cha +11

Skills Arcana +10, History +10, Perception +8, Stealth +12

Senses darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 20 (13,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *dancing lights*, *minor illusion*

3/day each: *confusion*, *counterspell*, *detect thoughts*, *dispel magic*

1/day each: *dominate person*, *hypnotic pattern*

Legendary Resistance (3/Day). The dragon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The dragon makes three attacks, one of which can be a bite.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware

of it must succeed on a DC 18 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 the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5–6). The dragon exhales yellow sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

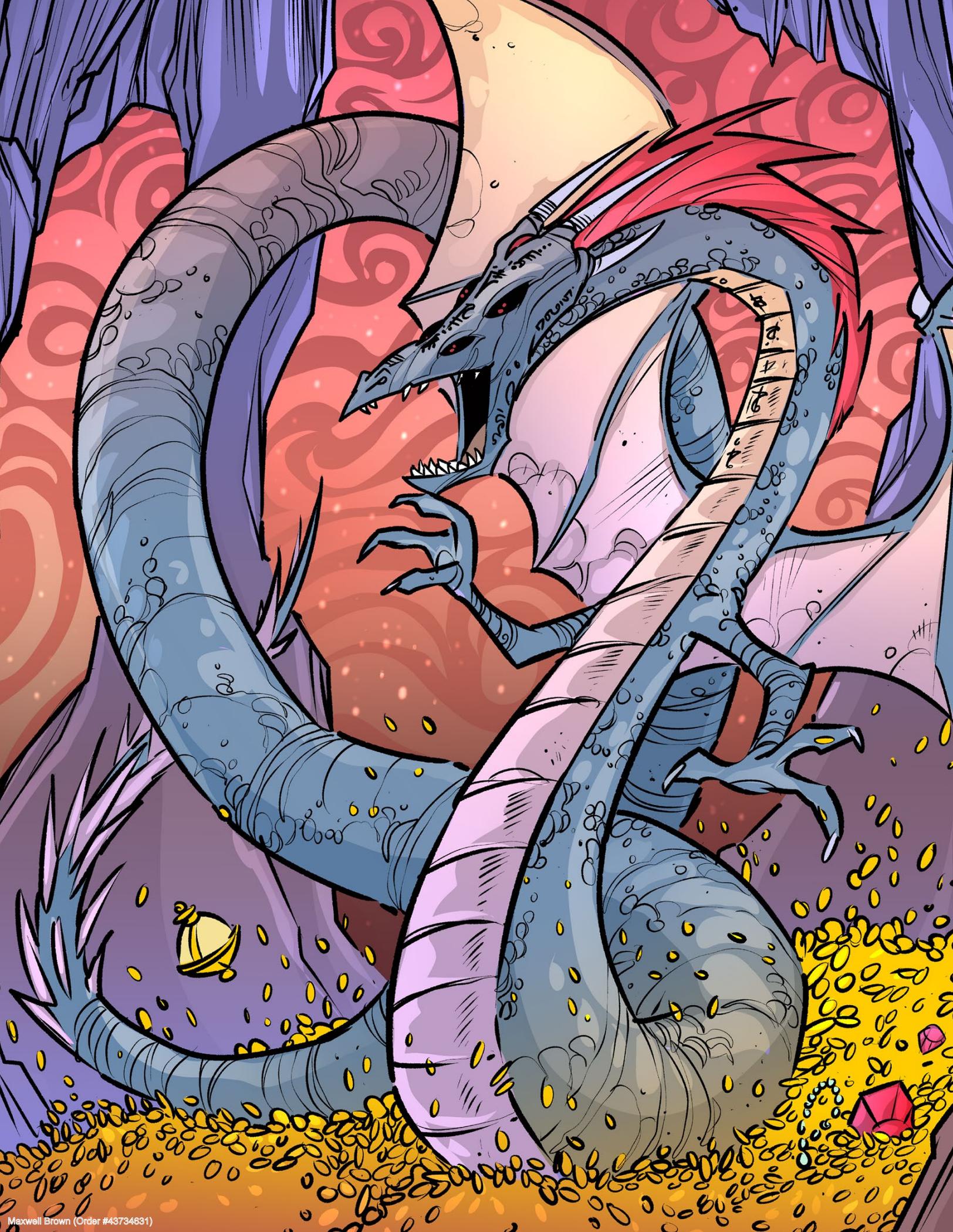
LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Claw Attack. The dragon makes one claw attack.

Tail Attack (Costs 2 Actions). *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.



ARCHMAGE IGNATIUS OF NOX

The head of the Wizard Council rules the free city of Nox, also known as the city of Magic. Archmage Ignatius of Nox is one of the most influential mages on the continent of Myrr. He's a good man, but his age is catching up to him. Ignatius has become rather absent minded and gets lost in thought. He is very independent and marches to his own drummer.

Wizards Rule. Nox is a magocracy and the council has the ultimate say in everything. They even have their own soldiers, known as the Mage Guard.

Perpetual Pandemonium. The city is a chaotic environment, because the Wizard Council doesn't concern itself with many day-to-day events. It is by far the most diverse city on the continent with elves, dwarves, and halflings mixing with humans.

Magic Carpet Ride. The archmage often travels on a magical carpet of flying, which can be shrunk to fit in his pocket. His familiar is a stubborn, golden owl named Xaggy.



ARCHMAGE IGNATIUS OF NOX

Medium humanoid (human), chaotic good

Armor Class 13 (18 with *mage armor* and *Staff of Aramoor*)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	22 (+6)	18 (+4)	16 (+3)

Saving Throws Int +11, Wis +9, Cha +8

Skills Arcana +11, History +11, Investigation +11

Senses passive Perception 14

Languages Common, Dwarvish, Elvish, Halfling, Primordial, Deep Speech

Challenge 15 (13,000 XP)

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

Spellcasting. The archmage is a 20th-level wizard. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *fire bolt*, *message*, *prestidigitation*, *ray of frost*

1st level (5 slots): *burning hands*, *find familiar*, *fog cloud*, *mage armor*, *magic missile*, *shield*

2nd level (4 slots): *darkvision*, *invisibility*, *misty step*, *suggestion*

3rd level (4 slots): *counterspell*, *dispel magic*, *fireball*, *haste*, *hypnotic pattern*

4th level (3 slots): *banishment*, *polymorph*, *wall of fire*

5th level (3 slots): *animate objects*, *cone of cold*, *modify memory*, *telekinesis*

6th level (2 slots): *chain lightning*, *disintegrate*

7th level (2 slots): *forcecage*, *teleport*

8th level (1 slot): *antimagic field*

9th level (1 slot): *time stop*

ACTIONS

Staff of Aramoor. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 24 (7d6) force damage. The staff also increases the user's AC by 2.

QUESTS

- 1 archmage is kidnapped by a lich
- 2 wizard council kicks out archmage
- 3 archmage discovers terrible secret

BLABBERBLUB

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	10 (+0)	12 (+1)	3 (-4)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Ancient Deep Speech

Challenge 7 (2,900 XP)

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

Sunlight Sensitivity. While in direct sunlight, the blabberblub has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The blabberblub makes two melee attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage and 3 (1d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a short or long rest.

Blabber (3/Day). The blabberblub speaks about random topics in Ancient Deep Speech. Each creature within 30 feet of the blabberblub that can hear the blabbering must succeed on a DC 14 Wisdom saving throw. On a failure, the target takes 17 (5d6) psychic damage, half damage on a success.

QUESTS

- 1 blabberblub torments a young apprentice
- 2 a sage finally translates Ancient Speech
- 3 blabberblub traps acolytes in dungeon

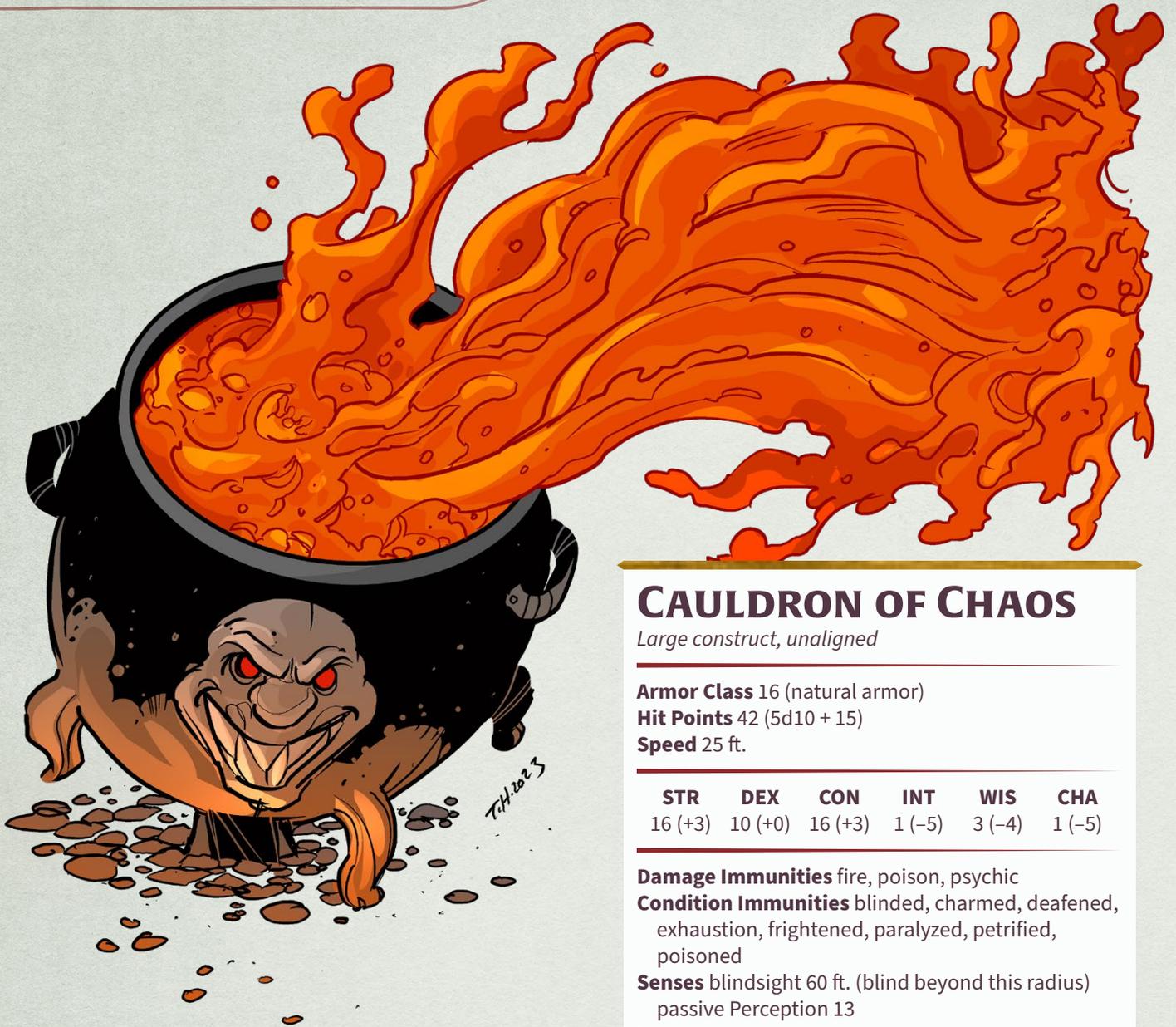
BLABBERBLUB

Lurking in the darkest corners of the dungeon are many kinds of monsters. One of the strangest is the blabberblub. The first sign of this creature is a bizarre string of nonsense words in the dark. It speaks Ancient Deep Speech from distant planes. The monster also emits an odd, musty smell.

Talkative Terror. These aberrations never stop talking and create chaos wherever they go. They babble incoherently, as few creatures can understand its forgotten language.

One-Sided Conversation. Blabberblubs are not interested in listening. They won't make any attempt to understand what other creatures are saying or doing. The aberrations simply want their next meal and are just thinking out loud.





CAULDRON OF CHAOS

After descending a set of stone stairs, the heroes spot a large, black cauldron. Without warning a red liquid begins bubbling inside. Then the boiling liquid sprays the shocked onlookers.

Hot Pot. These constructs blend into the dungeon environment quite easily. They spend most of their time sitting as still as a statue. When they activate, a liquid begins to boil inside. The cauldron heats up quickly to a dangerously hot temperature.

Constructed Nature. The cauldron doesn't require air, food, drink, or sleep.

QUESTS

- 1 a cauldron contains a valuable gem
- 2 several cauldrons wreck a dungeon
- 3 several cauldrons take over the dungeon

CAULDRON OF CHAOS

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius)
passive Perception 13

Languages —

Challenge 2 (450 XP)

Antimagic Susceptibility. The cauldron is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the cauldron must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the cauldron remains motionless, it is indistinguishable from a normal large cauldron.

Heated Form. A creature that touches the cauldron or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage.

ACTIONS

Multiattack. The cauldron makes two melee attacks.

Boiling Blast. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) fire damage.

CHRONOMANCER

Medium humanoid (any), any alignment

Armor Class 14 (17 with *mage armor*)

Hit Points 126 (12d8 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	22 (+6)	20 (+5)	16 (+3)	11 (+0)

Saving Throws Con +10, Int +9, Wis +7

Skills Arcana +9, Investigation +9, Perception +7, Stealth +8

Senses truesight 60 ft., passive Perception 17

Languages Common, Abyssal, Infernal, Primordial
Challenge 12 (8,400 XP)

Innate Spellcasting. The chronomancer's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *blade ward*, *fire bolt*, *light*, *minor illusion*
3/day each: *counterspell*, *mage armor*, *scorching ray*,
slow, *time stop*

2/day each: *misty step*, *passwall*, *power word stun*

Limited Magic Immunity. The chronomancer can't be affected or detected by spells of 3rd level or lower unless it wishes to be.

ACTIONS

Chronoglass. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 22 (4d8 + 4) radiant damage. The chronoglass is a weapon but also enables the user to travel through time. Twice a day the magical artifact can send the user backwards or forwards 1d20 hours in time. After time travelling, the user can't remember who they are for 1d4 hours. If the user meets themselves, there is a 10% chance they merge into one being and combine two sets of memories.

CHRONOMANCER

Brave explorers reach the heart of the dungeon and discover a massive storeroom with alchemical supplies. Shelves of potions and other concoctions fill the chamber. Then suddenly, a hooded man appears out of thin air.

Rambling Man. Chronomancers travel the multiverse and can influence events. A few of these time travelers are good and make life better for everyone. There are many greedy ones who cause trouble in other worlds.

Time Traveler's Strife. When the chronomancer uses its chronoglass to travel through time it's not without challenges. After they travel, they can't remember who they are for several hours.

Lone Wolf. Chronomancers are usually loners and don't often work with others. They will set up headquarters in arcane dungeons, wizard towers, and well-guarded manors. Many of these travelers live double lives.

QUESTS

- 1 chronomancer chases infamous criminal
- 2 time traveler steals a sacred item
- 3 chronomancer meets future partner



OCCULUS

An orc scouting party breaks down a wooden door with a portable ram. As the rotting wood splinters in every direction the first of the evil humanoids make their way into a dungeon. Without warning, a giant floating eye emerges from the darkness.

Hovering Horror. Occuli roam subterranean areas and will destroy any creatures they encounter. They are terrible, cruel beings. Simply seeing this frightening monster can terrify most creatures.

Know-It-All. Highly intelligent, these oddballs are extremely dangerous foes. They constantly scan the areas around them for the thoughts of other creatures.

Sinister Stranger. Occuli come from a distant world and are sometimes brought to the Material Plane by magical means. Strange cults underneath the city of Nox are said to summon these aberrations.

Aberrant Nature. An occulus doesn't require air, food, drink, or sleep.



QUESTS

- 1 an evil queen makes a pact with occulus
- 2 occulus takes over a teleportation circle
- 3 occulus discovers a powerful magic item

OCCULUS

Large aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 0 ft., fly 20 ft. (hover)

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

Saving Throws Int +9, Wis +9, Cha +7

Skills Arcana +9, Insight +9, Perception +9

Condition Immunities prone

Senses truesight 120 ft., passive Perception 19

Languages Deep Speech, telepathy 120 ft.

Challenge 10 (5,900 XP)

Inscrutable. The occulus is immune to any effect that would sense its emotions or read its thoughts,

as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the occulus' intentions or sincerity have disadvantage.

Innate Spellcasting. The occulus' innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: detect magic, detect thoughts

3/day each: confusion, blindness/deafness, scrying

1/day each: counterspell, eyebite, shield

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

ACTIONS

Multiattack. The occulus makes three eye ray attacks.

Eye Ray. *Ranged Weapon Attack:* +9 to hit, range 30/80 ft., one target. *Hit:* 18 (3d8 + 5) force damage.



QUESTS

- 1 passager guards a treasure vault
- 2 elf knights are trapped by a passager
- 3 multiple passagers fill a dungeon

PASSAGER

Dungeons can start to look pretty similar at times. Adventurers who aren't paying attention might miss stealthy creatures like passagers.

Nasty Surprise. Passagers blend into dungeons and can easily surprise other creatures. They can alter their form to resemble any kind of passage. Incredibly patient, passagers will wait for hours for any prey.

Tight Spot. These monstrosities wait for passersby and then wrap themselves around the victim. The passager will then begin to constrict the prey before consuming it. One clue to the presence of the monster are the remains of its victims strewn around a hallway.

PASSAGER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 47 (5d10 + 20)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	18 (+4)	10 (+0)	14 (+2)	1 (-5)

Skills Perception +4

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Ambusher. In the first round of a combat, the passager has advantage on attack rolls against any creature it surprised.

False Appearance. While the passager remains motionless, it is indistinguishable from a normal stone passage.

ACTIONS

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

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained. The passager can constrict up to two Medium or smaller creatures.



PILLAR OF THE COMMUNITY

After the halfling rogue unlocked a rusty door, the heroes found themselves in an abandoned temple. They were deep underground and didn't expect to find a room filled with marble pillars. Yet here they were, apparently untouched for years and glistening in the dim light.

Stand In. These magical pillars choose specific spots in dungeons to hunt for victims. The pillars appear to be solid stone but they're actually living creatures.

Persistent Pillar. Able to live off a minimal amount of food, the pillar can wait hours or days to hunt for prey. Most of these creatures will stay in the same dungeon for years.

Aberrant Nature. A pillar of the community doesn't require air, food, drink, or sleep.

QUESTS

- 1 pillars hold a vampire hunter hostage
- 2 a pillar protects hateful cult's entrance
- 3 multiple pillars make up a mage's army

PILLAR OF THE COMMUNITY

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 22 (3d10 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	11 (+0)	12 (+1)	1 (-5)

Skills Perception +3

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages Deep Speech

Challenge 3 (700 XP)

False Appearance. While the pillar remains motionless, it is indistinguishable from an ordinary, inanimate pillar.

ACTIONS

Multiattack. The pillar can make one bite and four fist attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 bludgeoning damage.

SPELLBINDING SPELLBOOK

Tiny aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 30 (12d4)

Speed 10 ft., fly 60 ft.

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

Skills Arcana +6, Perception +5

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages all

Challenge 4 (1,100 XP)

False Appearance. While the spellbook remains motionless, it is indistinguishable from a normal spellbook.

Innate Spellcasting. The spellbook's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *blade ward*, *prestidigitation*

3/day each: *hold person*, *scorching ray*, *sleep*, *thunderwave*

1/day each: *counterspell*, *fear*

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 piercing damage.

SPELLBINDING SPELLBOOK

As the young ranger sneaks into a deserted library, a dusty tome flies off a shelf. The pages turn by themselves and the book begins to glow. The ranger runs for her life and alerts her companions.

Terrifying Tome. This mysterious book is able to cast some powerful spells. It will attack spellcasters on sight. When it's not flying around it appears to be a ruined book.

Otherworldly Origin. Some sages believe spirits from another world find their way into discarded spellbooks and bring them to life.

Aberrant Nature. A spellbinding spellbook doesn't require air, food, drink, or sleep.

QUESTS

- 1 spellbook guards an ancient tome
- 2 spellbook enslaves a good witch
- 3 spellbook turns on a master wizard

DUNGEON ITEMS CAPE OF GOOD HOPE

Wondrous item, very rare

A blue cape with white stripes. While wearing this attractive cape you gain +2 to saving throws against poisons and spells.



STATUE OF LIMITATIONS

Large elemental, chaotic evil

Armor Class 18 (natural armor)

Hit Points 47 (5d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	18 (+4)	12 (+1)	16 (+3)	3 (-4)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Terran

Challenge 4 (1,100 XP)

Ambusher. In the first round of combat, the statue has advantage on attack rolls against any creature it surprises.

False Appearance. While the statue remains motionless, it is indistinguishable from a normal spellbook.

ACTIONS

Multiattack. The statue makes six fist attacks.

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 bludgeoning damage.

Block the Path. Until the start of the statue's next turn, attack rolls against the statue have disadvantage, it has advantage on the attack roll it makes for an opportunity attack, and that attack deals an extra 1d8 bludgeoning damage on a hit. Also, each enemy that tries to move out of the statue's reach without teleporting must succeed on a DC 14 Strength saving throw or have its speed reduced to 0 until the start of the statue's next turn.

QUESTS

- 1 multiple statues take over a dungeon
- 2 statue guards a Riftgate
- 3 statue guards a legendary magic item

STATUE OF LIMITATIONS

Stone statues are ubiquitous in dungeons. However, this type of statue is alive. A statue of limitations is an elemental that waits patiently for its prey.

Moving Violation. These creatures will move around dungeons and this can confuse any adventurers. They might encounter the statue near the entrance and then find it deep inside the dungeon later.

Slow Progress. Statues of limitations are skilled at blocking any creatures from getting around them. Fighting them in narrow passageways can be challenging.

Elemental Nature. A statue of limitations doesn't require air, food, drink, or sleep.



SUM OF ALL TEARS

There are a number of undead who wander the dim hallways of dungeons. One of the most bizarre is the sum of all tears. It appears to be a dark cloud filled with humanoid faces. Four wispy tendrils stretch out from the central body.

Sad Sack. Eternally depressed, this creature spreads misery. The monster was originally created from the souls of those who didn't survive deadly dungeons.

Misery Loves Company. Sum of all tears is attracted to negativity and evil. They are especially drawn to gatherings of cultists, thieves, or greedy merchants. There are reports of these undead being more active around locations where other creatures have felt deep sadness.

Undead Nature. The sum of all tears doesn't require air, food, drink, or sleep.



SUM OF ALL TEARS

Large undead, neutral evil

Armor Class 14

Hit Points 66 (7d10 + 28)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	13 (+1)	16 (+3)	1 (-5)

Skills Perception +6

Damage Immunities necrotic, poison

Condition Immunities charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone

Senses darkvision 90 ft., passive Perception 16

Languages Common and two others

Challenge 5 (1,800 XP)

Incorporeal Movement. The sum of all tears can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Regeneration. The sum of all tears regains 10 hit points at the start of each of her turns as long as she has 1 hit point.

Sunlight Weakness. While in sunlight, the sum of all tear has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Multiattack. The sum of all tears makes four tendril attacks.

Tendrils. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 3 (1d6) necrotic damage.

Groan of Agony. The sum of all tears uses an action and groans in agony. Any creatures within 60 feet of the sum of all tears must make a DC 14 Constitution saving throw or take 13 (3d8) psychic damage, half damage on a success.

BONUS ACTIONS

Shadow Stealth. While in dim light or darkness, the sum of all tears can take the Hide action as a bonus action.

QUESTS

- 1 sum of all tears harasses a local priest
- 2 the souls inside the monster are released
- 3 sum of all tears assists a necromancer

TERASPHINX

Tired and battle worn, an adventuring party continues to make its way through the endless dungeon. Then they come upon an impressive arch with a large lion-like statue. The creature's mouth opens and roars.

Gateway Guardian. Terasphinx are found at important gateways in large dungeons. They will prevent entry to certain areas unless they decide the intruders are worthy. Terasphinx are interested in assisting creatures that engage in lawful, respectful conduct.

Boundary Issues. These monstrosities are very dangerous and most creatures would do well not to provoke them. Not many adventurers will ever pass through their arch without their approval.

QUESTS

- 1 terasphinx is banished to another world
- 2 clever vampires ensnare the terasphinx
- 3 terasphinx guards the way to Hell



TERASPHINX

Large monstrosity, lawful neutral

Armor Class 20 (natural armor)

Hit Points 276 (24d10 + 144)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	20 (+5)	20 (+5)	23 (+6)

Saving Throws Wis +11, Cha +12

Skills Arcana +11, History +11, Intimidation +12, Perception +11, Persuasion +12

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 21

Languages Common, Sphinx

Challenge 20 (25,000 XP)

Inscrutable. The terasphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the terasphinx's intentions or sincerity have disadvantage.

Spellcasting. The terasphinx is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). The terasphinx can cast the following spells:

At will: *detect evil and good*, *detect magic*, *sacred flame*, *thaumaturgy*

3/day each: *banishment*, *bestow curse*, *command*, *dispel magic*, *fear*

1/day each: *flame strike*, *tongues*, *zone of truth*

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

ACTIONS

Multiattack. The terasphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage.

Roar (3/Day). The terasphinx emits a magical roar. Each creature within 60 ft. that fails a DC 19 Wisdom saving throw must pass or not pass through the arch (the terasphinx decides).

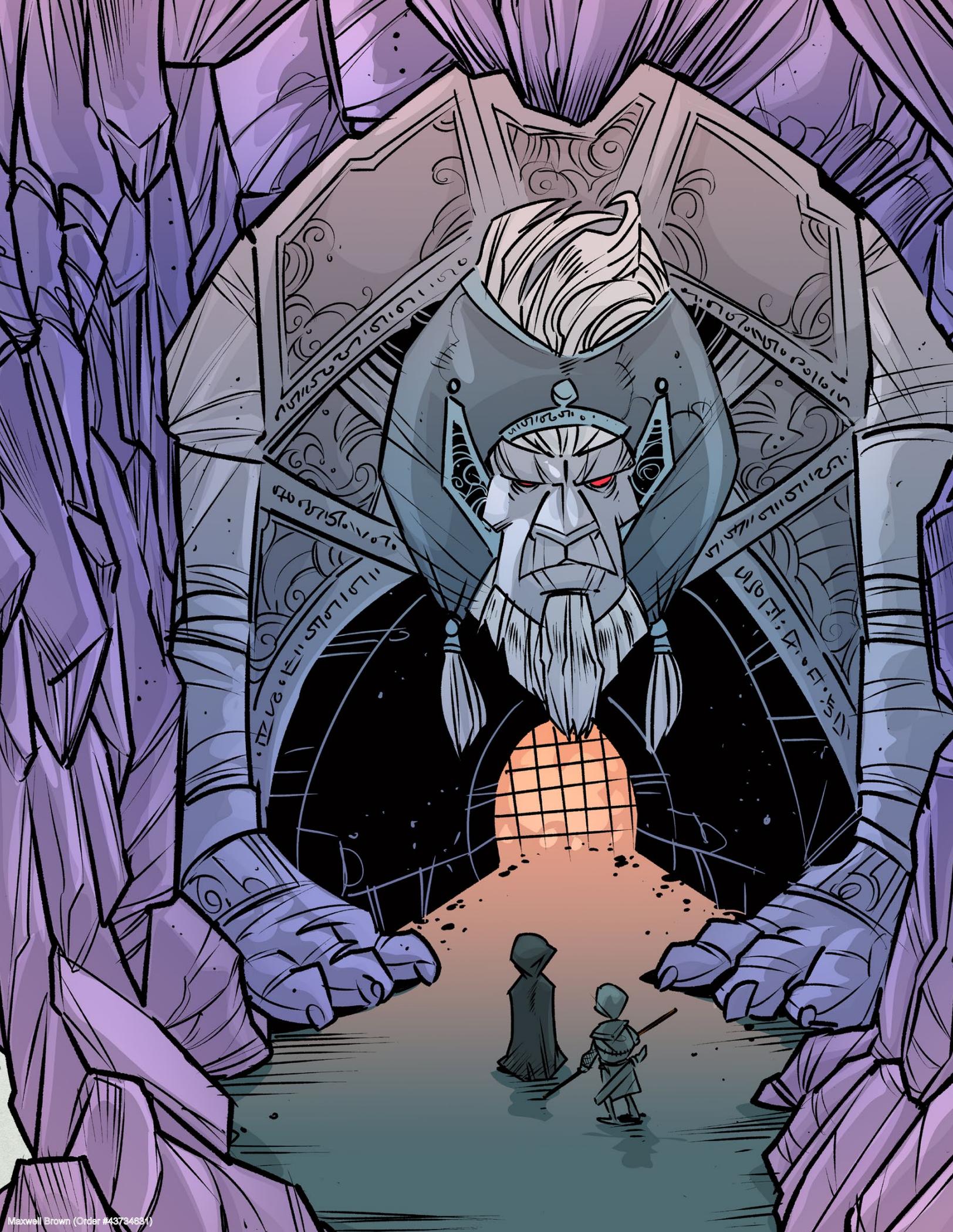
LEGENDARY ACTIONS

The terasphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The terasphinx regains spent legendary actions at the start of its turn.

Claw Attack. The terasphinx makes one claw attack.

Wind Roar (Costs 2 Actions). The terasphinx emits a magical roar equivalent to the thunderwave spell (3rd level).

Cast a Spell (Costs 3 Actions). The terasphinx casts a spell from its list of prepared spells, using a spell slot as normal.





WALL OF ZAUL

This unusual fiend inhabits expansive, labyrinthine dungeons. The Wall of Zaul resembles a section of a stone wall with a large demonic face. At first glance it appears to be a carved stone relief.

Doom of Horrors. Cunning, wicked creatures will have this fiend guard their dungeons. It is a treacherous, despicable demon and makes bargains that benefit itself. When it strikes, dangerous tentacles emerge and its frightening face comes to life.

Avoid the Void. This monster can swallow creatures whole with its gaping mouth. Victims that are swallowed can disappear indefinitely. The Wall of Zaul can take on a party of adventurers all on its own.

WALL OF ZAUL

Large fiend (demon), chaotic evil

Armor Class 9

Hit Points 85 (9d10 + 36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	18 (+4)	15 (+2)	12 (+1)	7 (-2)

Skills Perception +4

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Magic Resistance. The Wall of Zaul has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The wall makes four tentacle attacks.

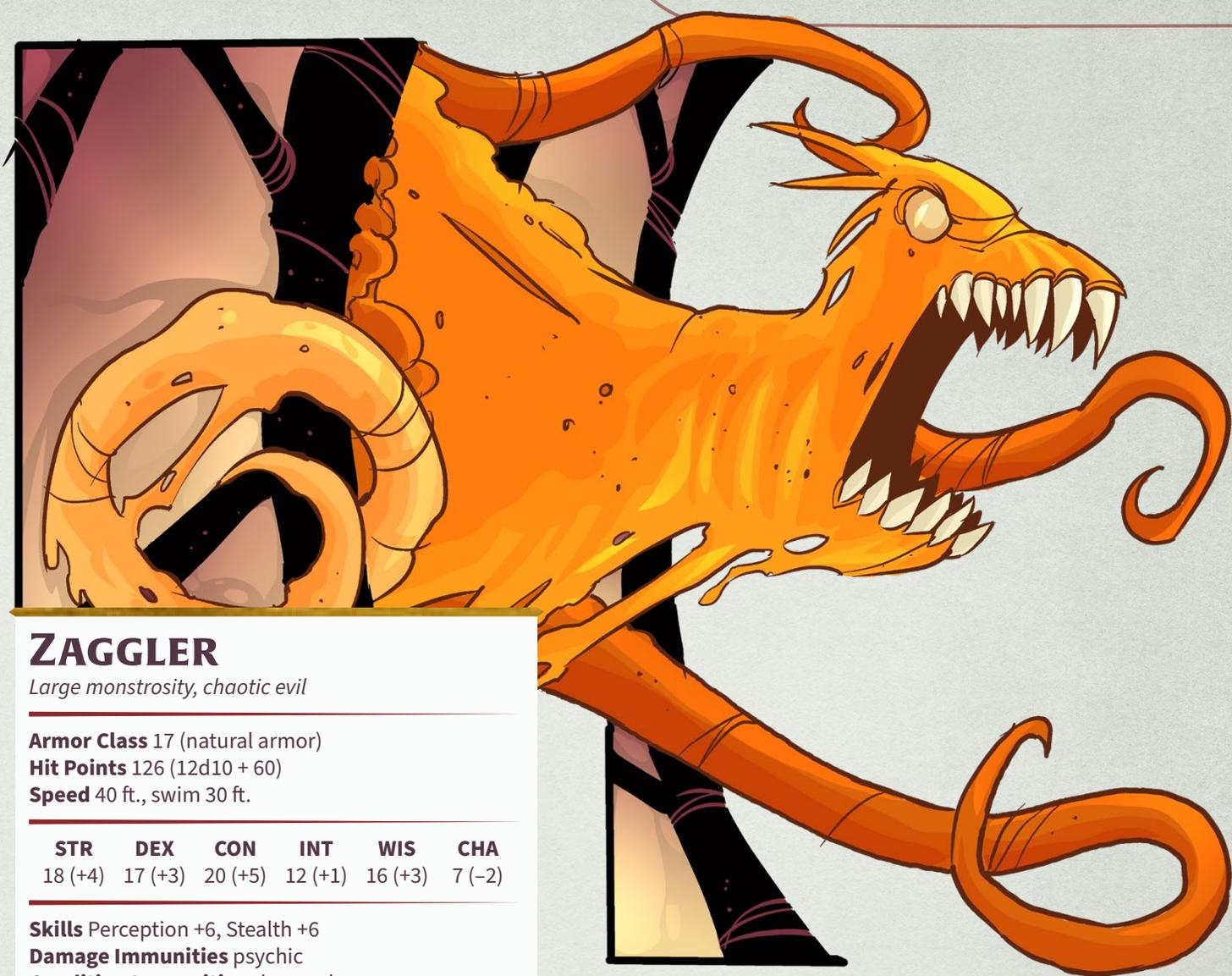
Tentacles. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. The target is grappled (escape DC 14) and the target is restrained until this grapple ends. The wall can grapple up to four Medium or smaller creatures.

Bite. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Swallow. The wall makes one bite attack against a target it is grappling. If the attack hits, the target is also swallowed into the void, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the void. A wall can only have one creature swallowed at a time. The swallowed target makes a DC 14 Wisdom saving throw at the end of each of their turns. On a successful save the target escapes the void and appears within 5 feet of the wall.

QUESTS

- 1 The demon swallows a king
- 2 Several lost pilgrims are taken prisoner
- 3 The demon guards a tomb full of traps



ZAGGLER

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	20 (+5)	12 (+1)	16 (+3)	7 (-2)

Skills Perception +6, Stealth +6

Damage Immunities psychic

Condition Immunities charmed, prone

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 7 (2,900 XP)

Squeeze Through. The zagglar can squeeze through a space as narrow as 1 foot wide.

Slippery. The zagglar has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The zagglar makes four tentacle attacks, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage and the target is grappled (escape DC 16). The zagglar can't grapple more than one Medium or smaller target with each tentacle.

Reel. The zagglar pulls each creature grappled by it up to 25 feet straight toward it.

ZAGGLER

Waking slowly, the perceptive cleric could hear something sliding across the stone floor. He sat up just in time to see a slimy tentacle emerge from a crack in the dungeon wall. Jumping to his feet, he awoke his sleeping companions. A zagglar had arrived on the scene and was ready for a fight.

Slippery Customer. This strange creature attempts to grapple its prey with its long tentacles and then digest its meal. Its lengthy tentacles are attached to a central body with a sizeable mouth. It is a very resourceful hunter.

Dungeon Stalker. The rubbery zagglar is able to move around dungeons in many different ways. It's very possible it could escape from one area and reappear in another.

QUESTS

- 1 a zagglar takes over an ancient dungeon
- 2 a dragon uses a zagglar to guard dungeon
- 3 a zagglar kidnaps a famous bard



CASTLE DUNGEONS

“What is hidden in the king’s dungeon can tell you a lot about the kingdom”

—ARCHMAGE IGNATIUS OF NOX

FAR BENEATH THE ELEGANT THRONES OF KINGS and queens are the shadowy dungeons of their castles. Hidden treasure vaults, barracks full of soldiers, and even jails can be found there.

Castle dungeons are additional levels of the massive stronghold. Most of the guards and their quarters are located here. The all-important armory could also be in this hard-to-reach location. Some of these structures are deep underground and have tunnels that extend out to different parts of the city and the surrounding area. The inhabitants of castles might have to retreat into the dungeon if they come under attack.

Numerous castle dungeons are abandoned and neglected. This is a perfect place for monsters or a secret faction to hide.

LOCATIONS

Throne room, court, halls, jail, barracks, treasure room, guardroom, storeroom, armory, library, chapel, bedchamber, hidden room, tomb, kitchen, kennel, trophy room, gallery, well, bath



CASTLE DUNGEON ENCOUNTERS

d20	Encounter	d20	Encounter
1	invisible stalker	11	flying sword
2	1d10 knights	12	mimic
3	loyal paladin	13	swarm of rats
4	1d12 guards	14	rust monster
5	3 gargoyles	15	1d4 ghosts
6	specter	16	1d8 mastiffs
7	animated armor	17	1d4 knights
8	gray ooze	18	3 spies
9	1d8 guards	19	assassin
10	1d6 giant rats	20	silver dragon

CASTLE DUNGEON EVENTS

d12	Events
1	prince disappears in a dungeon
2	the armory has been looted
3	giant worm tunnels under castle
4	hidden treasure vault discovered
5	ghosts take over the dungeon
6	adventurers thrown into castle jail
7	rust monsters invade dungeon
8	tunnel leads to nearby inn
9	screaming comes from the jail
10	bandits tunnel into castle dungeon
11	army of skeletons invades castle
12	ancient magic item is unearthed



MINDARTIS GOLDSTAR

Medium humanoid (high elf), chaotic good

Armor Class 13 (16 with *mage armor*)

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	18 (+4)	12 (+1)	16 (+3)

Skills Arcana +6, History +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Primordial

Challenge 4 (1,100 XP)

Fey Ancestry. Mindartis has advantage on saving throws against being charmed, and magic can't put him to sleep.

Spellcasting. Mindartis is a 6th-level wizard. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *fire bolt*, *mage hand*, *ray of frost*

1st level (4 slots): *find familiar*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *blur*, *scorching ray*, *shatter*, *thunderwave*

3rd level (3 slots): *counterspell*, *fireball*, *lightning bolt*

ACTIONS

+2 Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 3 (1d6) lightning damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

QUESTS

- 1 wizard is captured by necromancer
- 2 high elf searches for his father
- 3 wizard in conflict with wizard council



MINDARTIS GOLDSTAR

Most wizards are quite intelligent, however Mindartis believes there is nobody as bright as him. He is constantly arguing with the other party members. The high elf cannot believe how incompetent his companions are.

Visions of Grandeur. Deep down the mage lacks self-confidence. His brash attitude hides his true feelings. He gets very uncomfortable if someone questions him. The elf believes that only he has the solution to most problems.

Evocative Magic. Mindartis studies magic from the School of Evocation. The elf doesn't shy away from combat and is often near the front of the party.

Familiar Problems. He has a mischievous faerie dragon named Eggert.



DARK KNIGHT

Medium humanoid (human), lawful evil

Armor Class 20 (plate, shield)

Hit Points 114 (12d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	12 (+1)	14 (+2)	20 (+5)

Saving Throws Con +9, Wis +6, Cha +9

Skills Deception +9, Intimidation +9, Perception +6, Persuasion +9

Senses darkvision 60 ft., passive Perception 16

Languages Common and two others

Challenge 11 (7,200 XP)

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

Regeneration. The dark knight regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The dark knight can make three attacks.

Grimblade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 3 (1d6) necrotic damage.

REACTIONS

Parry. The dark knight adds 2 to its AC against one melee attack that would hit it. To do so, the dark knight must see the attacker and be wielding a melee weapon.

DARK KNIGHT

Some castles owned by nefarious individuals have evil guardians. The dark knight is one such infamous sentinel. Their mere presence is intimidating, and they can easily back up their reputation.

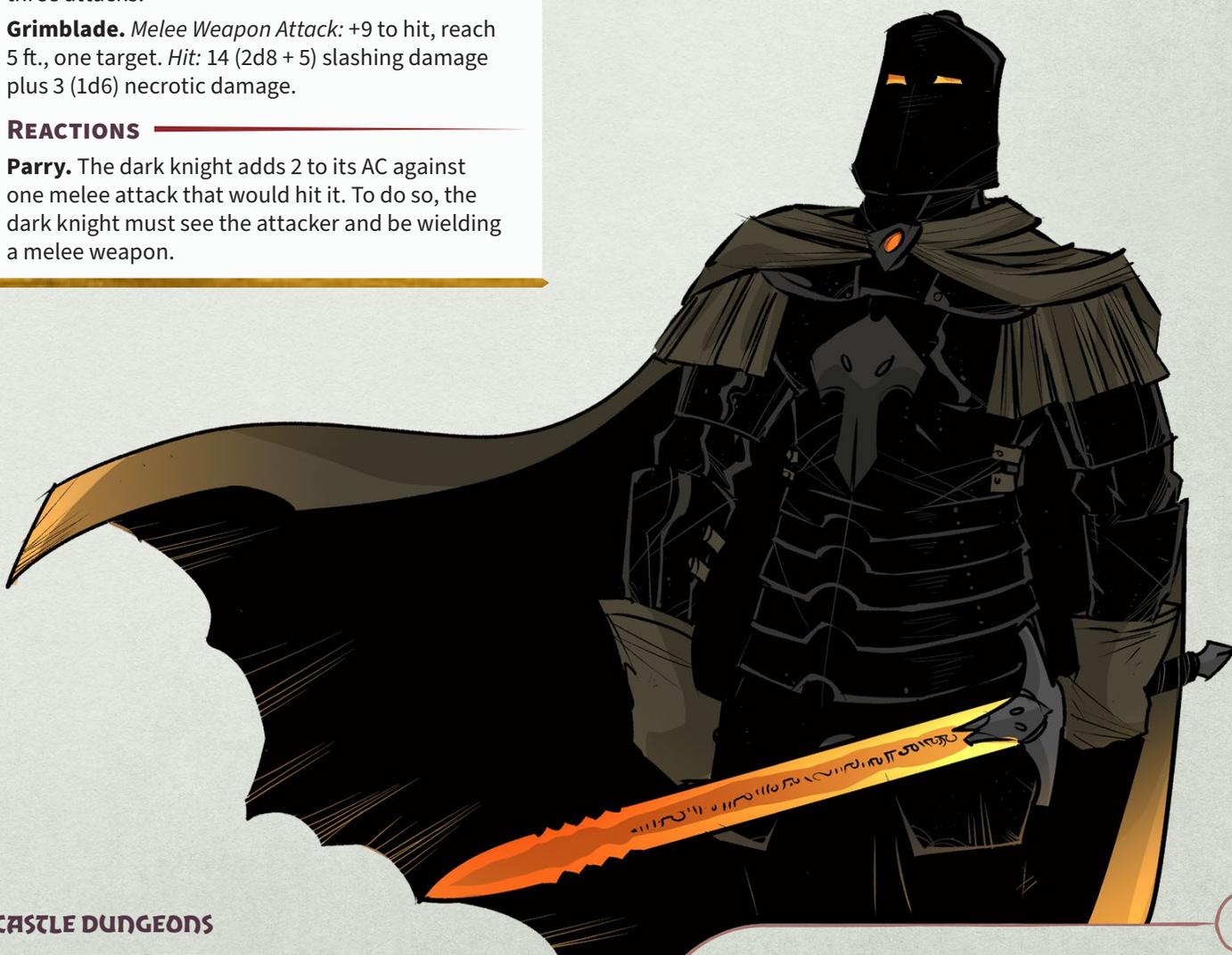
Wicked Warrior. Experienced and extremely well-trained fighters, these knights are a handful to deal with. They wear formidable armor and can parry attacks with their magical sword.

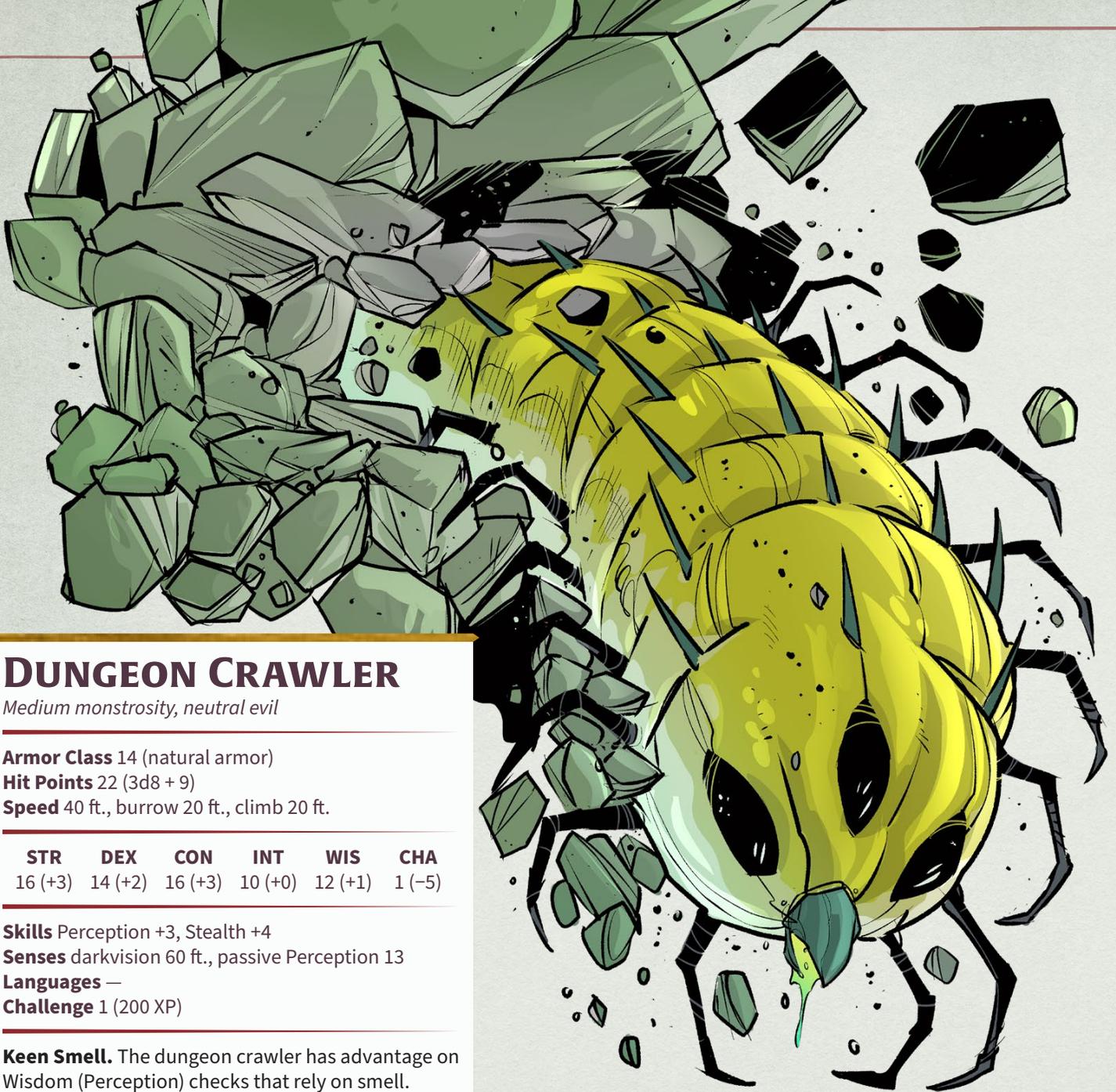
Ganging Up. Dark knights can act on their own, however many do enlist hirelings. They demand absolute loyalty from their subordinates. Their hirelings include other knights, veterans, guards, and evil humanoids.

Sinister Steed. Many dark knights use warhorses, nightmares, or dragons as mounts.

QUESTS

- 1 knight blackmails court jester
- 2 knight takes over queen's castle
- 3 knight allies with horrible witch





DUNGEON CRAWLER

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 40 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	1 (-5)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The dungeon crawler has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The dungeon crawler can climb difficult surfaces, including upside down on ceilings and sideways on walls, without needing to make an ability check.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Spit Poison. *Ranged Weapon Attack:* +5 to hit, range 10/30 ft., one target. *Hit:* 4 (1d8) poison damage.

QUESTS

- 1 crawler blocks vault entrance
- 2 dungeon crawler hunts faeries
- 3 dungeon crawler steals magic item

DUNGEON CRAWLER

Some creatures are perfectly suited to the dungeon environment. The dungeon crawler is at home in the underground world. They are rarely found outside of this environment.

Home Advantage. These monsters can run along the walls or upside down on ceilings. Their claws are strong enough to sink into stone.

Smell Test. Dungeon crawlers have an extraordinary sense of smell and can hunt down prey very effectively. Living on a diet of giant rats, giant centipedes, and other beasts satisfies their needs.

Dungeon Lairs. They build nests almost anywhere underground. The monstrosities are often more active at night and sleep most of the day.

FALLEN SOLDIER

Dust rains down from the ceiling as a large stone door opens. A dwarf warrior muscles his way into the chamber to find a burial crypt. Without warning, an undead human soldier awakens and attacks.

Grim Guard. Fallen soldiers were ordinary soldiers who died in battle. They have been brought back to life by necromancy. Like other undead, these horrors shy away from any sunlight.

Glory Days. Some of these monsters do not realize that their battle is over. They continue fulfilling their original mission, blind to the fact that the situation might have changed.

Undead Nature. A fallen soldier doesn't require air, food, drink, or sleep.



FALLEN SOLDIER

Medium undead, chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

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

Saving Throws Wis +1

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Sunlight Sensitivity. While in sunlight, the fallen soldier has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Undead Fortitude. If damage reduces the fallen soldier to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the fallen soldier drops to 1 hit point instead.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

QUESTS

- 1 necromancer creates undead army
- 2 soldier guards large armory
- 3 soldier stalks nervous intruders

DUNGEON ITEMS: OSWALD'S ROBE

Wondrous item, legendary (requires attunement by a sorcerer or wizard)

This stunning purple robe is embroidered with small golden crescent moons. You gain the following benefits while wearing the robe:

- If you aren't wearing armor, your base Armor Class is 15 + your Dexterity modifier
- Your spell save DC and spell attack bonus each increase by 2
- You have advantage on saving throws against spells and other magical effects
- If you roll a 1 when making a spell attack, you must roll on the Wild Magic table

FEAST OF BURDEN

Dishes upon dishes of sumptuous food cover a large table. Two tired servants stand nearby critiquing the monarchy. Without warning, the feast comes to life and attacks the stunned men.

Hard to Stomach. These odd creatures lie in wait for their prey. Some scholars believe they came to the Material Plane by means of a Riftgate.

Final Celebration. Many victims sit down at a feast ready to celebrate. But often this meal is their last. Countless evildoers use the aberration as a trap.

QUESTS

- 1 feast laid out by a scheming lich
- 2 feast attacks entire court
- 3 a birthday celebration goes south

FEAST OF BURDEN

Large aberration, chaotic evil

Armor Class 10

Hit Points 42 (5d10 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	12 (+1)	1 (-5)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

False Appearance. While the feast remains motionless, it is indistinguishable from a normal feast.

ACTIONS

Multiattack. The feast of burden makes three attacks.

Wild Boar Roar. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) force damage and make a successful DC 14 Strength saving throw or be knocked prone.

Vegetable Steam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) fire damage.

Duck Smoke. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) fire damage.

Deadly Drumsticks. *Ranged Weapon Attack:* +2 to hit, range 15/30 ft., one target. *Hit:* 5 (1d10) bludgeoning damage.

Throw Pie. *Ranged Weapon Attack:* +2 to hit, range 15/30 ft., one target. *Hit:* 3 (1d6) bludgeoning damage and the target is blinded until the end of their next turn.



FIENDISH FOOTMAN

A courageous cleric cautiously approaches the entrance to a castle's dungeon. The doors suddenly fly open and a couple of red devils leap out. They resemble large scarlet frog creatures, armed with flaming flails.

Scary Sentinels. Fiendish footman patiently stand guard for long periods of time. They obey whatever orders their masters have given them. These fiends enjoy what little power they have and challenge anyone who arrives at their post.

Boundless Energy. Unlike other sentinels, these devils do not get tired. Muscled and agile, they are physically adept. They can leap just as well as giant frogs.

QUESTS

- 1 footmen guards throne room
- 2 footmen guard magical portal
- 3 footmen escort arch devil



FIENDISH FOOTMAN

Large fiend (devil), lawful evil

Armor Class 16 (infernal armor and shield)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	9 (-1)	12 (+1)	11 (+0)

Saving Throws Str +6, Con +5, Wis +3

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

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

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

Standing Leap. The devil's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiattack. The devil makes three melee attacks.

Fiery Flail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage and 10 (3d6) fire damage.

DUNGEON ITEMS: CANDLE OF COMPANIONSHIP

Wondrous item, uncommon

After lighting this golden candle, you can use an action to summon a loyal magical guard for 1d4 hours. It doesn't talk, but understands any humanoid. Once the time is up it disappears and the candle melts into a puddle of golden wax.

FLAMING SUIT OF ARMOR

The nervous rogue waves her party forward after unlocking a door. As the heroes move past her, one companion spots something moving in the shadows. Out of the dark emerges a flaming suit of armor.

Castle Guard. These constructs are created by wizards to protect castles and other fortifications. They are made to resemble ordinary suits of armor and easily blend into the furnishings of many strongholds.

Still There. As they are magical constructs, they can sit and wait indefinitely. A castle filled with

flaming suits of armor can fight off many intruders. Although they are usually found in dungeons, some of the constructs end up being used in armies above ground.

Constructed Nature. A flaming suit of armor doesn't require air, food, drink, or sleep.

QUESTS

- 1 armor guards dungeon entrance
- 2 army of suits of armor attacks
- 3 armor contains a lost soul

FLAMING SUIT OF ARMOR

Medium construct, unaligned

Armor Class 18 (plate)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 3 (700 XP)

Antimagic Susceptibility. The suit of armor is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the suit of armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the suit of armor remains motionless and unlit, it is indistinguishable from a normal suit of armor.

Heated Body. The suit can use a bonus action to activate or deactivate its fire. A creature that touches the suit of armor or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

Multiattack. The suit of armor makes two melee attacks.

Fiery Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 3 (1d6) fire damage.





FORGOTTEN KING

Kings who are forgotten by their people or even their own families do not go quietly into the night. These undead monsters return to haunt their former castles.

Dark Deeds. Forgotten kings emerge from their dungeon resting places to cause chaos. They are bent on taking revenge against the kingdom and any of their enemies. The kings remember their former lives and know many of the most important secrets of the monarchy.

Repulsive Royalty. These undead monsters still see themselves as a class above everyone else. They also have minions that continue to serve their interests.

Undead Nature. A forgotten king doesn't require air, food, drink, or sleep.

QUESTS

- 1 king haunts ancient dungeon
- 2 king rebuilds former army
- 3 king allies with powerful lich

FORGOTTEN KING

Medium undead, chaotic evil

Armor Class 18 (plate)

Hit Points 123 (13d8 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 10 (5,900 XP)

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

Marshall Undead. Unless the forgotten king is incapacitated, it and undead creatures of its choice

within 60 feet of it have advantage on saving throws against features that turn undead.

Sunlight Sensitivity. While in sunlight, the forgotten king has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The forgotten king makes two melee attacks.

Cursed Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 7 (2d6) necrotic damage.

Eye Rays. The forgotten king shoots one of two rays at random, choosing one target it can see within 60 feet of it.

Fire Ray. The targeted creature must succeed on a DC 16 Dexterity saving throw or take 18 (4d8) fire damage.

Fear Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns.

GLOOM COLLECTOR

Lurking in the shadows of castle dungeons are unimaginable creatures. One such monster is the creepy gloom collector. It hides in the dark, awaiting its next victim. The horrifying six-armed shadow of the monster can be the last thing its prey ever sees.

Pain Drain. The gloom collector is an aberration from a distant, ghostly world. The gloom collector uses its six arms to make its way through dungeons. Its toxic touch can drain other creatures of their vital life force.

Paralysis Lost. The aberration can drain away the life of its prey as well as paralyze them. Once immobilized, the victim has little chance of surviving.



GLOOM COLLECTOR

Medium aberration, chaotic evil

Armor Class 13

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-3)	16 (+3)	16 (+3)	14 (+2)	17 (+3)	12 (+1)

Skills Perception +6, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Deep Speech

Challenge 5 (1,800 XP)

Sunlight Sensitivity. While in sunlight, the gloom collector has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Paralyzing Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

QUESTS

- 1 the collector stalks victims during a celebration
- 2 the collector eliminates members of the royal family
- 3 the collector steals valuable map



JADED JAILER

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	7 (-2)

Skills Perception +3

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1 (200 XP)

Keen Hearing and Sight. The jailer has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Sunlight Sensitivity. While in sunlight, the jailer has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Gaze of Hopelessness (2/Day). A jaded jailed gazes hopelessly at one target within 30 feet. The targeted creature must succeed on a DC 11 Wisdom saving throw or become paralyzed until the end of their next turn.

JADED JAILER

One of the least popular occupations in the kingdom is the jailer. However, someone must watch over the sketchy characters that end up imprisoned. The undead hated their former lives but continue to perform their duties.

Sad Sentinel. Jaded jailers work in tough environments and the humanoid they guard are even tougher. It can be challenging telling the criminals and jailers apart.

Mad World. Working in the dimly lit dungeons is not an issue for these creatures. They are at home in the gloomy environment. In combat, the jailers will use whatever melee weapons they can find from the castle armory.

Undead Nature. The jailer doesn't require air, food, drink, or sleep.

QUESTS

- 1 jailer kidnaps obnoxious noble
- 2 jailer guards captured druid
- 3 jailer guards secret passage

DUNGEON ITEMS: MENDING BONES

Wondrous item, very rare

These tiny magical bones come in a purple leather bag. Once palmed by an injured humanoid they regenerate any limb and then crumble to dust.

NARCILLUS

Stalking through a castle dungeon, a thief notices a golden treasure chest. Smiling broadly, she silently moves towards it. Suddenly she sees an exact duplicate of herself materialize out of thin air.

Vain Pain. The narcillus can assume the form of any humanoid creature it sees. It is very difficult for anyone to tell the difference between the two. The creature even sounds like its double.



Self-Absorbed. It uses its ability to replicate humanoids to ensnare victims. The monster then begins to suck the life force out of its prey. Victims of a narcillus literally die by their own hand.

Narcissistic Netherworld. Narcilli come from another world. However, this shadowy world is actually very close to the Material Plane.

QUESTS

- 1 a narcillus replaces influential duchess
- 2 a narcillus steals a priceless treasure
- 3 narcilli impersonate adventurers

NARCILLUS

Medium aberration, neutral evil

Armor Class 14

Hit Points 58 (9d8 + 18)

Speed 30 ft. (in mimic form), fly 30 ft. (hover in true form)

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

Skills Deception +5, Perception +4, Stealth +6

Damage Resistances acid, cold, fire, lightning, thunder

Condition Immunities prone (in true form)

Senses darkvision 60 ft, passive Perception 14

Languages all

Challenge 4 (1,100 XP)

Incorporeal Movement (in true form). The narcillus can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Mimic Form. The narcillus can use an action to assume the form and voice of any humanoid creature it sees within 60 feet, or return to its true form. If it is killed, it also returns to its true form.

True Colors. A humanoid that knows the creature can make a DC 17 Wisdom check to determine if the narcillus mimicking another humanoid is a fake.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) necrotic damage, and the target's Strength score is reduced by 1. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts for 1d4 hours.

Force Blast. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) force damage.

PORTRAIT OF A YOUNG ADVENTURER

Medium construct, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	5 (-3)	11 (+0)	1 (-5)	8 (-1)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 1/2 (100 XP)

Antimagic Susceptibility. The portrait is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the portrait must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Heroic Pose. Whoever is within 30 feet of the painting is depicted in a heroic scene in the painting.

ACTIONS

Paralyze. The portrait targets a creature it can sense within 30 feet. The creature must make a successful DC 11 Constitution saving throw or be petrified. The target can repeat the saving throw after each of the portrait's turns.

PORTRAIT OF A YOUNG ADVENTURER

An anxious adventuring party makes its way further into a dimly lit dungeon. Suddenly one of the companions stops moving. The other heroes realize he is petrified. The bewildered party looks around to see what could have attacked their friend. They are amazed to find a nearby painting featuring the members of the party.

Noble Pose. The painting depicts a heroic scene containing those who view it. It was first created by a powerful wizard to petrify those who gaze at it. There are now numerous cursed paintings in existence.

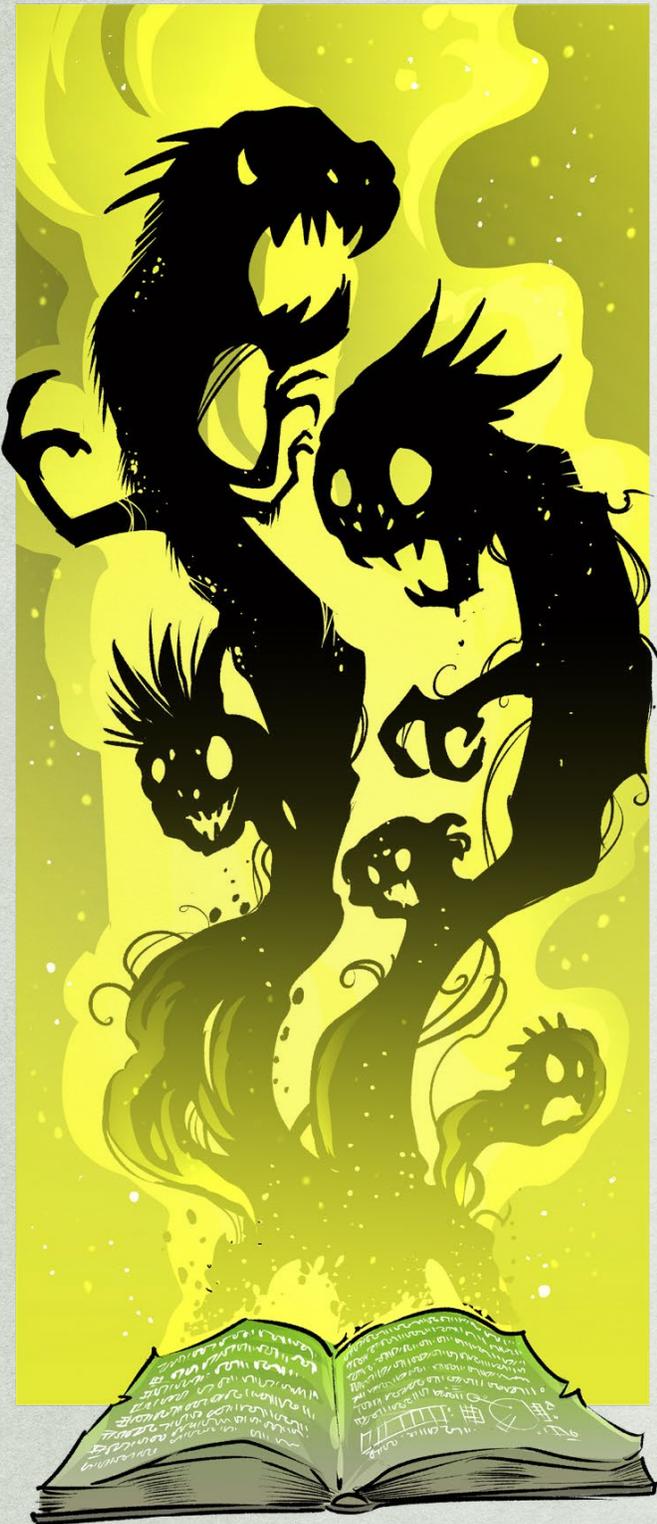
Cursed Collection. Rumors have surfaced that Duke Hans Frankle was behind an elaborate plot to steal the paintings. It is believed an evil dark lord now possesses many of the portraits.

Constructed Nature. The portrait doesn't require air, food, drink, or sleep.

QUESTS

- 1 multiple portraits protect hallway
- 2 portrait guards throne room
- 3 portrait is stolen by goblins





SHADY CHARACTERS

Shady characters emerge from books and bring a horror story to life. Strange aberrations from another world, they take the form of fictional characters. Legends speak of castles full of victims being discovered, with little clue as to what had happened.

Grim Tales. The monsters emerge from their book and act out the darkest versions of characters from the story. A holy knight becomes an anti-paladin, a kindly wizard turns into a necromancer.

Off Script. These aberrations loathe creatures that aren't part of their story. They attack anything that enters their territory.

QUESTS

- 1 characters emerge from history book
- 2 characters originate in autobiography
- 3 characters emerge from songbook

SHADY CHARACTERS

Medium swarm of Tiny aberrations, neutral evil

Armor Class 16 (natural armor)

Hit Points 36 (8d8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	14 (+2)	12 (+1)

Skills Perception +4

Damage Immunities necrotic, poison, psychic

Condition Immunities exhaustion, poisoned, prone

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 3 (700 XP)

Incorporeal Movement. Shady characters can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Plot Hole (2/Day). Shady characters uses a bonus action and enters a magical temporal hole and reappears up to 30 feet away.

ACTIONS

Multiattack. Shady characters makes three attacks.

Story Beats. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) force damage.

Swords of Irony. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) psychic damage.

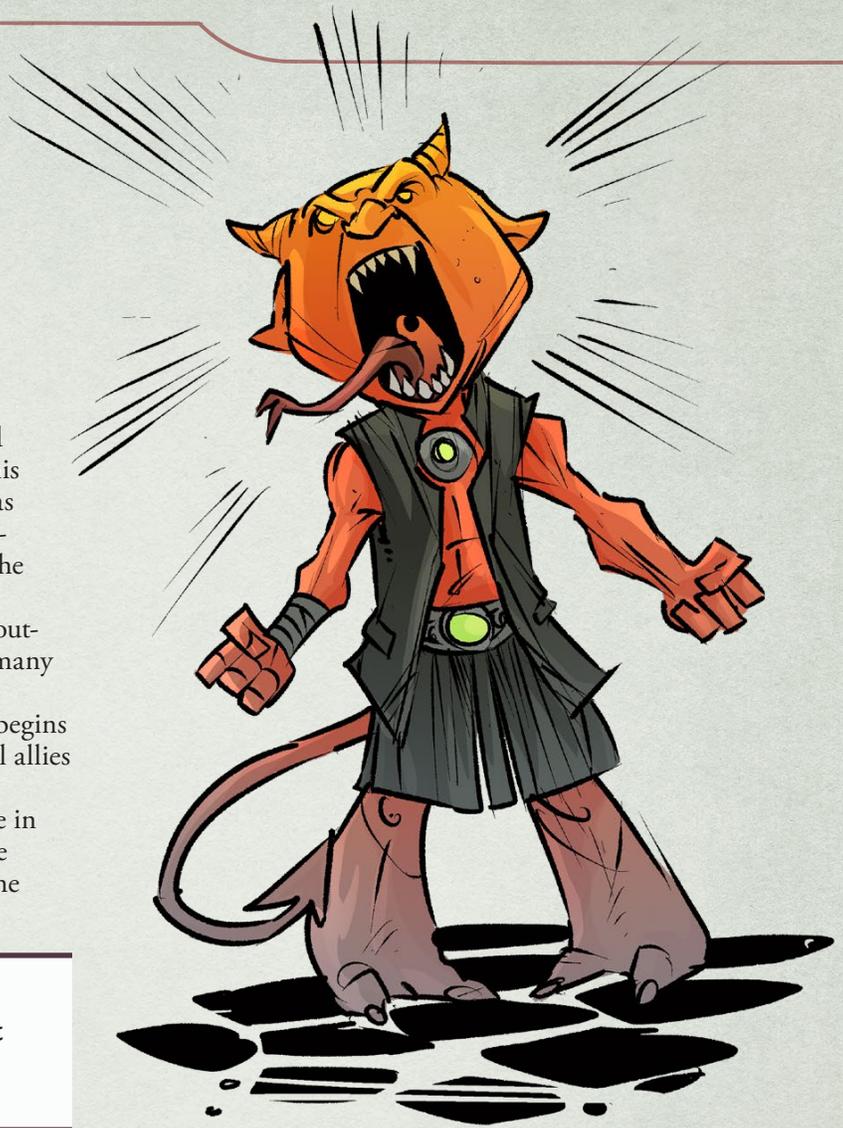
SPOILED PRINCE OF DARKNESS

Everyone in the castle had enough of the spoiled prince. A couple of the guards escorted him to his new quarters in the dungeons. This character was a such a nuisance, his terrible behavior was intolerable. However, a demon intervened and gave the prince new powers.

Fiendish Plot. The spoiled prince is now an out-of-control fiend. He still resembles a human in many ways and can easily blend into a royal court.

Power Play. After joining a court, the fiend begins his quest for power. He continuously gathers evil allies and seek to overthrow the current ruler.

Dungeon Denizen. Spoiled princes often live in a dungeon away from the rest of the court. Some of them find ways to conjure more fiends onto the Material Plane.



QUESTS

- 1 demon takes command of the royal court
- 2 demon toys with immature warlock
- 3 demon summons more minions

SPOILED PRINCE OF DARKNESS

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	18 (+4)	18 (+4)	9 (-1)	16 (+3)

Saving Throws Con +8, Int +8, Cha +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 9

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

False Privilege. The prince has disadvantage on Charisma checks and saving throws.

Innate Spellcasting. The prince's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: darkness, detect magic, dissonant whispers
3/day each: dispel magic, invisibility (self only)
1/day each: confusion, dominate person

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

Magic Weapons. All the prince's attacks are magical.

ACTIONS

Multiaction. The prince makes two tongue attacks.

Forked Tongue. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Whine. The prince whines at one creature that it can see within 60 feet of it. That target must make a DC 15 Wisdom saving throw or take 14 (3d6 + 4) psychic damage.

THRONE OF LIES

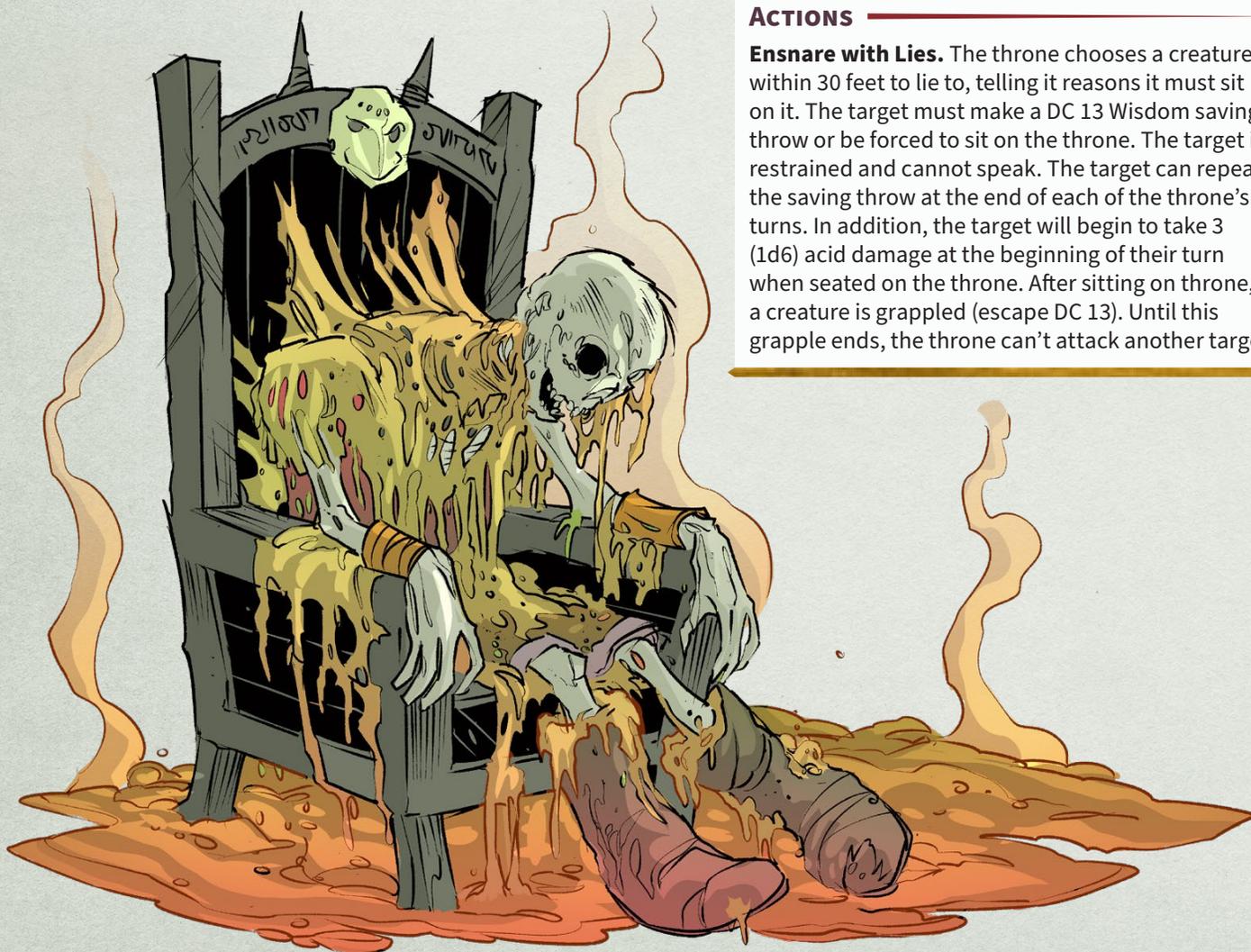
The castle dungeon had a duplicate throne from the one in the actual throne room above. However, the cool underground chamber was rather uninviting. Eerie whispering came from the throne and a feeling of dread hung in the air.

Fabricated Stories. These talkative creatures do whatever they can to capture their prey. The throne attempts to persuade humanoid to take a seat. Because they fit into their surroundings so well, the aberrations often go unnoticed.

Seated for Dinner. After convincing their victim to sit down, the monster releases acids to dissolve them. It is a painful death as the helpless prey is absorbed by the throne. Some hapless creatures that encounter the aberration seem to have disappeared from the dungeon.

QUESTS

- 1 throne influences an old, feeble king
- 2 throne traps famous paladin
- 3 multiple thrones fill large dungeon



THRONE OF LIES

Large aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	3 (-4)	16 (+3)	16 (+3)	12 (+1)	3 (-4)

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages all

Challenge 2 (450 XP)

False Appearance. While the throne remains motionless, it is indistinguishable from a normal throne.

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

ACTIONS

Ensnare with Lies. The throne chooses a creature within 30 feet to lie to, telling it reasons it must sit on it. The target must make a DC 13 Wisdom saving throw or be forced to sit on the throne. The target is restrained and cannot speak. The target can repeat the saving throw at the end of each of the throne's turns. In addition, the target will begin to take 3 (1d6) acid damage at the beginning of their turn when seated on the throne. After sitting on throne, a creature is grappled (escape DC 13). Until this grapple ends, the throne can't attack another target.

ZOMBIE BASILISK

Huge undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	1 (-5)	6 (-2)	3 (-4)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 8 (3,900 XP)

Sunlight Sensitivity. While in sunlight, the zombie basilisk has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Undead Fortitude. If the damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage take, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 10 (3d6) poison damage.

Petrifying Gaze (Recharge 4–6). If a creature starts its turn within 60 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 14 Constitution saving throw. On a failed save, the creature magically is petrified.

ZOMBIE BASILISK

Something heavy was moving across the cold stone floor. The sorcerer was feeling a lot of apprehension and backed away to the other side of the chamber. Then two large yellow eyes peered out through the darkness.

Stone Cold Killer. These creatures were vicious hunters when they lived, and nothing has changed. Even though it does not need food to survive anymore, the zombie basilisk still tracks down prey.

Horror Show. Some owners of castle dungeons surrender part of their stronghold to the monster. They do not dare to confront it and find a way to live with it. Evildoers sacrifice unfortunate humanoids who enter their dungeon to the undead basilisk.

Undead Nature. A zombie basilisk doesn't require air, food, drink, or sleep.

QUESTS

- 1 basilisk haunts castle dungeon
- 2 basilisk guards hidden lair
- 3 basilisk serves rakshasa





MANOR DUNGEONS

“Many of the nobles’ dungeons are nicer than ordinary peoples’ homes.”

—DESMOND HAWKEYE,
FAMOUS MONSTER HUNTER

WHILE NOBLES ARE BEING SERVED succulent feasts, hidden beneath them are expansive dungeons. These dungeons are used for a variety of activities.

Many wealthy citizens simply extend their living quarters underground. Even elegant guest rooms can be found in the dungeons. Treasure rooms or vaults in these areas are filled with extraordinary wealth. Sometimes these areas are simply used for storing all the extra items the nobles cannot be bothered with.

NOBLES ALSO HAVE SECRETS THAT THEY NEED to keep out of the light of day. Sometimes troublesome family members are kept hidden underground. In other cases, the wealthy engage in activities they would rather keep secret from the public. Some wealthy villains keep their secret organizations hidden from view.

LOCATIONS

Audience chamber, banquet room, library, kitchen, pantry, bedchamber, hidden room, storeroom, study, treasure room, kennels, trophy room, museum, gallery, bath, cellar, well



MANOR DUNGEON ENCOUNTERS

d20	Encounter	d20	Encounter
1	rakshasa	11	1d4 spies
2	3 succubi	12	gray ooze
3	night hag	13	1d4 shadows
4	1d4 werewolves	14	rug of smothering
5	1d4 knights	15	1d4 vampire spawn
6	1d8 cultists	16	1d8 gargoyles
7	specters	17	1d6 cult fanatics
8	1d6 nobles	18	gelatinous cube
9	1d4 mastiffs	19	3 wights
10	1d8 veterans	20	vampire

MANOR DUNGEON EVENTS

d12	Events
1	wild party gets out of control
2	a noble disappears from dungeon
3	party guests get lost in a dungeon
4	devil-worshipping cultists arrive
5	duke’s daughter summons a demon
6	all the food turns into monsters
7	undead loot the entire manor
8	treasure vanishes from vault
9	oozes spread out from the dungeon
10	corrupt noble escapes authorities
11	priest enlisted to repel undead
12	baron hides a criminal in dungeon





CAELYNN ARNATH

The orc suddenly smiled and lowered its greataxe. Once again Caelynn had succeeded in magically charming an opponent. Other members of the adventuring party chuckled at the evil humanoid.

Disarming Charm. Caelynn has a way with words and with people. The gorgeous bard can charm most creatures effortlessly. At the same time, she can dress down anyone with ease.

Making Great Strides. The half-elf moves as if her feet do not even touch the ground. Everything she does seems graceful.

Style Council. Her favorite pastime is keeping up with the latest fashions, elvish and human. Caelynn is always decked out in a stunning outfit.

QUESTS

- 1 half-elf charms notorious baron
- 2 the bard searches for magical lute
- 3 half-elf searches for missing scroll

CAELYNN ARNATH

Medium humanoid (half-elf), chaotic good

Armor Class 17 (+1 studded leather)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	14 (+2)	12 (+1)	19 (+4)

Skills Acrobatics +6, Perception +3, Performance +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Halfling

Challenge 3 (700 XP)

Bardic Inspiration (4/Day). She can use a bonus action to choose one creature within 60 feet of her who can hear her. That creature gains one Bardic Inspiration die, a d8. Once within the next 10 minutes, the creature can add the number rolled to one ability check, attack roll, or saving throw it makes.

Fey Ancestry. Caelynn has advantage on saving throws against being charmed, and magic can't put her to sleep.

Song of Rest. Caelynn can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. She can also confer this benefit on herself.

Spellcasting. Caelynn is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She can cast the following spells:

Cantrips (at will): *light, mage hand, vicious mockery*

1st level (4 slots): *charm person, cure wounds, faerie fire, thunderwave*

2nd level (3 slots): *invisibility, knock, locate object*

3rd level (2 slots): *dispel magic, glyph of warding*

ACTIONS

+2 Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

REACTIONS

Cutting Words. When a creature that she can see within 60 feet of her makes an attack roll, an ability check, or a damage roll, she can use her reaction to subtract 1d8 from the creature's roll. The creature is immune if it can't hear her or if it's immune to being charmed.

CURSED COOK

Many cooks are employed at wealthy manors to serve demanding nobles. Some are treated horribly and return from the dead to seek revenge. The cursed cook wanders manor dungeons looking for victims.

Culinary Criminal. They are rampaging undead monsters. Hating nobles more than anything, they attack them before they attack other creatures. Some of the undead monsters even wander into the manor itself and confront the aristocrats.

Gastronomical Gourmet. The cursed cook loathes those that make rude comments about their food. They hide in dining areas and kitchens, waiting to surprise ungrateful diners.

Undead Nature. A cursed cook doesn't require air, food, drink, or sleep.

QUESTS

- 1 cook allies with vampire spawn
- 2 cook searches for rare ingredients
- 3 cook serves corrupt king

DUNGEON ITEMS: RING OF ENDORSEMENT

Ring, very rare

While wearing this shiny silver ring you gain +2 to your Charisma checks.

CURSED COOK

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	7 (-2)	9 (-1)	9 (-1)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Common

Challenge 1 (200 XP)

Shadow Stealth. While in dim light or darkness, the cursed cook can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the cursed cook has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The cursed cook makes two attacks.

Chef's Knife. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.





DREAM WALKER

At times fey creatures find their way into the Material World. Some arrive through portals in hidden dungeons. Others travel by way of the Ethereal Plane. The dream walker is one such fey. They are attracted to the dreams of creatures that live in the ordinary world.

Night Vision. Dream walkers use the Ethereal Plane to enter dreams. They can experience every moment of another creature's dream.

Lost in Reverie. The monster learns as much as they can while in the victim's dream. They use this knowledge to gain power and influence.

Sand Man. The dream walker has magical sand it can throw at other creatures. Originally from Feyland, the toxic sand damages the mind.

QUESTS

- 1 the fey sells dreams to highest bidder
- 2 the fey summons allies from Feyland
- 3 the fey takes the place of local noble

DREAM WALKER

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	18 (+4)	20 (+5)	20 (+5)	18 (+4)

Skills Insight +9, Investigation +9, Perception +9

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 19

Languages Common, Sylvan

Challenge 9 (5000 XP)

Etherealness. The dream walker magically enters the Ethereal Plane, or vice versa.

Innate Spellcasting. The dream walker's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *detect magic*, *minor illusion*

3/day each: *chromatic orb*, *color spray*, *darkness*, *sleep*

1/day each: *arcane eye*, *dispel magic*, *dream*, *fog cloud*, *hallucinatory terrain*

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

Shadow Stealth. While in dim light or darkness, the dream walker can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the dream walker has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Throw Dream Sand. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) psychic damage. The target dies if this reduces its hit points to 0.

Enter Sandland. While on the Ethereal Plane, the dream walker magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the dream walker can see everything that happens in the humanoid's dreams.

EAR WYRM

Staying awake to watch over the party was their burly fighter. He sat calmly with his sword in his lap. Then something rather odd began to happen. The warrior heard a song and it kept repeating over and over.

Audibly Annoying. Ear wyrms are tiny mischievous dragons. They pick a victim to sing a song over and over to. This damages the mind of their target and can drive them insane.

Competing Interests. One of the few ways to deal with an ear wurm is to sing another song over and over. This in turn drives the ear wurm crazy and can even kill it.

QUESTS

- 1 wurm teases young noblewoman
- 2 wurm torments wealthy merchant
- 3 wurm steals a famous bard's songs

DUNGEON ITEMS: DUNGEON BALL OF DIRECTION

Wondrous item, rare

This small clear crystal ball shows what the nearest exit out of the dungeon looks like.

EAR WYRM

Tiny dragon, chaotic evil

Armor Class 16

Hit Points 5 (2d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	10 (+0)	12 (+1)	14 (+2)	12 (+1)

Skills Insight +4, Perception +4, Persuasion +3

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic

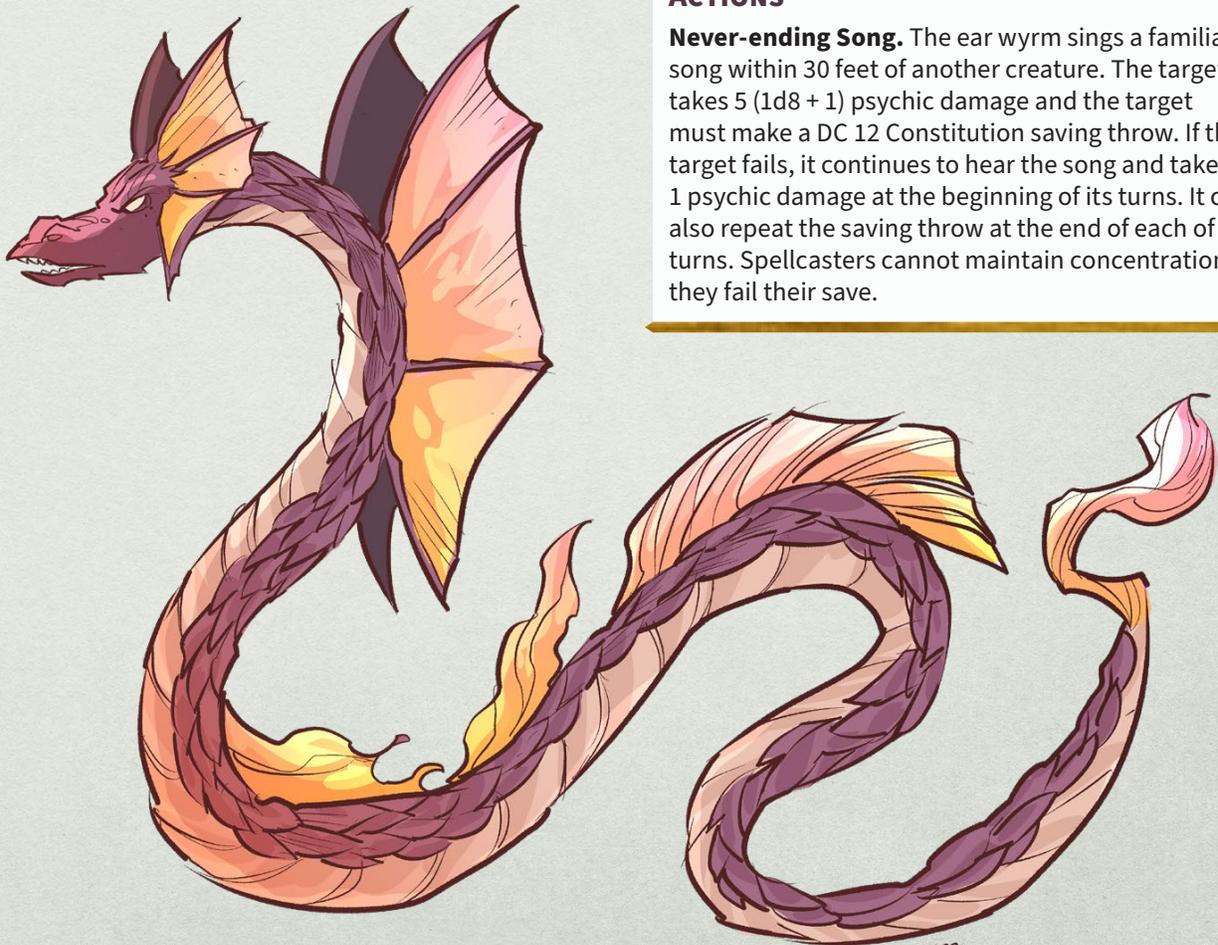
Challenge 1/2 (100 XP)

Musical Insight. The ear wurm targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the ear wurm's Wisdom (Insight) check. If the ear wurm wins, it magically learns a familiar song of the target.

Musical Sensitivity. The ear wurm takes 1 hit point damage for every song that is repeated within 5 feet of it.

ACTIONS

Never-ending Song. The ear wurm sings a familiar song within 30 feet of another creature. The target takes 5 (1d8 + 1) psychic damage and the target must make a DC 12 Constitution saving throw. If the target fails, it continues to hear the song and takes 1 psychic damage at the beginning of its turns. It can also repeat the saving throw at the end of each of its turns. Spellcasters cannot maintain concentration if they fail their save.





FOUNTAIN MAN

Out of the fountain emerged a strange water creature. Its large face loomed above the surprised adventurers. Fountain men live inside underground lakes and rivers, pools, and other watery environments. These nasty creatures enjoy surprising their victims.

Spouting Off. Fountain men are made of water and detest all creatures except other elementals. They attack any non-elementals that enter their territory.

Go with the Flow. If there are waterways or sewer systems in the area, fountain men are aware of them. They use this knowledge to travel around the area and surprise any intruders.

QUESTS

- 1 the elemental enters city above
- 2 fountain man floods dungeon
- 3 fountain man allies with evil druid

FOUNTAIN MAN

Medium elemental, unaligned

Armor Class 15 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	9 (-1)	11 (+0)	5 (-3)

Skills Perception +2, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Common

Challenge 4 (1,100 XP)

Freeze. If the fountain man takes cold damage, it partially freezes; and its speed is reduced by 20 feet until the end of its next turn.

Water Form. The fountain man can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The fountain man makes two attacks.

Water Jet. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) force damage.

REACTIONS

Water Shield. The fountain man adds 1 to its AC against one melee or ranged weapon attack that would hit it. To do so, the fountain man must see the attacker.



GRAY HAG

Racing through the dungeon is a gray-haired hag. She rides a magical broomstick, moving quickly above the dusty stone floor. Turning down another passage, the fey creature cackles as she spots a group of explorers. The gray hag is a nasty crone that enjoys toying with her prey. She uses her many talents to create chaos.

Big Mouth. Incredibly, the gray hag can swallow some creatures. Her mouth can expand to an extraordinary size. Seeing the hag eat another creature is a profoundly disturbing sight.

Big Air. Gray hags usually have a broom of flying with them. They enjoy riding these magic items everywhere, even in dungeons.

QUESTS

- 1 hag moves coven into dungeon
- 2 hag hides crucial prophecy
- 3 hag searches for potion recipe

GRAY HAG

Medium fey, chaotic evil

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	16 (+3)	16 (+3)	18 (+4)

Skills Deception +7, Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages Common, Primordial, Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *chill touch*, *detect magic*, *poison spray*

3/day each: *darkness*, *detect thoughts*, *invisibility*, *misty step*

1/day each: *blight*, *counterspell*, *polymorph*

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

Shadow Stealth. While in dim light or darkness, the hag can take the Hide action as a bonus action.

Spider Climb. The hag can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 Strength saving throw or be swallowed by the hag. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the hag, and it takes 10 (3d6) acid damage at the start of each of the hag's turns. If the hag dies, a swallowed creature is no longer restrained by her and can escape from the corpse by using 5 feet of movement, exiting prone.

Change Shape. The hag magically polymorphs into a Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.



GRIM NOBLE

Some nobles live to exploit ordinary citizens and see themselves as better than others. Several of these people end up returning from the dead in cursed forms. Many continue to live in gloomy, haunted versions of their old manors.

Death of Luxury. Grim nobles are horrible undead that spend most of their time longing for their old life. They still hoard gold, gemstones, and art objects. The undead masters do whatever they can to retain ownership of their former properties.

Miserable Minions. Other undead that end up in the service of the grim noble are not treated well. Some of these servants wish they hadn't returned from the dead after all.

Undead Nature. A grim noble doesn't require air, food, drink, or sleep.

GRIM NOBLE

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	16 (+3)	18 (+4)	12 (+1)	18 (+4)

Skills History +7, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish

Challenge 5 (1,800 XP)

False Privilege. The grim noble has disadvantage on all Charisma checks and saving throws.

Shadow Stealth. While in dim light or darkness, the grim noble can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the grim noble has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The grim noble makes two melee attacks.

Cursed Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage and 7 (2d6) necrotic damage.

Glare of Superiority. The grim noble targets one creature it can see within 30 ft. of it. If the target can see the grim noble it must succeed on a DC 15 Wisdom saving throw or become frightened until the end of the grim noble's next turn. A target that succeeds on the saving throw is immune to the glare of any grim nobles for the next 24 hours.

QUESTS

- 1 the noble partners with ghosts
- 2 noble haunts ancient manor
- 3 undead noble allies with living nobles



GRINNING HOUND

Large fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	12 (+1)	12 (+1)	14 (+2)

Skills Perception +3, Stealth +4

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 3 (700 XP)

Brave. The grinning hound has advantage on saving throws against being frightened.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Invisible Passage. The hound grins and magically turns invisible until it attacks. While invisible, it leaves no physical evidence of its passage, so it can be tracked only by magic.

GRINNING HOUND

The heroes had finally cornered an evil hound and the paladin unsheathed his greatsword. Curiously, the creature grinned widely at the adventurers. Its creepy smile hung in midair as the rest of its body faded away. Then the smile vanished into thin air.

Disappearing Act. Grinning hounds are hard to keep track of. These odd fey creatures can disappear at any time. Mysteriously, the last thing a creature sees is the hound's smile.

Nothing But a Hound. Many creatures underestimate these strange fey. Grinning hounds appear to be enormous dogs and rather beast-like.

Funny Bone. The peculiar fey have a tremendous sense of humor. They love to play tricks on other creatures. However, these games can quickly get out of hand.

QUESTS

- 1 hound does a lich's bidding
- 2 hound taunts adventurers
- 3 hound is bought by evil noble



HOBNOB

Some fey are loners and keep to themselves. Hobnobs are just the opposite, they love to be around other humanoid. These wicked creatures are interested in status as much as power. They can magically shrink humanoids and do so without hesitation.

Big Ambitions. Several hobnobs have made their way to the Material Plane. They are attracted to crowded cities and social gatherings of any sort.

Powerful Friends. Hobnobs seek out influential creatures and attempt to charm them. However, they won't hesitate to make vicious remarks if it serves them.

Passion for Fashion. Small in stature, hobnobs will dress extravagantly to compensate. They are always clad in outlandish outfits.

QUESTS

- 1 hobnob crashes famous gala
- 2 hobnob charms steward
- 3 hobnob joins gang of thugs

HOBNOB

Small fey, neutral evil

Armor Class 15

Hit Points 44 (8d6 + 16)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	15 (+2)	16 (+3)	18 (+4)	22 (+6)

Skills Deception +9, Perception +7, Performance +9, Persuasion +9, Stealth +8

Senses darkvision 60 ft., passive Perception 17

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. The hobnob's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights, friends, message, vicious mockery*

3 each/day: *charm person, dissonant whispers*

1 each/day: *detect thoughts, invisibility, suggestion*

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

Mix and Mingle. A hobnob can use a bonus action to Hide in any large crowd. They make their Dexterity (Stealth) check with advantage.

ACTIONS

Nob Staff. *Ranged Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Small Talk (3/Day). A hobnob can target any humanoid they are speaking to within 5 feet and shrink them as if they had cast an *enlarge/reduce* spell.



KNICK KNACK

Small fey, chaotic neutral

Armor Class 14

Hit Points 27 (6d6 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	12 (+1)	12 (+1)	16 (+3)	12 (+1)

Skills Perception +5, Sleight of Hand +6, Stealth +6

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 3 (700 XP)

Innate Spellcasting. The knick knack's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch*, *dancing lights*, *message*, *vicious mockery*

3/day each: *invisibility*, *knock*

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

Mimicry. The knick knack can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 16 Wisdom (Insight) check.

ACTIONS

Whack. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

KNICK KNACK

A noble family had complained to the duke for months about an intruder. They had told the local authorities there was a small, magical creature in their dungeon. However, they couldn't seem to find it anywhere.

Trail of Clues. Signs that something was inside the manor dungeon were everywhere. Strange whispers could be heard now and then. Food and other items vanished from the kitchen.

Pet Sounds. Greedy knick knacks can mimic the sounds of humanoids, beasts, and objects. Whether it's the noble's daughter, a cat, or a door opening, the fey can create many sounds.

Cunning Criminal. The goal of the knick knack is to steal as much as possible. Then they sell their loot and move to a new location. This fey often deals with the same fence to help with their stolen property.

QUESTS

- 1 knick knack haunts young family
- 2 knick knack robs treasure vault
- 3 knick knack steals magical scroll



MISTER WIGHT

After leaving the ballroom, a guest found herself in the manor's spacious dungeon. She was heartbroken and wondered if she would ever meet her true love. Then the young woman saw a striking nobleman.

Dark Nature. These monsters seek out lonely creatures and force them to do their bidding. They aren't like most undead and appear rather handsome. Only their cold eyes hint at what is beneath the surface.

Unhealthy Relationship. Mister Wight seeks to ensnare a sad woman and take advantage of her good nature. It is a heartless, manipulative monster.

Undead Nature. Mister Wight doesn't require air, food, drink, or sleep.

QUESTS

- 1 wight romances the queen
- 2 wight leads an undead gang
- 3 wight takes noble's place

MISTER WIGHT

Medium undead, neutral evil

Armor Class 16 (studded leather)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	10 (+0)	15 (+2)	19 (+4)

Skills Perception +5, Persuasion +7, Stealth +7

Damage Resistances cold, fire, lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Living a Lie. Mister Wight appears to be a living human. A successful DC 15 Investigation (Intelligence) or Insight (Wisdom) check can reveal its undead nature.

Sunlight Sensitivity. While in sunlight, Mister Wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turn Defiance. The wight has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. Mister Wight makes three attacks.

+1 Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under Mister Wight's control, unless the humanoid is restored to life or its body is destroyed. Mister Wight can have no more than twenty zombies under its control at one time.

MYRR MIRROR

A precocious princess begged her parents to let her move into the manor dungeon. After the servants had moved her into a luxurious chamber, she was finally alone. The princess sat in front of an ancient mirror. Suddenly the mirror shattered, and glass shards shot towards her.

Terrible Trap. Dark Myrrian wizards construct these devices as devious traps. Wealthy nobles will hire spellcasters to build the strange constructs. The rich folk tell their servants that it will bring bad luck if the mirrors are broken. Originally, the constructs were only found on the continent of Zogg, some have now been discovered on the continent of Myrr.

Constructed Nature. The mirror doesn't require air, food, drink, or sleep.

QUESTS

- 1 mirrors fill abandoned manor
- 2 mirror guards treasure vault
- 3 mirror protects evil noble's chamber

MYRR MIRROR

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 20 ft.

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

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, poisoned

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

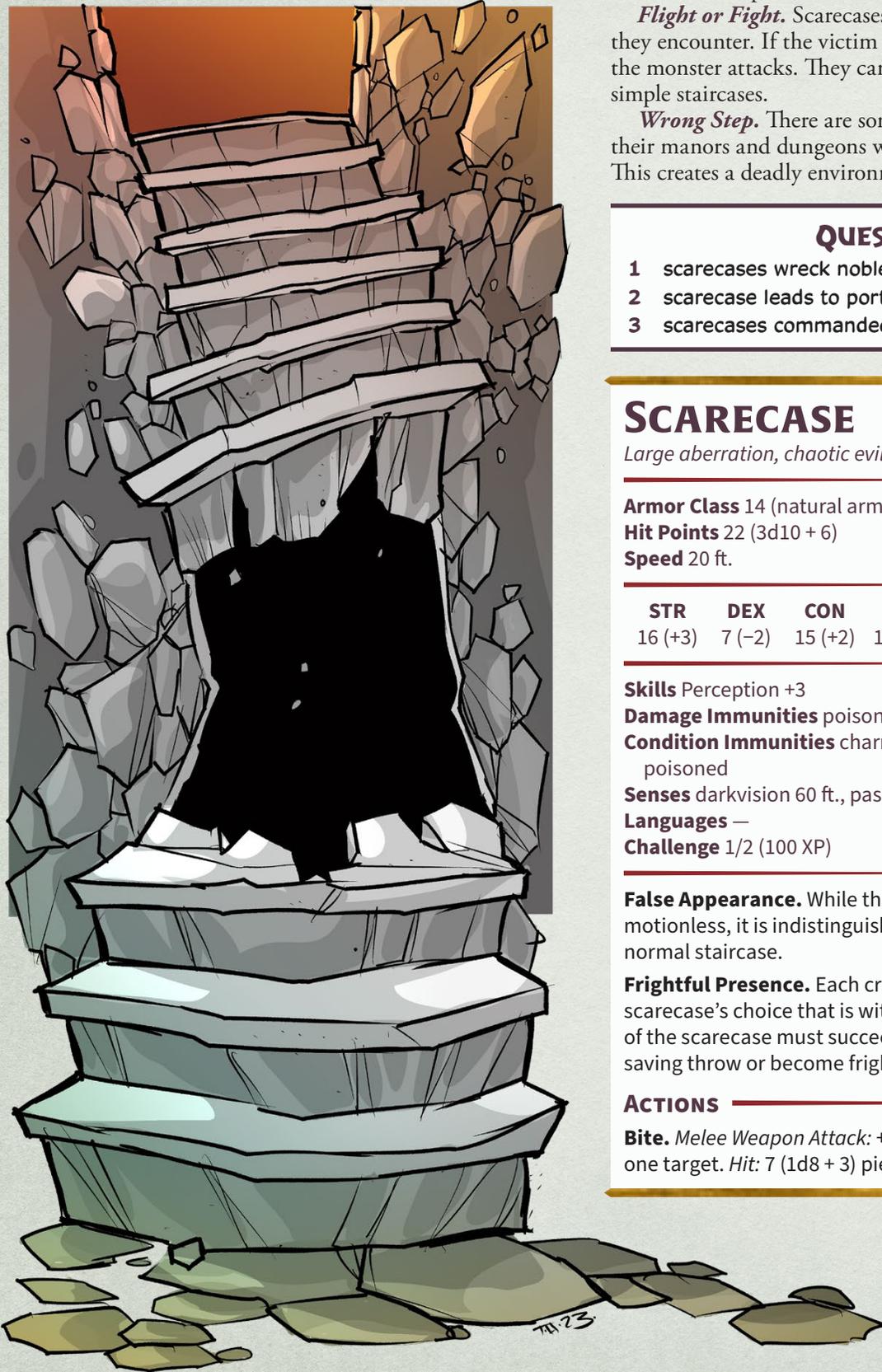
Antimagic Susceptibility. The mirror is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the mirror must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the mirror remains motionless, it is indistinguishable from a normal mirror.

ACTIONS

Shoot Glass Shards. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.





SCARECASE

The half-elf made his way carefully down a stone staircase. Without warning, the stairs gave out underneath him. The last thing he saw was an enormous mouth filled with sharp teeth.

Flight or Fight. Scarecases frighten most creatures they encounter. If the victim does not escape, the monster attacks. They can also function as simple staircases.

Wrong Step. There are some nasty nobles who fill their manors and dungeons with multiple scarecases. This creates a deadly environment for any intruders.

QUESTS

- 1 scarecases wreck noble's dinner party
- 2 scarecase leads to portal
- 3 scarecases commanded by wizard

SCARECASE

Large aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 22 (3d10 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	15 (+2)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +3

Damage Immunities poison, psychic

Condition Immunities charmed, grappled, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

False Appearance. While the scarecase remains motionless, it is indistinguishable from a normal staircase.

Frightful Presence. Each creature of the scarecase's choice that is within 30 feet and is aware of the scarecase must succeed on a DC 11 Wisdom saving throw or become frightened for 1 minute.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



SWARM OF CHESSMEN

Medium swarm of Tiny aberrations, chaotic evil

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	12 (+1)	12 (+1)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Checkmate. The swarm has advantage on melee attack rolls against any creature that has half of its hit points or fewer.

Swarm. The swarm can occupy another creature's space and vice versa. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The swarm makes two attacks.

Longswords. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Slams. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage, or 3 (1d6) bludgeoning damage if the swarm has half of its hit points or fewer.

Lances. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage, or 3 (1d6) bludgeoning damage if the swarm has half of its hit points or fewer.



SWARM OF CHESSMEN

After making their way through a deserted manor, the adventuring party entered the dungeon. It also appeared to be empty, until the fighter noticed a large, expensive chess set. Suddenly the tiny chessmen attacked the stunned warrior.

Collective Energy. These cat-sized creatures will work together. The swarm contains all the pieces in a chess set. It seems as if they know what the other chessmen are going to do before they act.

Strategic Decisions. Chessmen are only interested in one thing, defeating their enemy. They are quite intelligent and wait for the right moment to strike.

All the Right Moves. The aberrations enjoy taking over an area by picking off their prey one by one. Sometimes they're discovered far too late for anyone to be able to defeat them.

QUESTS

- 1 chessmen hold guests for ransom
- 2 chessmen wreck gaming tournament
- 3 chessmen chase noble away

TWIST AND SHOUT

A brave party of heroes were hired by a noble to clear out his dungeon. After an hour, the adventurers hadn't found anything. Then the fighter saw the strangest creature he had ever laid his eyes on. It appeared to be two monsters with one body.

Suspicious Minds. Twist and Shout is a blend of two bizarre creatures. Twist is a tall elegant fey and Shout is a tiny portly fey who is attached to his shoulder.

Shoulder the Blame. Shout sits on Twist's shoulder and constantly makes suggestions and criticizes his lifelong partner. It screams and shouts, drawing a lot of attention.

Banish Meant. This trickster has been thrown out of Feyland after getting in trouble with King Oberon. They were exiled to live on the Material Plane.



TWIST AND SHOUT

Medium fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	12 (+1)	12 (+1)	18 (+4)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Fey Step (Recharge 4–6). As a bonus action, Twist and Shout can teleport up to 30 feet to an unoccupied space it can see.

Innate Spellcasting. Twist and Shout's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *message*

3/day each: *magic missile*, *passwall*

1/day each: *blur*, *counterspell*

Magic Resistance. Twist and Shout has advantage on saving throws against spells and other magical effects.

ACTIONS

Twist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Shout (Recharge 4–6). Any creature within 30 feet must make a successful 13 Constitution saving throw or take 10 (3d6) thunder damage.

QUESTS

- 1 the fey takes over noble's manor
- 2 the fey allies with doppelganger
- 3 the fey gathers evil fey minions

VISIBLE STALKER

Medium elemental, chaotic evil

Armor Class 14

Hit Points 75 (10d8 + 30)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities poison

Condition Immunities charmed, exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Terran

Challenge 4 (1,100 XP)

Faultless Tracker. The visible stalker is given a quarry by its summoner. The visible stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The visible stalker also knows the location of its summoner.

ACTIONS

Multiattack. The visible stalker makes two slam attacks.

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

VISIBLE STALKER

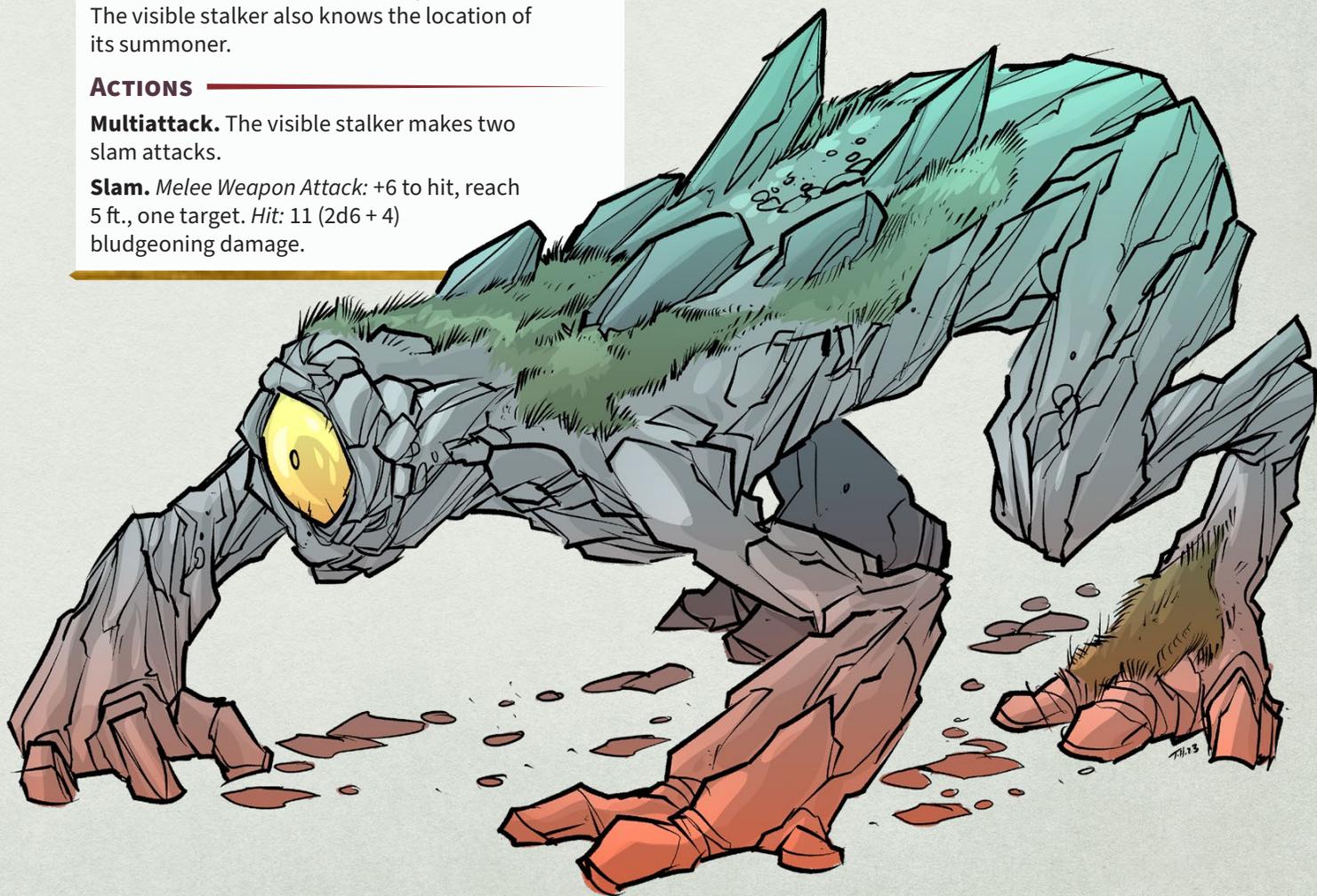
Some creatures are summoned from their native plane to the Material Plane. The elemental known as the visible stalker is one such creature. Unlike its better-known cousin, this earthbound stalker is visible to the eye.

Determined Hunter. The earth elemental is given a task when it's created. It focuses on completing its mission and then returns to the earth afterwards. The tasks usually involve slaying a creature or retrieving a specific object. The elemental is a willing servant and will be resolute in completing its duty.

Elemental Nature. A visible stalker requires no air, food, drink, or sleep.

QUESTS

- 1 the stalker is tasked to hunt down wealthy merchant
- 2 the stalker is hired by the Thieves' Guild
- 3 the stalker eliminates a cult leader

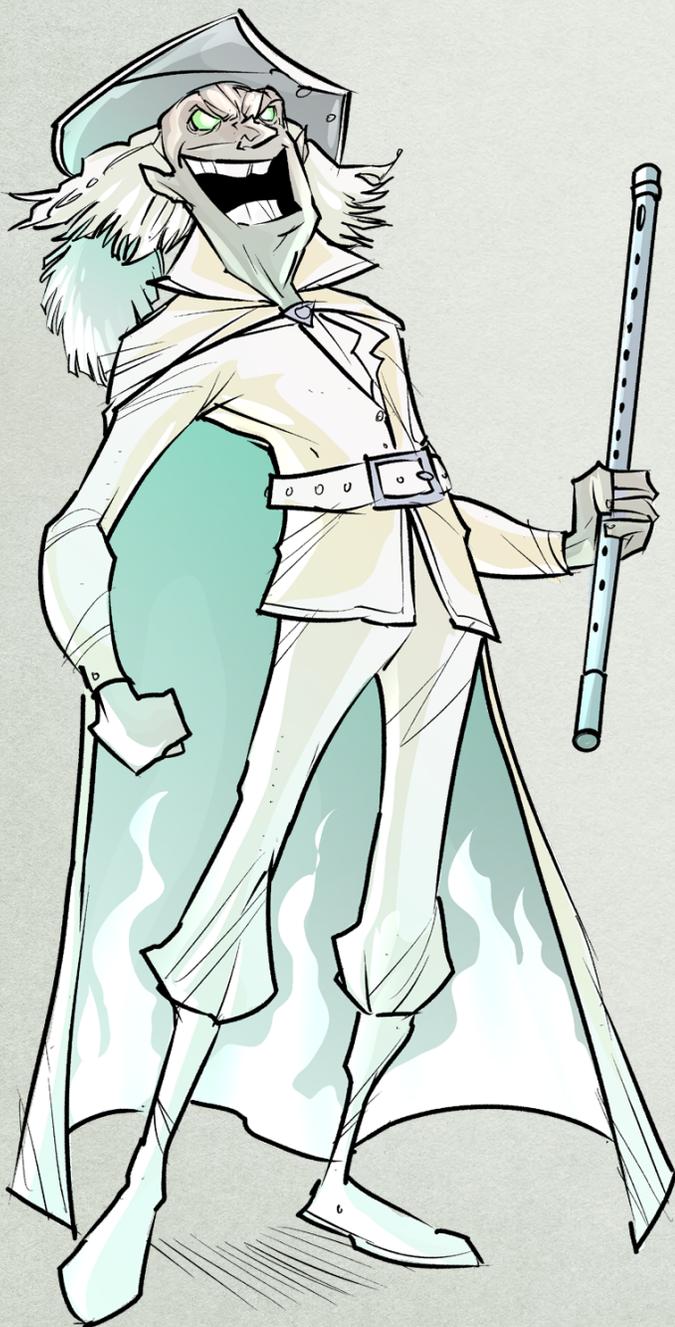


THE WHITE DUKE

A strange tune fills the dungeon hallway. Then a group of servants from the manor are seen following an odd-looking man. A tall man dressed all in white is playing a flute and leading people out of the dungeon.

Magical Tunesmith. The White Duke's music can enchant others to follow him. Even beasts can be charmed by the mysterious tunes. Some creatures who encounter the whimsical fey are never seen again.

Breaking Boundaries. Wanting to disrupt the status quo, this fey can cause absolute chaos. He aims to stir the pot and challenge social hierarchies. The White Duke eagerly targets nobles and aristocrats before anyone else.



THE WHITE DUKE

Medium fey, chaotic neutral

Armor Class 14

Hit Points 133 (14d8 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	20 (+5)	16 (+3)	18 (+4)	20 (+5)

Skills Perception +8, Performance +9, Persuasion +9, Stealth +8

Senses darkvision 60 ft., passive Perception 18

Languages Common, Elvish, Sylvan

Challenge 10 (5,000 XP)

Fey Step (Recharge 3-6). As a bonus action, the White Duke can teleport up to 30 feet away to an unoccupied space he can see.

Innate Spellcasting. The White Duke's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *dancing lights, friends, prestidigitation, vicious mockery*

3/day each: *disguise self, dissonant whispers, sleep*

1/day each: *calm emotions, detect thoughts, invisibility, locate object, silence*

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

ACTIONS

Enchanted Flute. The White Duke plays a whimsical tune and affects any creature in a 60-foot cone. Each creature in that area must succeed on a DC 17 Wisdom saving throw or become charmed by the duke for 1 hour. They will follow his commands as long as the target isn't put in a dangerous position.

QUESTS

- 1 duke lures young prince away
- 2 duke makes trade with king
- 3 duke charms several bards



WINGED STONE BOAR

Medium elemental, unaligned

Armor Class 15 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	11 (+0)	14 (+2)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Terran

Challenge 2 (450 XP)

Charge. If the winged stone boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 4 (1d8) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

False Appearance. While the winged stone boar remains motionless, it is indistinguishable from a normal winged stone boar statue.

ACTIONS

Stone Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

WINGED STONE BOAR

As the heroes enter a large underground chamber, they notice two gray statues at the entrance. Both are imposing winged boars. Without warning, the stone statues come to life and attempt to gore the newcomers.

Stone Sentinels. These elementals are used as guardians by nobles or other influential individuals. They are highly sought after as they can be on duty day and night. Over time the statues seem to blend into the surroundings even more.

Grave Greeting. Intruders are immediately confronted by these aggressive guards. Most creatures don't live to tell the tale.

Elemental Nature. A winged stone boar doesn't require air, food, drink, or sleep.

QUESTS

- 1 boars guard an important manor
- 2 boars protect a special guest
- 3 boars guard noble's museum



THIEVES' GUILD DUNGEONS



"There is no honor among thieves! They live underground with the rats and other slime."

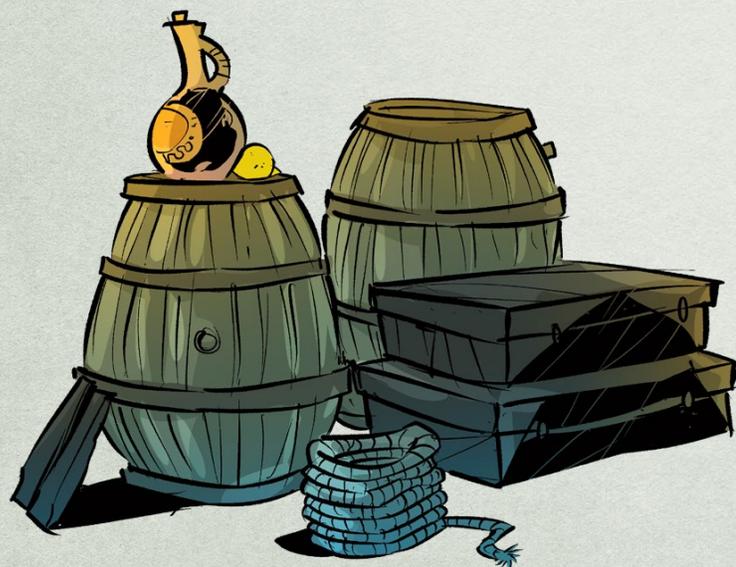
—SIRIUS MOONLIGHT

SEVERAL SHADOWY FACTIONS AND GUILDS operate out of dungeons. The most famous of these is the notorious Thieves' Guild. The dungeons of this guild are extensive, as the entire organization operates in secret. Their sizeable complex is filled with numerous chambers. Many clandestine cults, fighters' guilds, mage guilds, trading guilds, and others also operate in similar dungeons. A veritable city exists below the bustling streets.

Guild dungeons are filled with many nefarious characters and dangerous monsters. They are connected to the settlement above by numerous tunnels. Members of the guilds can access districts all over the city. They can also escape quickly back underground if necessary.

LOCATIONS

Guardroom, armory, meeting room, training area, bedchamber, storeroom, treasure vault, hidden room, kennel, bath, prison, kitchen, barracks, tunnels, sewer



THIEVES' GUILD DUNGEONS ENCOUNTERS

d20	Encounter	d20	Encounter
1	night hag	11	1d8 giant rats
2	cunning mage	12	black pudding
3	2 gladiators	13	1d10 wererats
4	1d4 doppelgangers	14	1d4 spies
5	1d6 veterans	15	swarm of bats
6	3 shadows	16	1d4 bugbears
7	gelatinous cube	17	1d6 berserkers
8	1d6 wererats	18	1d10 thugs
9	1d4 swarms of rats	19	otyugh
10	1d8 thugs	20	assassin

THIEVES' GUILD DUNGEONS EVENTS

d12	Events
1	guild leader goes missing
2	merchant gets lost in the dungeon
3	a gang of wererats moves in
4	sewer creatures overrun the area
5	aggressive thugs demand toll
6	evil fey infiltrate the guild
7	slaver's den is raided by city guards
8	rival thieves' guild attacks
9	shadows come to life
10	prisoners break free and rob guild
11	noble brokers deal with guilds
12	illegal brewery operates underground



HARMONICA STARS

If the king needs someone to deal with the Thieves' Guild there is one name that comes to mind. Harmonica Stars knows the guild well and can easily get in and out of their dungeon headquarters.

All Attitude. This rogue is independent and fiery. She says what she means and stands up for herself. Harmonica is known for completing her missions and not getting sidetracked.

Resourceful Rogue. Growing up with her guardsman father, this young rogue learned to survive on the streets. She has numerous skills and is a valued member of the adventuring party.

Athletic Aptitude. Harmonica is also a great athlete and this helps her get in and out of many types of inaccessible buildings and dungeons.



HARMONICA STARS

Medium humanoid (human), chaotic good

Armor Class 19 (+2 studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	16 (+3)	15 (+2)	20 (+5)

Skills Acrobatics +8, Perception +5, Persuasion +8, Sleight of Hand +8, Stealth +8

Senses passive Perception 15

Languages Common, Elvish, Thieves' cant

Challenge 5 (1,800 XP)

Cunning Action. On each of her turns, Harmonica can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Harmonica deals an extra 14 (4d6) damage when she hits with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Harmonica that isn't incapacitated and she doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Harmonica makes one attack with her sword and one with her dagger.

+2 Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage.

Boomerang Dagger. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 30/80 ft., one target. *Hit:* 9 (1d4 + 7) piercing damage. When the dagger is thrown it immediately returns to the wielder whether it hits or not.

REACTIONS

Uncanny Dodge. Harmonica halves the damage that she takes from an attack that hits her. Harmonica must be able to see the attacker.

QUESTS

- 1 the rogue investigates a guild
- 2 the rogue infiltrates a bard college
- 3 the rogue searches for her mother

BIG RELIEF

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 38 (4d10 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	18 (+4)	12 (+1)	16 (+3)	5 (-3)

Skills Perception +5

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

False Appearance. While the big relief remains motionless, it is indistinguishable from a normal relief.

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

ACTIONS

Multiattack. The big relief makes two attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

BIG RELIEF

A large relief depicted the local harbor and several vessels in port. Many people would admire the carving as they visited the Guild's dungeons. Little did they know, the artwork was a living creature.

Leave an Impression. The big relief can reach off the wall and attack passersby. It smashes itself into its victims. Sometimes the prey ends up imprinted with the pattern of the relief. The aberration can also change its appearance and show different scenes.

Artistic Expression. It is possible for the relief to wander off and find a new location. Therefore, some of these monsters can be found in different parts of the dungeon.

QUESTS

- 1 the relief guards a treasure vault
- 2 artists attempt to restore relief
- 3 the relief is gift for a prince



GHOST ROGUE

Many rogues are a handful for their opponents to deal with. The ghost rogue is even more of a challenge. Experienced thieves and assassins, they return from the dead to cause more havoc.

Eternal Loyalty. The Thieves' Guild is a tightly knit organization and once someone joins, they are in for life. With ghost rogues in their ranks, it appears that code extends into the afterlife.

Come Again. Many adversaries are surprised when this rogue returns from the dead. These undead retain all of the abilities and skills they had when they were alive.

Undead Nature. A ghost rogue doesn't require air, food, drink, or sleep.

QUESTS

- 1 rogue takes over the guild
- 2 rogue allies with necromancer
- 3 rogue is vampire's henchman

GHOST ROGUE

Medium undead, lawful evil

Armor Class 15

Hit Points 58 (9d8 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	12 (+1)	14 (+2)	8 (-1)

Skills Perception +5, Sleight of Hand +8, Stealth +8

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 6 (2,300 XP)

Cunning Action. The ghost rogue can take a bonus action on each of its turns in combat. This action can be used to take the Dash, Disengage, or Hide action.

Sneak Attack. Once per turn, the ghost rogue deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the ghost rogue that isn't incapacitated and the ghost rogue doesn't have disadvantage on the attack roll.

Sunlight Sensitivity. While in sunlight, the ghost rogue has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The ghost rogue makes two attacks.

Cursed Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 3 (1d6) necrotic damage.

REACTIONS

Uncanny Dodge. The ghost rogue halves the damage that it takes from an attack that hits it. The ghost rogue must be able to see the attacker.

DUNGEON ITEMS: CROWN OF ACHIEVEMENT

Wondrous item, very rare

While wearing this jeweled golden crown you gain +2 to all ability checks. The crown is worth 5,000 gp.



GRUNT

Large giant, neutral evil

Armor Class 16 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	14 (+2)	7 (-2)	12 (+1)	5 (-3)

Skills Athletics +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 4 (1,100 XP)

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

Reckless Attack. At the start of its turn, the grunt can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. A grunt makes two melee attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

GRUNT

At times the Thieves' Guild needs muscle and grunts often fit the bill. Cousins of trolls, they are sizeable thugs who will work for anyone who pays well. Grunts are patient and calm and well-disposed to guard duty.

Dangerous Doormen. They guard entrances to the Guild's dungeons, treasure vaults, and other key locations. Many creatures are scared away without the grunts even having to use their axes.

Serve the Stomach. Grunts are obsessed with food and are always thinking about their next meal. They can be bribed with food under certain circumstances. The big louts aren't trustworthy though, ultimately they will do whatever they can get away with.

QUESTS

- 1 grunts crash dinner party
- 2 grunt steals legendary magic item
- 3 grunt works with local charlatan

HOWZIT

Possibly the most annoying fey of all is the verbose howzit. They simply don't know when to stop and have the reputation for being insufferable. The tiny creatures are known to harass both good and evil creatures.

Social Butterfly. Howzits are gregarious, curious fey. They simply want to get to know everyone and will introduce themselves without hesitation. They are especially fond of humanoids and don't mind if their acquaintances are good or evil.

Big Mouths. However, the little fey never stops talking and this can grate on others' nerves. They ask overly personal questions and won't hesitate to make honest, but inappropriate, comments.

New Home. These fey have been tricked into travelling to the Material Plane. Both courts in Feyland wanted the howzits exiled. The little faeries miss their home and want to return one day.

QUESTS

- 1 howzit harasses guild leaders
- 2 howzit aids powerful archfey
- 3 howzit discovers portal to Feyland



HOWZIT

Tiny fey, chaotic neutral

Armor Class 15

Hit Points 17 (5d4 + 5)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	12 (+1)	12 (+1)	7 (-2)	7 (-2)

Skills Stealth +7

Senses darkvision 60 ft., passive Perception 8

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

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

ACTIONS

Sling. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 3 bludgeoning damage.

Harass (2/Day). The howzit harasses one creature it can see within 30 feet of it. If the target can hear the howzit, the target must succeed on a DC 11 Constitution saving throw against this magic or take 7 (2d6) psychic damage. If the target's saving throw is successful, the target is immune to be harassed by any howzit for 1 hour.

ILLUMINUS

The elf ranger noticed a lantern in the darkness. It appeared to be heading towards the party of adventurers. Most unsettlingly, the lantern was only held by a rotting hand.

Out on a Limb. These creatures are the undead remains of evil humanoids that stalked their prey in the dark. In their new form, they use the lantern as a lure to attract their prey.

Bad Lighting. Once the illuminus has lured their prey into range they use their magical lantern to attack. The arcane light from the odd device is so intense it can damage other creatures.

Undead Nature. An illuminus doesn't require air, food, drink, or sleep.

QUESTS

- 1 illuminus tracks treasure hunters
- 2 illuminus haunts tavern above dungeon
- 3 illuminus tricks necromancer

DUNGEON ITEMS: ANVIL OF DOOM

Wondrous item, rare

It appears as a miniature black anvil. Once you use the command word it rises 10 feet, expands to full size and drops on the closest enemy within 30 feet (ranged attack, 1d10 bludgeoning damage).

ILLUMINUS

Tiny undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 14 (4d4 + 4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	12 (+1)	14 (+2)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft., passive Perception 12

Languages Common

Challenge 1/2 (100 XP)

Illumination. The illuminus sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Sunlight Sensitivity. While in sunlight, the illuminus has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Radiant Blast. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) radiant damage.



THE JAM

Relieved that they had finally reached the dungeon entrance, the adventurers sighed out loud. Just then, the dwarf rogue noticed a reddish substance covered the double doors and ceiling. He realized that the front entrance was covered by a dangerous ooze called the Jam.

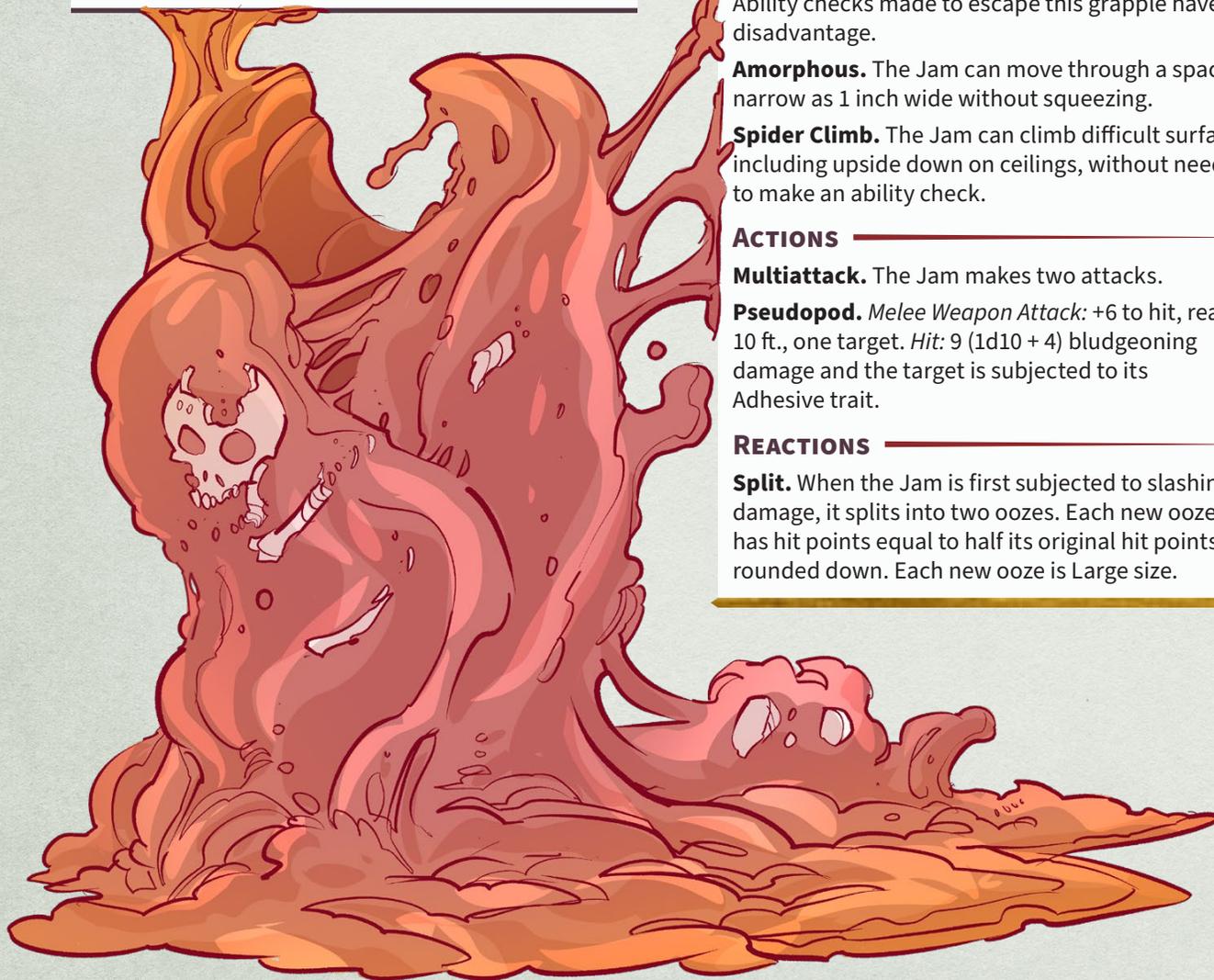
Sticky Situation. This sizeable ooze is extremely sticky and adheres to almost everything it touches. Once the Jam touches an object, that object begins to corrode.

Wiped Out. The Jam can destroy almost everything in its path. It engulfs organic matter and corrodes some of the dungeon's stone structure.

Ooze Nature. The Jam doesn't require sleep.

QUESTS

- 1 the Jam wipes out the guild
- 2 the Jam traps young merchant
- 3 the Jam enters city from sewer



THE JAM

Huge ooze, chaotic evil

Armor Class 7

Hit Points 105 (10d12 + 40)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (-3)	18 (+4)	1 (-5)	12 (+1)	1 (-5)

Damage Immunities acid, fire, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 90 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Adhesive. The Jam adheres to anything that touches it. A Huge or smaller creature adhered to the Jam is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

Amorphous. The Jam can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The Jam can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

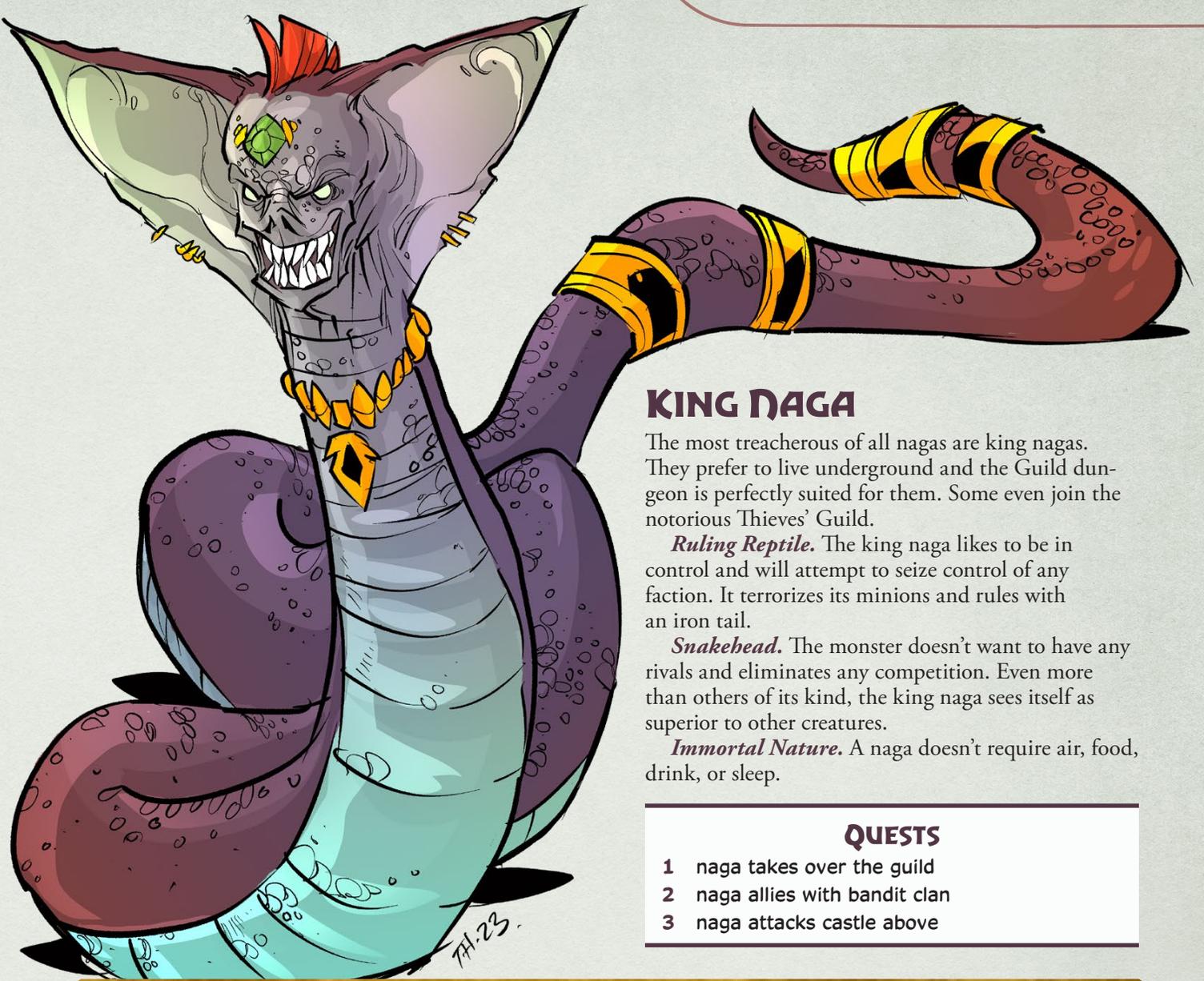
ACTIONS

Multiattack. The Jam makes two attacks.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage and the target is subjected to its Adhesive trait.

REACTIONS

Split. When the Jam is first subjected to slashing damage, it splits into two oozes. Each new ooze has hit points equal to half its original hit points, rounded down. Each new ooze is Large size.



KING NAGA

The most treacherous of all nagas are king nagas. They prefer to live underground and the Guild dungeon is perfectly suited for them. Some even join the notorious Thieves' Guild.

Ruling Reptile. The king naga likes to be in control and will attempt to seize control of any faction. It terrorizes its minions and rules with an iron tail.

Snakehead. The monster doesn't want to have any rivals and eliminates any competition. Even more than others of its kind, the king naga sees itself as superior to other creatures.

Immortal Nature. A naga doesn't require air, food, drink, or sleep.

QUESTS

- 1 naga takes over the guild
- 2 naga allies with bandit clan
- 3 naga attacks castle above

KING NAGA

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	20 (+5)	19 (+4)	20 (+5)

Saving Throws Dex +9, Con +9, Wis +9, Cha +10

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common

Challenge 13 (10,000 XP)

Rejuvenation. If it dies, the naga returns to life in 1d4 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The naga is a 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks), and it only needs only verbal components to cast its spells. It has the following spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*

1st level (4 slots): *charm person*, *detect magic*, *shield*, *sleep*

2nd level (3 slots): *detect thoughts*, *hold person*, *see invisibility*

3rd level (3 slots): *dispel magic*, *hypnotic pattern*, *water breathing*

4th level (3 slots): *arcane eye*, *blight*, *dimension door*

5th level (2 slots): *cone of cold*

6th level (1 slot): *disintegrate*

ACTIONS

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.



LURER

Leaning on the wall of the stone passage was an attractive young woman. The bard confidently approached the stranger. She smiled at him and then began to chant a spell.

Sweet Dreams. Lurers use their charms to lure other humanoids to their death. They are beautiful fey who enjoy manipulating other creatures. Only those creatures with great willpower and a good sense of self can resist them.

Obsessive Compulsive. These fey can become enthralled by other creatures as well. Once a lurer falls for someone, they do anything to possess them.

QUESTS

- 1 lurer seduces guard captain
- 2 lurer makes deal with the guild
- 3 lurer partners with werewolves

LURER

Medium fey, neutral evil

Armor Class 14

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	15 (+2)	12 (+1)	15 (+2)	18 (+4)

Skills Deception +7, Insight +5, Perception +5, Persuasion +7, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Innate Spellcasting. The lurer's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *chill touch*, *detect magic*, *poison spray*
 3/day each: *darkness*, *detect thoughts*, *invisibility*
 1/day each: *blight*, *counterspell*, *polymorph*

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

ACTIONS

Paralyzing Kiss. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) necrotic damage and the target is paralyzed until the end of the lurer's next turn.

Lure (3/Day). One humanoid the lurer can see within 30 feet of her must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fey's verbal commands. If the target suffers any harm or receives a dangerous command, it can repeat the saving throw. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fey's Lure for the next 24 hours. The fey can only have one target charmed at a time.

MEMORALL

Sly villains will try to learn everything they can about their rivals. Memoralls use their ability to gather memories from other creatures to provide valuable insight. They are highly sought after for their unique ability. Many of the monsters have travelled to the Material Plane to exploit their talents.

Brain Power. These aberrations can absorb memories from other creatures. They can sift through all the memories in an instant and gather crucial information. They also remember all the memories they've ever absorbed

For Hire. Memoralls have discovered they can sell this information for a great deal of gold. Evil wizards, vampires, thieves, and other evildoers pay well for the prized information from memoralls.

QUESTS

- 1 memorall learns an elf noble's weakness
- 2 memorall haunts the local town
- 3 memorall makes a deal with a devil

MEMORALL

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	18 (+4)	18 (+4)	7 (-2)

Skills Insight +6, Perception +6, Stealth +4

Damage Immunities psychic

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 16

Languages all, telepathy 120 ft.

Challenge 3 (700 XP)

Faultless Tracker. The memorall is given a quarry by its summoner. The memorall knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The memorall also knows the location of its summoner.

ACTIONS

Psychic Blast. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) psychic damage.

Absorb Memories. The memorall can use an action to absorb memories from a humanoid creature within 60 feet. The target must make a successful DC 15 Wisdom saving throw to resist the attempt.



DUNGEON ITEMS: CALTROPS OF CATERWAUING

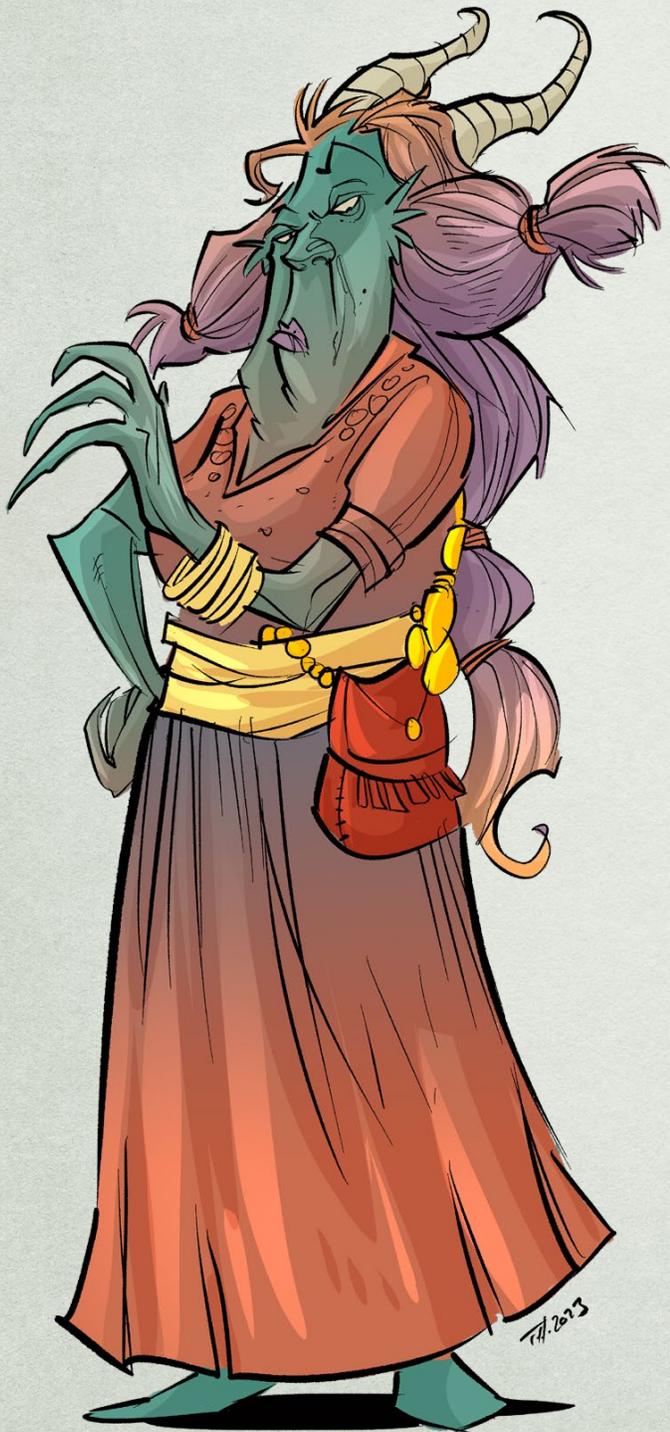
Wondrous item, rare

These caltrops appear to be regular caltrops but when a creature steps on them, they also wail for 10 minutes.

NAG HAG

The most annoying of all hags is the nag hag. They are control freaks and seek to gain power over other creatures. Nag hags constantly harass their friends and enemies. They will attempt to eliminate anyone they find slightly unpleasant and bully others into doing the same.

Code Breaker. Unlike other hags, the nag hag doesn't abide by their code of conduct. Their desire for power and control doesn't allow them to have any powerful allies, under any circumstances.



Malicious Mothers. Pity the child raised by a nag hag. They are cursed from the time they're born and must escape before their teens to have any chance of a normal life.

QUESTS

- 1 hag gathers coven in dungeon
- 2 hag blackmails guild's leader
- 3 hag manipulates dwarf ambassador

NAG HAG

Medium fey, neutral evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	18 (+4)	16 (+3)

Skills Deception +5, Intimidation +5, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *poison spray*, *vicious mockery*

3/day each: *hex*, *misty step*, *witch bolt*

1/day each: *dispel magic*, *fear*, *suggestion*

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

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Nag (Recharge 4–6). The hag nags one creature within 30 feet. The target must make a successful DC 14 Wisdom saving throw or take 10 (3d6) psychic damage, half damage on a failure. If the target succeeds on their saving throw, they're immune to being nagged by the hag for 24 hours.

ODO THE ALCHEMIST

Medium humanoid (human), lawful evil

Armor Class 11 (14 with *mage armor*)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	14 (+2)	18 (+4)	15 (+2)	7 (-2)

Skills Arcana +7, History +7, Investigation +7

Senses passive Perception 12

Languages Common, Thieves' cant

Challenge 5 (1,800 XP)

Brew. Given a week and the right ingredients, Odo can brew any potion.

Spellcasting. Odo is an 8th-level wizard. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *light*, *mending*, *poison spray*

1st level (4 slots): *detect magic*, *find familiar*, *identify*, *mage armor*, *purify food and drink*

2nd level (3 slots): *arcane lock*, *darkness*, *mirror image*

3rd level (3 slots): *dispel magic*, *glyph of warding*, *slow*

4th level (2 slots): *arcane eye*, *fabricate*

ACTIONS

Multiattack. Odo makes two attacks.

+2 Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Alchemist Fire Flask. *Ranged Weapon Attack:* +4 to hit, range 20/30 ft., one target. *Hit:* 2 (1d4) fire damage.

ODO THE ALCHEMIST

The Thieves' Guild isn't just a collection of rogues. There are spellcasters, warriors, and many others working for the Guild. Odo the Alchemist is one such character.

Creepy Concoctions. This greedy brewer creates many potions and magical items for the guild. Odo's workshop is hidden deep inside the labyrinthine dungeon home of the Thieves' Guild.

Sinister Spellcaster. Odo is also a skilled magic-user. He uses his magic to attack and to escape tricky situations. When push comes to shove, Odo is a coward. He has even marked planned routes out of the guild dungeon with chalk.

Psycho Pseudo. The alchemist has a crazed pseudodragon familiar named Flamel.

QUESTS

- 1 alchemist works with fortune teller
- 2 alchemist brews unstable potion
- 3 alchemist sells the wrong potion



PORTCULLIST

A group of lowly orcs are making their way through a dungeon. Steam fills the air and inhibits their vision. Then what looks like a portcullis moves through the steam toward them.

Cagey Construct. The portcullist can trap creatures inside its metal mouth. Victims are caged within its body, but some still survive. However, it can get very hot inside the monster's body.

Gatekeeper. Many of these constructs are used to guard dungeons. At times they can perfectly blend into the environment.

Constructed Nature. A portcullist doesn't require air, food, drink, or sleep.

QUESTS

- 1 construct protects a magical prison
- 2 construct goes on rampage under city
- 3 portcullist used by brutal slave lord



PORTCULLIST

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	1 (-5)	3 (-4)	1 (-5)

Damage Resistances fire

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 6

Languages —

Challenge 4 (1,100 XP)

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

ACTIONS

Multiattack. The portcullist makes one bite and one breath attack.

Gate Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the target is swallowed. The trapped creature has a speed of 0 ft. but can still take actions. The gate can be destroyed (AC 16, 20 hit points, immune to poison and psychic damage). If the portcullist uses its breath weapon, the trapped creature takes half of the damage amount.

Breath Weapon (Recharge 2-3). The portcullist breathes out steam in a 60-foot cone. Any creatures in the area must make a DC 14 Constitution saving throw or take 10 (3d6) fire damage, half damage on a save.



PRESENCE OF MALICE

A long serving member of the Thieves' Guild made her way through the seemingly endless dungeon. The rogue suddenly felt the hairs on the back of her neck stand up. Something was behind her; she could feel it.

Unwanted Visitor. These perceptive aberrations are thoroughly evil. They stalk their prey for long periods of time and then strike quickly without mercy.

Hidden Motives. The presence of malice can hide almost anywhere. They are made of pure energy and don't have a solid form. Legends say the aberration is originally from the Underworld.

QUESTS

- 1 aberration plots with charismatic healer
- 2 aberration serves horrid witch
- 3 aberration acts as bounty hunter

PRESENCE OF MALICE

Large aberration, neutral evil

Armor Class 13

Hit Points 32 (5d10 + 5)

Speed 0 ft., fly 30 ft. (hover)

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

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Undercommon

Challenge 2 (450 XP)

Incorporeal Movement. The presence of malice can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

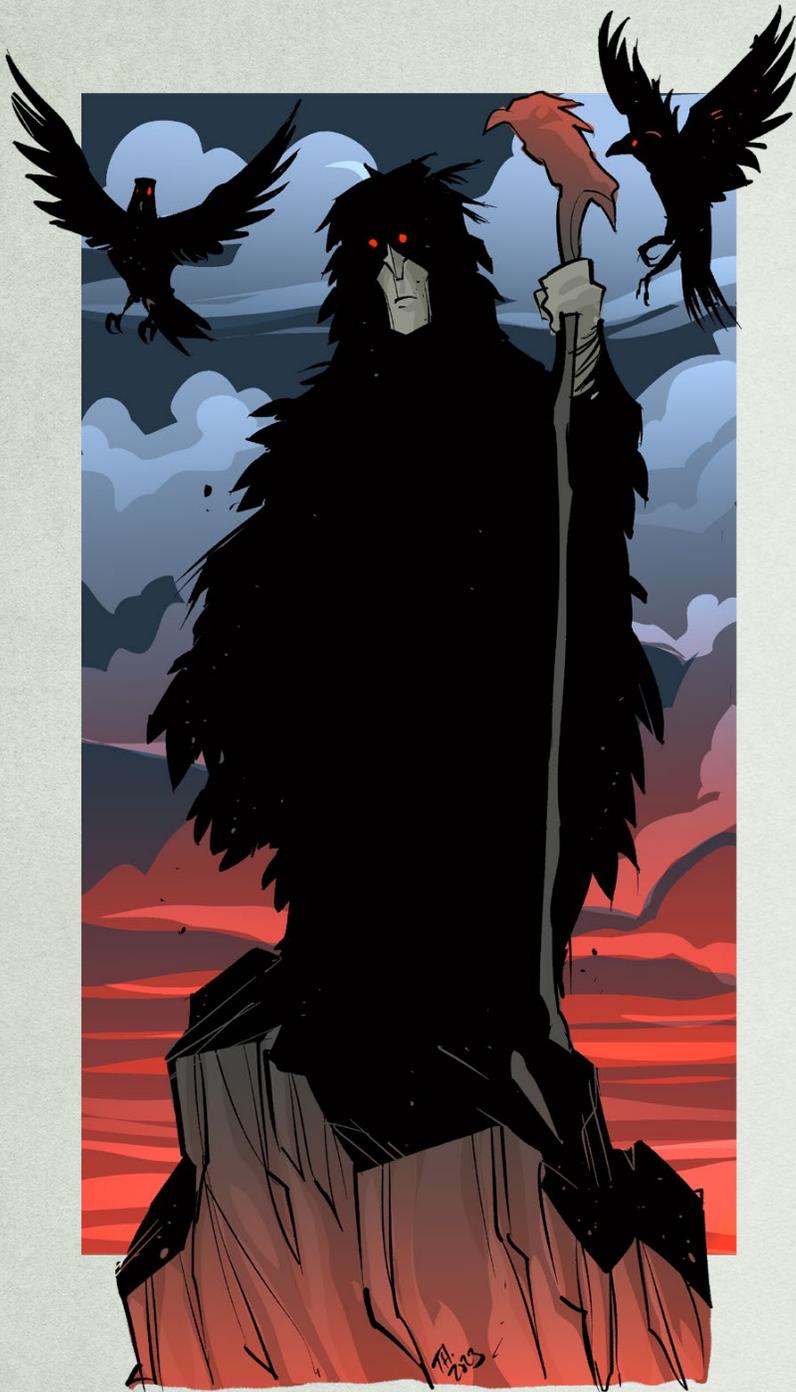
Magic Resistance. The presence of malice has advantage on saving throws against spells and other magical effects.

ACTIONS

Necrotic Blast. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) necrotic damage.

Vile Curse (2/Day). The presence of malice targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throws at the end of each of its turns, ending the curse on a success.





PRINCE OF CROWS

Medium fey, chaotic evil

Armor Class 18 (*Cloak of the Crow*)

Hit Points 119 (14d8 + 56)

Speed 30 ft., fly 60 ft. (*Cloak of the Crow*)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	18 (+4)	20 (+5)	18 (+4)

Skills Arcana +8, Insight +9, Intimidation +8, Perception +9, Stealth +8

Senses darkvision 60 ft., passive Perception 19

Languages Common, Auran

Challenge 10 (5,900 XP)

Bird Brain. The Prince of Crows can hear the thoughts of any crows within 120 feet of him.

Innate Spellcasting. The Prince of Crows' innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *message*, *poison spray*, *prestidigitation*
3/day each: *cloud of daggers*, *misty step*,
thunderwave

1/day each: *dispel magic*, *fear*, *gust of wind*

Magic Resistance. The Prince of Crows has advantage on saving throws against spells and other magical effects.

Mimicry. The Prince of Crows can mimic any sounds he has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 16 Wisdom (Insight) check.

ACTIONS

Crow Staff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Summon Swarm of Crows (3/Day). The Prince of Crows can summon a swarm of crows (swarm of ravens) to an unoccupied space within 60 feet. The swarm obeys his every command.

PRINCE OF CROWS

Entering a large chamber, the cautious paladin looked around. Inky black crows were perched above, staring down at the intruders. Then a cloaked figure appeared out of thin air.

Prince of Darkness. The Prince of Crows is an unpredictable, sly ally of the Thieves' Guild. He has worked alongside the disreputable faction for many years.

Bird Brain. The prince can hear the thoughts of any crows nearby. Swarms of crows also hear what the prince thinks and come to his aid if they are close enough.

QUESTS

- 1 prince seizes control of the guild
- 2 prince's army from Feyland attacks
- 3 prince's swarms of crows attack city

RUBBLE TROUBLE

Large elemental, unaligned

Armor Class 13 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	1 (-5)

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poisoned, petrified

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

False Appearance. While a rubble trouble remains motionless, it is indistinguishable from a normal pile of rubble.

Shadow Stealth. While in dim light or darkness, a rubble trouble can take the Hide action as a bonus action.

ACTIONS

Multiattack. The rubble trouble makes two melee attacks.

Hurl Rubble. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

RUBBLE TROUBLE

Some kinds of monsters can be found almost anywhere. Rubble trouble is such a creature and usually goes unnoticed. Their simple form allows them to hide in plain sight. The aberration appears to be a large pile of rubble.

Out of this World. Sages believe these aberrations were brought to the Material World by a crazed warlock. The monsters appear to reproduce quickly and can take over areas of the dungeon by themselves.

Elemental Nature. A rubble trouble doesn't require air, food, drink, or sleep.

QUESTS

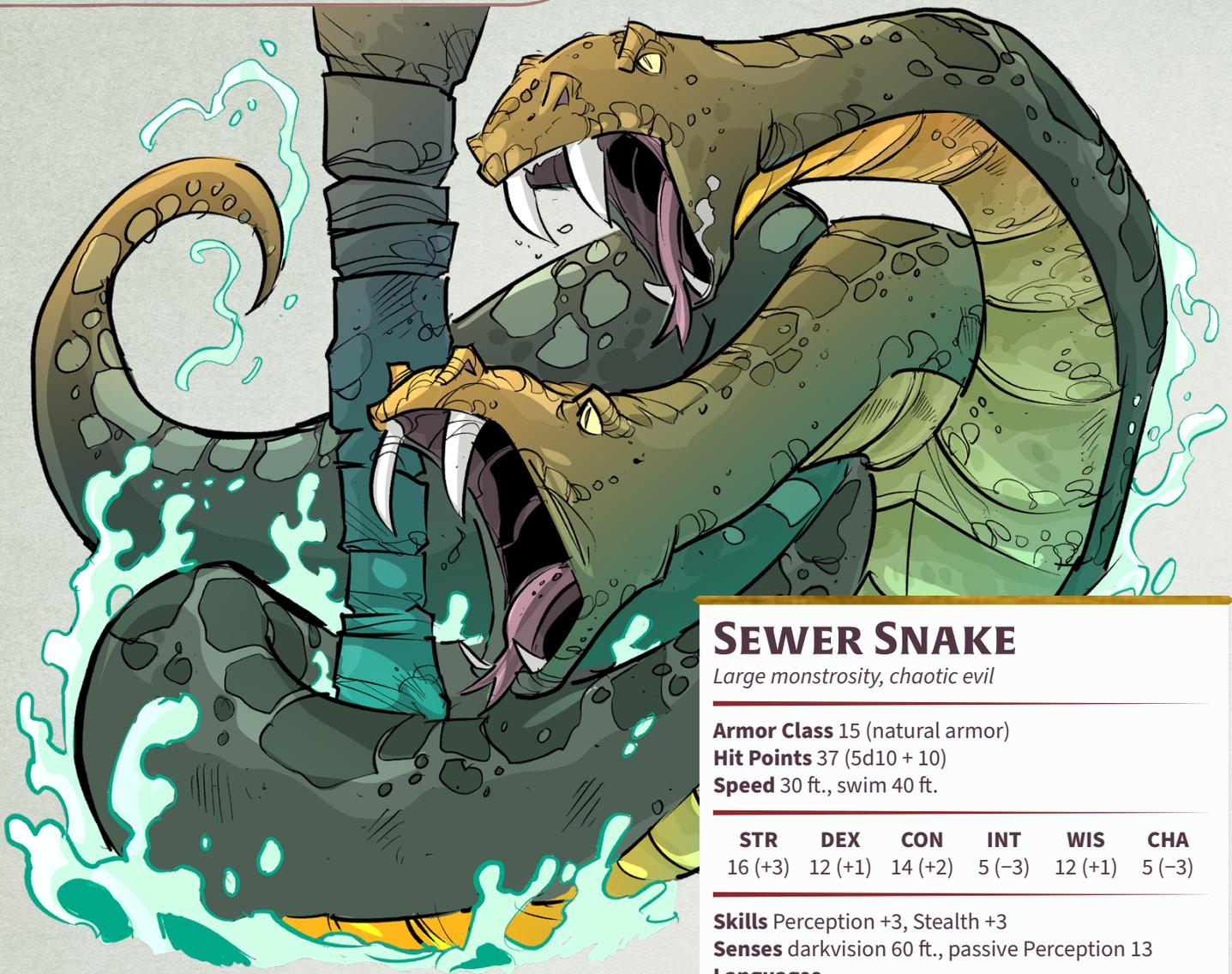
- 1 rubble trouble halts construction
- 2 elemental harasses guild members
- 3 elemental traps old hermit

DUNGEON ITEMS: BOOMERANG DAGGER

Weapon (dagger), very rare

An emerald magical dagger that does +2 to hit and damage. If it is thrown, it immediately returns through the air to the user's hand after the weapon attack.





SEWER SNAKE

A stench like none of the party members had known reached their nostrils. They had travelled under the city through a slimy stone tunnel. Spotting the nearby sewer, the adventurers knew where the smell originated from. Then four huge eyes poked out from the greenish sewer slime.

Murky Life. The two-headed sewer snake can easily blend into the foul waters. It camouflages itself rather well in the disgusting sewer. The snake lives on the peculiar fish and amphibians that make the sewer home.

Dungeon Dweller. These monsters live underground for their entire lives. They enjoy the dark and won't venture above ground.

QUESTS

- 1 snake hides sword in sewer
- 2 snake hunts guild members
- 3 snake escapes into the city

SEWER SNAKE

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	5 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Amphibious. The sewer snake can breathe air and water.

Sewer Camouflage. The sewer snake has advantage on Dexterity (Stealth) checks made to Hide in the sewer water.

Slippery. The sewer snake has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the sewer snake has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Two Heads. The sewer snake has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and the target must succeed on a DC 12 Constitution saving throw or take 10 (3d6) poison damage.

SLAVE LORD

Cowardly slavers often base their operations in hidden dungeons. The leaders of these horrible factions are powerful slave lords. They are lethal warriors and command many slavers.

Brutal Leader. These cruel individuals will do anything for the slavers' organization. This can include betraying other members if it helps the slavers in the long run.

Underground Operation. Slavers like having access to many parts of the city. They can smuggle slaves into their hideout using underground tunnels. This also enables the slavers to have multiple escape routes.

SLAVE LORD

Medium humanoid (any), lawful evil

Armor Class 15 (chain shirt)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

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

Skills Deception +8, Intimidation +8, Perception +7, Persuasion +8

Senses passive Perception 17

Languages Common and one other

Challenge 10 (5,900 XP)

Action Surge (1/Day). On its turn, the slave lord can take one additional action on top of its regular action and a possible bonus action.

Survivor. The slave lord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer than half its hit point maximum.

ACTIONS

Multiattack. The slave lord can make three attacks.

Poisoned Flail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 7 (2d6) poison damage.

Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) poison damage.

QUESTS

- 1 slave lord hires evil humanoids
- 2 slave lord seizes control of guild
- 3 slave lord captures baroness





SMOKE MONSTER

A trio of wizards was pleased that they'd found a way inside the evil lord's castle. Without warning, a sizeable smoke creature emerged and stared down at the shocked spellcasters.

Surprise Guest. Smoke monsters are foul undead creatures that hide in dimly lit areas. Many smoke monsters will hide in chests, wardrobes, cauldrons, and other containers. Then they emerge to surprise their victims.

Hold Me Now. The undead monster will often take hold of other creatures and pull them into the darkness. They are filled with fear and loathing. Any living creatures are in peril in their presence.

Undead Nature. The smoke monster doesn't require air, food, drink, or sleep.

QUESTS

- 1 smoke monster hides in cauldron
- 2 smoke monster haunts dungeon for years
- 3 smoke monster captures guild member

SMOKE MONSTER

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 0 ft., fly 30 ft. (hover)

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

Skills Perception +5, Stealth +5

Damage Resistances cold

Damage Immunities necrotic, poison

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 15

Languages –

Challenge 5 (1,800 XP)

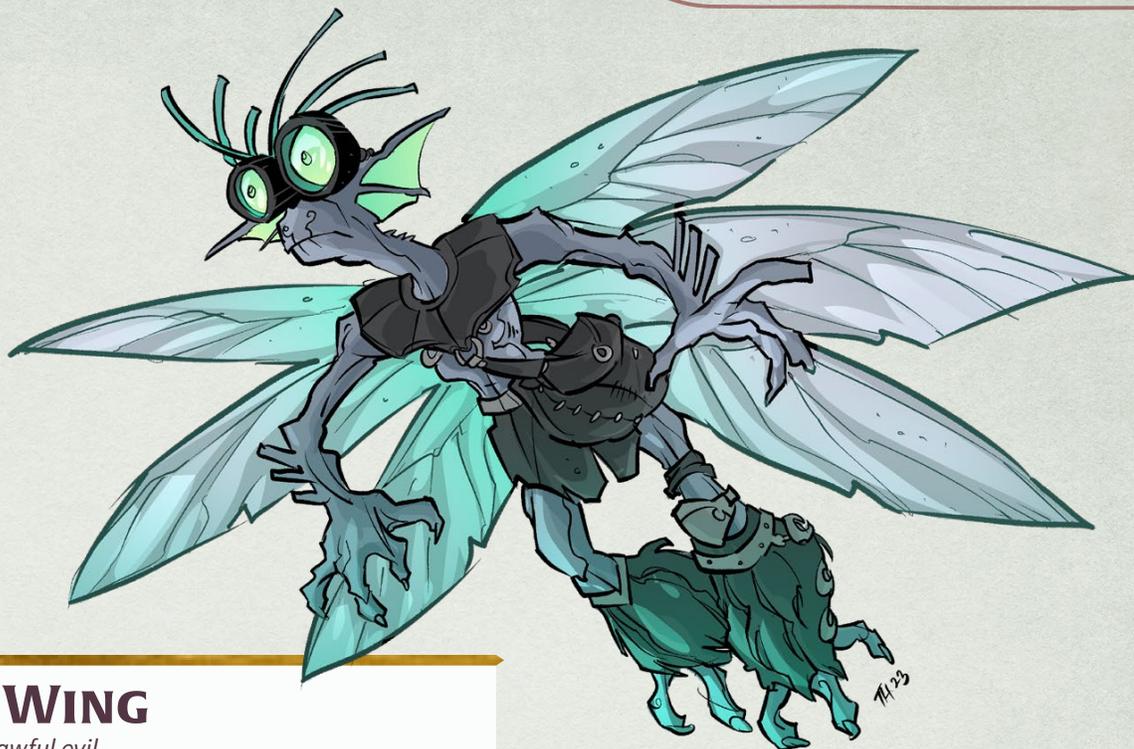
Incorporeal Movement. A smoke monster can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the smoke monster has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The smoke monster makes two claws attacks.

Smoke Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) necrotic damage and the target is grappled (escape DC 15). A smoke monster can grapple two Medium size targets at the same time.



SPY WING

Tiny fey, lawful evil

Armor Class 15

Hit Points 28 (8d4 + 8)

Speed 20 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	20 (+5)	12 (+1)	14 (+2)	14 (+2)	14 (+2)

Skills Perception +4, Sleight of Hand +7, Stealth +7, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 2 (450 XP)

Cunning Action. On each of its turns, the spy wing can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the spy wing is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the spy wing instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

Tinker Skills. The spy wing is proficient with tinker's tools.

ACTIONS

Multiattack. The spy wing makes two attacks.

Fey Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 3 piercing damage.

Fey Bow. *Ranged Weapon Attack:* +7 to hit, range 30/80 ft., one target. *Hit:* 3 piercing damage.

SPY WING

A tiny winged creature landed on the tallest bookshelf. It watched the heroes from above, carefully taking notes about each of the adventurers.

Stubborn Unselie. Spy wings are known to be rather independent and opinionated. However, they are skilled spies as well. Their small stature helps them infiltrate any location.

Tinkering Talent. The fey also make use of random materials that can help them on their missions. They always carry tinker's tools with them.

Focused Faerie. Spy wings have short life spans and are highly motivated. They are very serious and don't get sidetracked.

QUESTS

- 1 spy wing works for cowardly king
- 2 spy wing works for rival guild
- 3 spy wing robs the guild

DUNGEON ITEMS: LIGHTNING BLADE

Weapon (longsword), rare (requires attunement)

This item appears to be a silver longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of lightning energy to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. You gain a +2 bonus to attack and damage rolls made with this weapon, which deals lightning damage instead of slashing damage. The sword also does an extra 2d6 lightning damage to any target it hits.

VOLUPTUS DEMON

The wizard noticed a snake-like tail push open the closest door. Then a shapely female creature slithered inside. A voluptus demon is usually in the service of a demon lord, hag, or evil spellcaster.

Tale of Temptation. This fiend uses any means to tempt other creatures. Once they have ensnared a victim, they use them for their sinister purposes. Voluptus demons are very interested in meeting influential individuals and have little time for their subordinates.

Turning the Tables. Some of these demons decide to turn on their masters and take their place. They seek power and influence in whatever way they can.

Abysmal Offspring. Any children from a union with a humanoid are born as demons. Most of these children end up being exiled from their communities.



VOLUPTUS DEMON

Medium fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	17 (+3)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Con +7, Wis +6, Cha +9

Skills Perception +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The demon's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *friends*, *tongues*

3/day each: *counterspell*, *dispel magic*, *misty step*, *silence*

1/day each: *see invisibility*, *sleep*

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

ACTIONS

Multiattack. The demon makes four claw attacks.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Twisting Words (3/day). The demon targets one creature it can see within 60 feet of it. The target must make a DC 17 Charisma saving throw. On a failure the target is charmed for 1 minute. The charmed target can repeat the saving throw if it takes any damage. A creature that succeeds on the saving throw is immune to the demon's Twisting Words for 24 hours.

QUESTS

- 1 demon seduces young prince
- 2 demon opens unstable portal
- 3 demon charms guild leader

WARPER

Medium aberration, neutral evil

Armor Class 18 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	18 (+4)	16 (+3)	7 (-2)

Skills Insight +6, Investigation +7, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Deep Speech

Challenge 7 (2,900 XP)

Dimensional Shift. As a bonus action, the warper can disappear and reappear in an unoccupied space it can see 60 feet away.

Innate Spellcasting. The warper's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch*, *dancing lights*, *fire bolt*, *message*
3/day each: *detect thoughts*, *telekinesis*, *wall of force*
1/day each: *antimagic field*, *contact other plane*, *suggestion*

ACTIONS

Collapse Distance (Recharge 4–6). The warper warps space around a creature it can see within 30 feet of it. That creature must make a DC 19 Wisdom saving throw. On a failed save, the target, along with any equipment it is wearing or carrying, is magically teleported up to 60 feet to an unoccupied space the warper can see, and all other creatures within 10 feet of the target's original space each takes 19 (3d12) psychic damage. On a successful save, the target takes 6 (1d12) psychic damage.

REACTIONS

Bend Space. When the warper would be hit by an attack, it teleports, exchanging positions with another creature it can see within 60 feet of it. The other creature is hit by the attack instead.

QUESTS

- 1 warper finds legendary lost city
- 2 warpers attack guild
- 3 warpers find Riftgate

WARPER

The warper is an alien creature like none other. It can bend space and time. This calculating villain will use its extraordinary abilities to explore the multiverse. It does whatever is necessary to gain fame and fortune.

Shaping the World. They play with space and move in extraordinary ways. The aberrations are used to constant change and can adapt to many kinds of environments.

Reality Bites. However, they often complain about the present moment and are never satisfied with their place in the world. Warpings are constantly on the move looking for a better situation.





TOMB DUNGEONS

"Some of the dead don't stay buried for long..."

—GEMMA GOLDHEART

T

HE DARKEST OF DUNGEONS ARE HOME TO THE tombs of fallen heroes, wealthy nobles, honorable kings, and cunning scoundrels.

Pilgrims and families of the deceased journey to these locations, but there are not usually many visitors. These dungeons are often dimly lit and many of them end up being abandoned over time. Necromancy is commonly practiced in these kinds of dungeons. Therefore, numerous undead creatures can be found lurking in the inky blackness. Powerful liches and necromancers will even set up their headquarters here.

However, there is also goodness in these dark environs. Paladins, clerics, and other holy warriors are present here. They protect sacred spaces and guard against undead horrors.

LOCATIONS

Chapel, crypts, guardroom, antechambers, gallery, halls, treasure vault, robing room, hidden room, tunnels



TOMB DUNGEON ENCOUNTERS

d20	Encounter	d20	Encounter
1	vampire	11	1d6 bandits
2	1d8 wights	12	cruel priest
3	1d12 zombies	13	1d8 cultists
4	1d8 ghouls	14	1d4 ghosts
5	specter	15	1d6 shadows
6	1d4 swarms of bats	16	1d6 vampire spawn
7	1d8 zombies	17	1d6 gray oozes
8	gelatinous cube	18	will-o'-wisp
9	1d6 skeletons	19	ogre zombie
10	1d4 swarms of rats	20	lich

TOMB DUNGEON EVENTS

d12	Events
1	lich tricks adventurers
2	funeral party is trapped
3	zombies invade the dungeon
4	ancient crypt explodes
5	evil cleric speaks with dead
6	vampire moves coffin into dungeon
7	ancient corpses return to life
8	grave robbers fight skeletons
9	priest disappears into a void
10	cultists perform a complex ritual
11	acolytes get lost in dungeon
12	drunken bard stumbles into tomb



לְחַיֵּי חַיִּים וְשָׁלוֹם
וְלִשְׁלֵטָה וְעֶזְרָה
וְלִשְׁמִינִי וְלִשְׁמִינִי
וְלִשְׁמִינִי וְלִשְׁמִינִי

T. Hansen / 2023

TULLY “THE DISASTER” MCFASTER

The bravest member of the adventuring party is Tully the fighter. This little halfling has no fear and does not back down from any opponent.

Courageous Companion. The rest of the party admire Tully’s bravery. However, his courage can get the better of him. At times, Tully is a danger to himself with his reckless actions. This has earned him the moniker “The Disaster.”

Family Ties. He has a large extended family. The halfling runs into his relatives all over the kingdom. They help their kin without hesitation.

Iconic Inspiration. Tully worships a famous warrior named Mord the Magnificent. He talks about Mord constantly and wants to prove he is just as heroic.

QUESTS

- 1 halfling searches for missing cousins
- 2 halfling befriends legendary warrior
- 3 halfling is hunted by angry elf scouts

TULLY “THE DISASTER” MCFASTER

Small humanoid (halfling), lawful good

Armor Class 18 (+2 studded leather)

Hit Points 44 (8d6 + 16)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	16 (+3)	15 (+2)	20 (+5)

Skills Perception +4, Stealth +6, Survival +4

Senses passive Perception 14

Languages Common, Halfling

Challenge 3 (700 XP)

Action Surge (Recharges after a Short or Long Rest). Tully can take one additional action on top of his regular action and a possible bonus action.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Tully can regain 1d10 + 5 hit points.

ACTIONS

Multiattack. Tully makes one attack with his sword and one with his dagger or two ranged attacks.

+2 Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

+1 Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.



ANIMATED MOUNT

Large construct, unaligned

Armor Class 13 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 0 ft., fly 30 ft. (hover)

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

Damage Immunities fire, poison, psychic

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 2 (450 XP)

Antimagic Susceptibility. The animated mount is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the animated mount must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

ACTIONS

Breath Attack (Recharge 4–6). The animated mount exhales fire in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

ANIMATED MOUNT

Fire filled the dungeon hallway, trapping the heroes. A young half-elf adventurer wondered out loud if there could be dragons nearby. Then a strange iron, horse-like creature emerged through the flames. It had no legs and hovered above the ground.

Command Performance. The one who controls the animated mount can use it as a sentinel. Due to its magical construction, it never tires. This odd creation is animated with magical flames which power its movement and breath.

Wild Ride. Creatures can also attempt to ride the animated mount. This is possible, but the mount might also race off with the rider on its back. In some cases, the unique device can also be sent to rendezvous with its rider.

Constructed Nature. The animated mount doesn't require air, food, drink, or sleep.

QUESTS

- 1 animated mount goes on rampage
- 2 anti-paladin rides animated mount
- 3 mount takes bard on wild ride





APPRENTICE NECROMANCER

A young man quietly unlocks a dungeon door and slips inside. He walks with purpose down a dark hallway. A sickly, green light peers out from a doorway ahead. The slim visitor peers inside and finds his master in a room full of animated skeletons.

Master the Commander. Apprentice necromancers learn everything they know from spellbooks and their experienced masters. They act in the shadows and don't often reveal themselves.

Manipulating Life. Necromancers are foul creatures who have lost themselves in darkness. Tampering with sacred forces they desecrate the world with their horrifying magic.

Vampiric Forces. The apprentice learns to take energy from others for themselves. They are no different than the dreadful undead they animate.

QUESTS

- 1 apprentice betrays his master
- 2 apprentice plots against the guild
- 3 apprentice builds undead army

DUNGEON ITEM: VAMPIRE SLAYER

Weapon (sword), very rare

This item appears as a shiny golden sword with unusual runes on the blade. You gain a +3 bonus to attack and damage rolls. The sword also does an extra 2d6 radiant damage to any vampire or vampire spawn it hits. You can use a bonus action to make the sword radiate bright light in a 30-foot radius, or end the effect.

APPRENTICE NECROMANCER

Medium humanoid (any), any evil alignment

Armor Class 13 (16 with *mage armor*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Skills Arcana +5, Perception +3

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Grim Harvest (1/Turn). When the necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Spellcasting. The apprentice is a 5th-level wizard. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *chill touch, fire bolt, ray of frost, shocking grasp*

1st level (4 slots): *false life, fog cloud, mage armor, ray of sickness*

2nd level (3 slots): *darkvision, ray of enfeeblement, scorching ray*

3rd level (2 slots): *animate dead, vampiric touch*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

BLESSED ONE

Some celestials frequent sacred tombs to bless them. They are incredibly peaceful beings that bring their divine presence into the shadowy dungeons of the dead. In fact, they seem to transform their surroundings; bringing out the light that hides in every dark corner.

Shining Light. They are comfortable in any environment and operate easily in the darkness. Some angels consider them to be lesser beings as the blessed ones don't have wings.

Righteous Might. When it needs to deal with undead or grave robbers, the blessed one can do that too. It is deadly in hand-to-hand combat.

Celestial Congregation. At times angels and other celestials work together to cleanse an area of evil. Their powerful radiance usually scares undead monsters out of their hiding places.

Immortal Nature. A blessed one doesn't require food, drink, or sleep.

BLESSED ONE

Medium celestial, neutral good

Armor Class 18 (radiant shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	16 (+3)	16 (+3)	18 (+4)

Skills Insight +6, Perception +6, Religion +6

Senses truesight 120 ft., passive Perception 16

Languages all, telepathy 120 ft.

Challenge 6 (2,300 XP)

Innate Spellcasting. The blessed one's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *bless*, *detect evil and good*, *purify food and drink*

3/day each: *create food and water*, *dimension door*, *dispel magic*, *zone of truth*

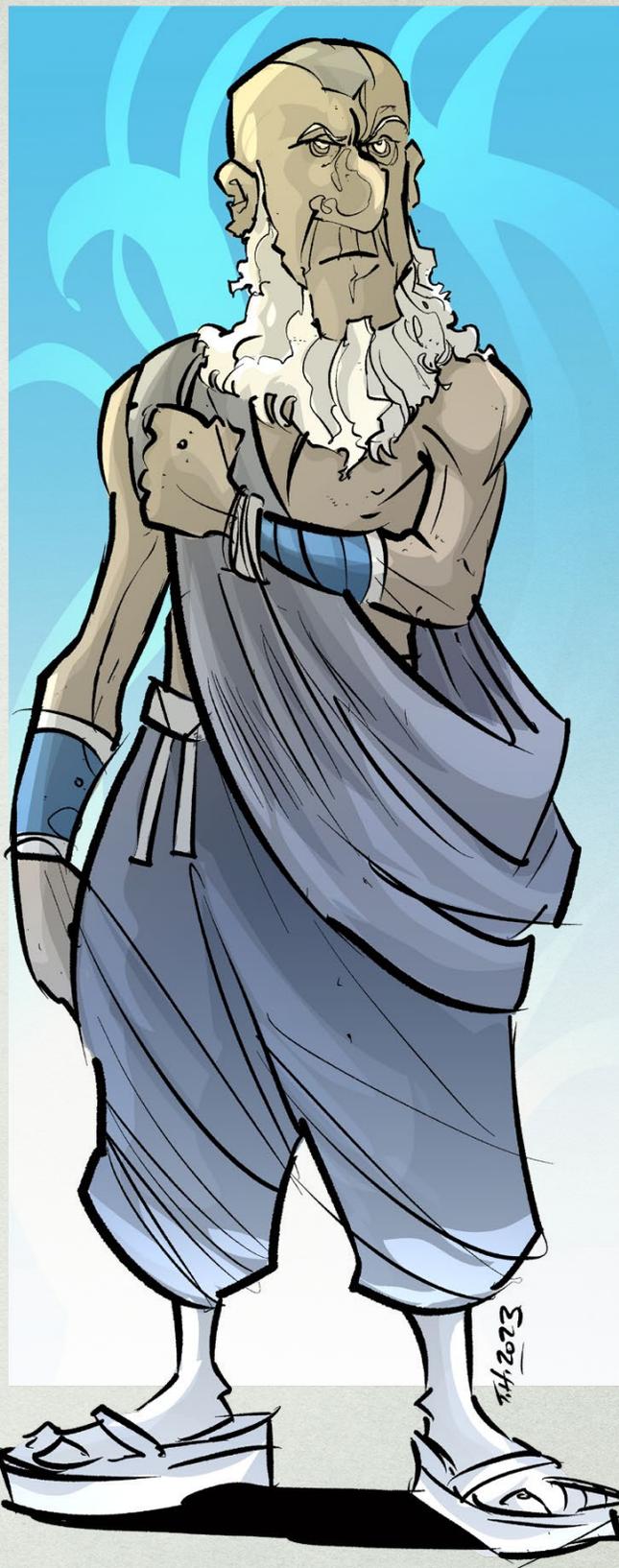
1/day each: *banishment*, *magic circle*, *silence*

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

ACTIONS

Multiattack. The blessed one makes two attacks.

Unarmed Attack. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 10 (3d6) radiant damage.



QUESTS

- 1 celestial wards off powerful vampire
- 2 celestial protects well-loved priest
- 3 celestial uncovers sinister plot



CRYPT DEMON

Certain fiends are attracted to dungeon tombs. One of the most violent is the crypt demon. The vicious predator relishes the chance to hunt innocent creatures in the shadows.

Abysmal Situation. The darker and gloomier; the better environment for these fiends. Crypt demons sometimes serve more powerful demons, warlocks, and other evildoers. They end up being stationed as guardians in important tombs. Some live in a dungeon for their entire life.

No Mercy. Crypt demons have no compassion for other creatures and are bent on destruction. They enjoy tormenting other beings, often toying with their prey.

QUESTS

- 1 demon harasses worried pilgrims
- 2 demons overrun sacred tomb
- 3 demon threatens local priest

CRYPT DEMON

Large fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +5

Skills Perception +5, Stealth +6

Damage Vulnerabilities radiant

Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

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

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

Spider Climb. The demon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The demon makes three attacks, one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

CRYPT RAIDER

After making their way deep inside a dungeon, the adventuring party took a rest. Then the perceptive high elf noticed a figure climbing a nearby statue. It appeared to be human, although it climbed like a beast. One of the other party members realized the person was a crypt raider.

Wise Warriors. These individuals search for artifacts in dungeon tombs. Highly intelligent, raiders study for years to learn their craft. They have an extensive knowledge of ancient civilizations, monsters, and languages.

Solo Mission. Crypt raiders must be incredibly resourceful as they work independently. They have many talents and use every available resource they can find.

Double Lives. Many of these individuals live two very different lives; the life of a rugged adventurer and that of an intellectual scholar.

CRYPT RAIDER

Medium humanoid (human), any alignment

Armor Class 15 (leather armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

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

Skills Acrobatics +7, Athletics +6, History +6, Investigation +6, Perception +6, Survival +6

Senses passive Perception 16

Languages Common and four others

Challenge 6 (2,300 XP)

Keen Hearing and Sight. The raider has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Lightfooted. The raider can take the Dash or Disengage action as a bonus action on each of its turns.

ACTIONS

Multiattack. The raider makes two attacks.

Whip. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. The crypt raider halves the damage that it takes from an attack that hits it. The crypt raider must be able to see the attacker.



QUESTS

- 1 raider searches for lost city
- 2 raider searches for lost artifact
- 3 raider is betrayed by companion

CULT WARLOCK

When a dark fey, devil, or demon want to find someone to do their bidding, the cult warlock is one of their useful idiots. These fanatics are blinded by hate and ignorance and often fall victim to the will of a much more powerful creature.

Dirty Work. Cult warlocks do much of the dirty work for their horrible patrons. They don't have a strong sense of self and often lose their way. They usually come from dysfunctional families and see their patron as a parent figure.



CULT WARLOCK

Medium humanoid (any), any evil alignment

Armor Class 13 (16 with *mage armor*)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	15 (+2)	12 (+1)	18 (+4)

Skills Arcana +4, Deception +6, Persuasion +6, Religion +4

Senses passive Perception 11

Languages Common, Abyssal or Infernal

Challenge 4 (1,100 XP)

Dark Devotion. The warlock has advantage on saving throws against being charmed or frightened.

Devil's Sight. The warlock can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Spellcasting. The cult warlock is a 7th-level warlock. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *friends*, *mage armor* (self only), *prestidigitation*
1st–4th level (4 4th level slots): *banishment*, *hellish rebuke*, *hypnotic pattern*, *misty step*, *shatter*, *suggestion*, *witch bolt*

Shadow Stealth. While in dim light or darkness, the warlock can take the Hide action as a bonus action.

ACTIONS

Hex Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage plus 3 (1d6) necrotic damage.

QUESTS

- 1 warlock works with powerful cult
- 2 warlock discovers horrible secret
- 3 warlock betrays one patron for another

DRAUGR KING

Large undead, chaotic evil

Armor Class 18 (plate)

Hit Points 117 (14d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	18 (+4)	12 (+1)	14 (+2)	22 (+6)

Skills Perception +6

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages understands all the languages it knew in life

Challenge 10 (5,900 XP)

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

Magic Weapons. The draugr king's weapon attacks are magical

Sunlight Sensitivity. While in sunlight, the draugr king has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turn Resistance. The draugr king has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The draugr king makes two melee attacks.

Grimrazor. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage plus 10 (3d6) necrotic damage.

Disarming Shout (3/day). The draugr king shouts and any creatures within 60 ft. must make a DC 16 Constitution saving throw. If any creature fails their saving throw they take 24 (7d6) thunder damage, half damage on a success. Any weapon they are wielding is also thrown 1d20 feet away.

QUESTS

- 1 draugr king gathers undead army
- 2 draugr king allies with evil priest
- 3 draugr king guards famous tomb

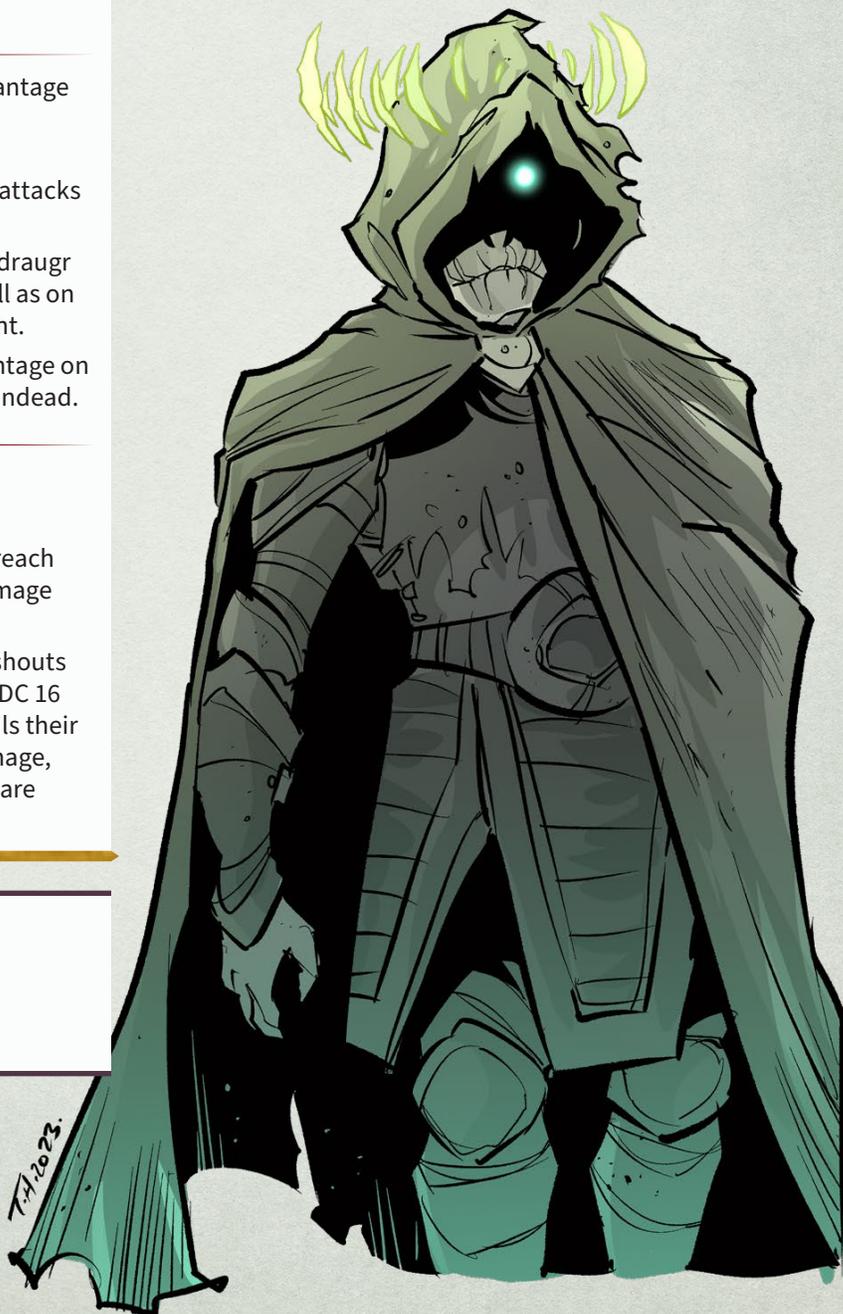
DRAUGR KING

Some kings taken over by their egos do not pass into the next realm when they die. These individuals can be raised by necromancy to become draugr kings. Their former kingdoms believe that the kings are gone and buried.

Cruel Rule. These horrid undead begin to rebuild their court and army. Numerous undead, including other draugr and skeletons will be drawn to the power of the dark king. Dungeon adventurers might have to deal with waves of minions before facing their leader.

Underworld Ruler. Draugr kings continue to gain power over time and spread their influence. Their reach will extend far beyond the tomb into the cities of the living.

Undead Nature. A draugr king doesn't require air, food, drink, or sleep.



DRAUGR MAGE

Medium undead, chaotic evil

Armor Class 14 (17 with *mage armor*)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	20 (+5)	14 (+2)	12 (+1)

Skills Arcana +8, History +8, Perception +5

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands all the languages it knew in life

Challenge 7 (2,900 XP)

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

Spellcasting. The draugr mage is a 12th-level wizard. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *fire bolt*

1st level (4 slots): *expeditious retreat*, *mage armor*, *magic missile*, *thunderwave*

2nd level (3 slots): *invisibility*, *misty step*, *scorching ray*

3rd level (3 slots): *counterspell*, *fireball*, *lightning bolt*

4th level (3 slots): *blight*, *ice storm*, *phantasmal killer*

5th level (2 slots): *passwall*, *wall of force*

6th level (1 slot): *disintegrate*

Sunlight Sensitivity. While in sunlight, the draugr mage has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Staff of Miryks. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 3 (1d6) necrotic damage.

DRAUGR MAGE

Some wizards return from the dead in the form of draugr mages. These monsters are usually trapped in their dungeon tomb.

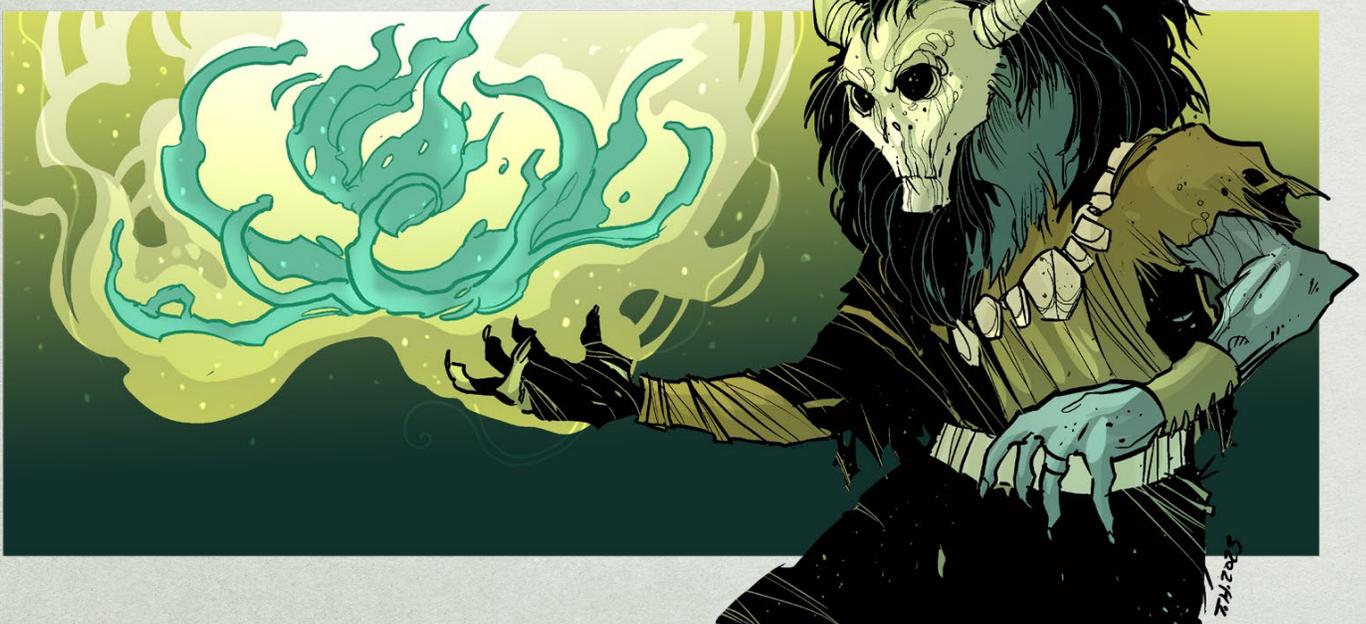
Crazed Casters. They still have access to their spellbooks, although they are in rough shape. Draugr mages gain more and more power as they learn how to function in their new form.

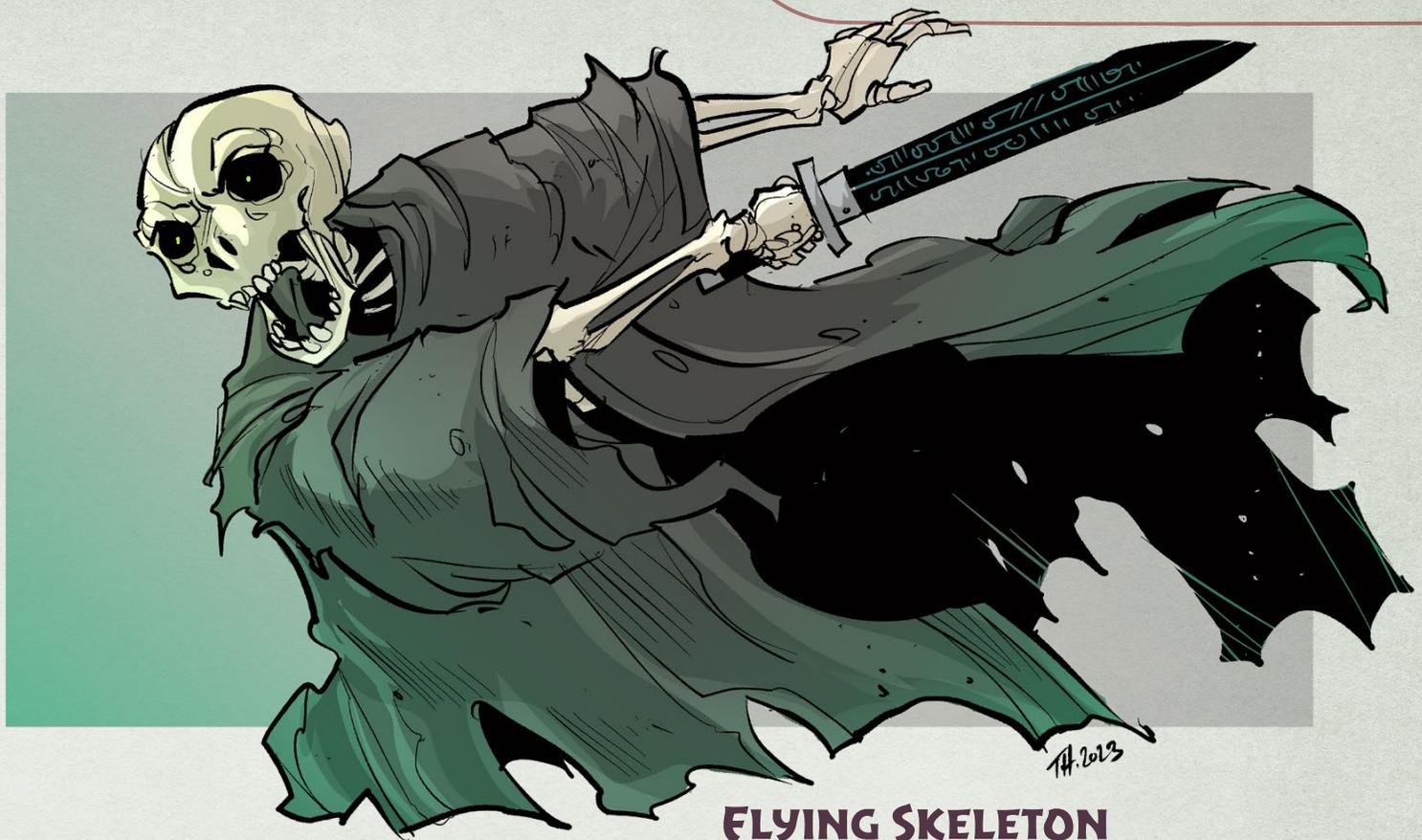
Meandering Mages. The undead horrors wander aimlessly through the darkest dungeons. Many of them long for some kind of companionship. A few mages recruit other draugr and work together.

Undead Nature. A draugr mage doesn't require air, food, drink, or sleep.

QUESTS

- 1 draugr mage allies with necromancer
- 2 draugr mage harasses apprentices
- 3 draugr mage finds rare spellbook





FLYING SKELETON

Medium undead, lawful evil

Armor Class 16 (armor scraps)

Hit Points 19 (3d8 + 6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	6 (-2)	9 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Resistances poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP)

Sunlight Sensitivity. While in sunlight, the flying skeleton has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The flying skeleton makes two attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/400 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

FLYING SKELETON

All had gone quiet in the dimly lit dungeon. The wise old cleric was reading from his tome about the forgotten tomb. Just then a trio of skeletons flew over him. He grabbed hold of his magical mace and called for his companions.

Animated Horror. Flying skeletons have been animated by necromancers and given the ability to fly. The sight of the undead creatures flying is rather unsettling.

Undead Air Force. Some necromancers will use a large group of flying skeletons. They can take on great numbers of living troops. The unusual undead can also access areas of the dungeon that most creatures can't.

Undead Nature. The flying skeleton doesn't require air, food, drink, or sleep.

QUESTS

- 1 flying skeletons take over dungeon
- 2 flying skeletons escape into city
- 3 flying skeletons haunt huge dungeon

DUNGEON ITEMS: LORD KIRK'S HELM

Wondrous item, very rare

After putting on this full black helm, it cannot be removed except by means of a *remove curse* spell or similar magic. However, the wearer does gain +1 to their AC and has darkvision for 60 feet.



HOLY CHOIR

A group of bandits slowly opened the noble's crypt. Their leader beamed as he feasted his eyes on gemstones buried with the corpse. Just then little voices behind them began to sing a beautiful song. The bandits turned to see a group of tiny, glowing angels floating in the air.

Divine Music. A holy choir is attracted to evil groups of creatures. They bravely engage with their loathsome enemies and attempt to scare them away. The celestials can also strike with their radiant light.

Healing Message. The uplifting songs of the choir can also heal those in pain. They often come to the aid of good-aligned creatures.

Immortal Nature. The holy choir doesn't require food, drink, or sleep.

HOLY CHOIR

Medium swarm of Tiny celestials, lawful good

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 20 ft., fly 60 ft.

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

Skills Perception +4

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 14

Languages all, telepathy 120 ft.

Challenge 3 (700 XP)

Illumination. The holy choir sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

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

ACTIONS

Radiant Blast. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) radiant damage.

Healing Touch (2/day). The holy choir touches another creature. The target magically regains 4 (1d8) hit points.

Song of the Divine (3/day). The holy choir targets a creature within 30 ft. It must make a successful DC 13 Wisdom saving throw or become frightened for 1 minute.

QUESTS

- 1 choir protects lost tomb
- 2 choir chases out bandit clan
- 3 choir aids brave, young cleric

THE LISTENER

Medium aberration, chaotic neutral

Armor Class 13

Hit Points 75 (10d8 + 30)

Speed 30 ft.

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

Skills Insight +7, Perception +7, Stealth +6

Senses darkvision 60 ft., passive Perception 17

Languages all

Challenge 6 (2,300 XP)

Innate Spellcasting. The Listener's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *speak with dead*, *thaumaturgy*
3/day each: *dimension door*, *fog cloud*, *dispel magic*,
locate object

1/day each: *illusory script*, *silence*, *sleep*

Shadow Stealth. While in dim light or darkness, the Listener can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the Listener has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The Listener makes two attacks.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage.

THE LISTENER

Walking silently through a dusty old tomb is a lone figure. They move quickly towards a burial crypt and begin a quiet conversation. The Listener is speaking to the dead. They remain extremely still, fully present in the moment.

Lost Secrets. The Listener listens carefully to the stories of those who have passed away. The aberration uses this knowledge to learn more about the ordinary world. Because they don't want to draw attention to themselves and they shun sunlight, they're often more active at night.

The Far Away. Hailing from a dark world nowhere near the Material Plane, this being is far from home. Ultimately, the lonely creature wants to find a way back.

QUESTS

- 1 the Listener allies with guild
- 2 the Listener learns a prophecy
- 3 the Listener learns of treasure hoard



LORD OF THE GHOULS

The weary elf knights wondered what they might have to face next. They had fought legions of undead and made it through the underground dungeon tomb. As one knight pushed open another stone door, the heroes saw a terrifying monster.

Gathering Storm. The Lord of the Ghouls is a feared leader of undead forces. He has been gathering an unseen army for years. It is composed of ghouls, ghouls, zombies, skeletons, and wights.

Underground Movement. Soon the undead leader will lead the assault. Their dungeon tomb contains many tunnels that lead to the surface.

Undead Nature. The Lord of the Ghouls doesn't require air, food, drink, or sleep.

QUESTS

- 1 lord serves powerful vampire queen
- 2 lord discovers hidden vault
- 3 lord plots against city above



LORD OF THE GHOULS

Large undead, neutral evil

Armor Class 18 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	12 (+1)	12 (+1)	14 (+2)

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 8 (3,900 XP)

Marshall Undead. Unless the Lord of the Ghouls is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Stench. Any creature that starts its turn within 30 feet of the Lord of the Ghouls must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the Lord of the Ghoul's Stench for 24 hours.

Sunlight Sensitivity. While in sunlight, the Lord of the Ghouls has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turning Defiance. The Lord of the Ghouls and any ghouls within 60 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The Lord of the Ghouls makes two claws attacks and one bite attack.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Foul Breath (3/Day). The Lord of the Ghouls exhales shadowy gas in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one.

MISGUIDED ANGEL

Medium celestial, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Int +4, Wis +6, Cha +7

Skills Perception +6

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion

Senses darkvision 90 ft., passive Perception 16

Languages all, telepathy 120 ft.

Challenge 7 (2,900 XP)

Innate Spellcasting. Its innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The misguided angel can innately cast the following spells, requiring no material components:

At will: *invisibility* (self-only)

2/day each: *blade barrier*, *flame strike*

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

ACTIONS

Multiattack. The misguided angel makes two melee attacks.

Unarmed Attack. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 13 (3d8) radiant damage.

Healing Touch (2/Day). The misguided angel touches another creature. The target magically regains 15 (3d8 + 2) hit points.

MISGUIDED ANGEL

Some angels lose their way and end up taking the wrong path. The misguided angel is confused and off balance. They do not know what is right and wrong any more.

Confused Celestial. Lost and lonely, they don't know who they are. They only care about themselves and wander the world in a daze. While in their confused state, a misguided angel can end up in all kinds of trouble.

Path of Redemption. Hope is not gone; they can find themselves again. Successfully dealing with a challenging situation or getting assistance from another good creature can help them find their way.

Immortal Nature. An angel doesn't require food, drink, or sleep.



SHADOW SLIME

Many oozes enjoy the dungeon environment. One of the most toxic is the horrid shadow slime. Hard to detect, these monsters can surprise many adventurers. Some slide along the stone ceiling before dropping down on their victims.

Escape Rooms. Like other oozes, this slime can move easily around dungeons and has many escape routes. They feed on other creatures and any other organic material.

Potent Pseudopods. Unlike most oozes, shadow slimes are very accurate when they strike in darkness. Their pseudopods can badly injure any opponent.

Ooze Nature. A shadow slime doesn't require sleep.

QUESTS

- 1 slime traps city guards in dungeon
- 2 slime slinks into sacred space
- 3 slime hides in vampire's crypt

DUNGEON ITEMS: DIARY OF THE DEEPEST DARK

Wondrous item, very rare

After reading this tattered, red book for one hour, the reader gains the following benefits for 24 hours.

- darkvision up to 60 feet
- +1 to all saving throws in darkness
- +2 to Stealth (Dexterity) checks in darkness

The book vanishes after being read.

SHADOW SLIME

Large ooze, unaligned

Armor Class 8

Hit Points 93 (11d10 + 33)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	16 (+3)	2 (-4)	6 (-2)	1 (-5)

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

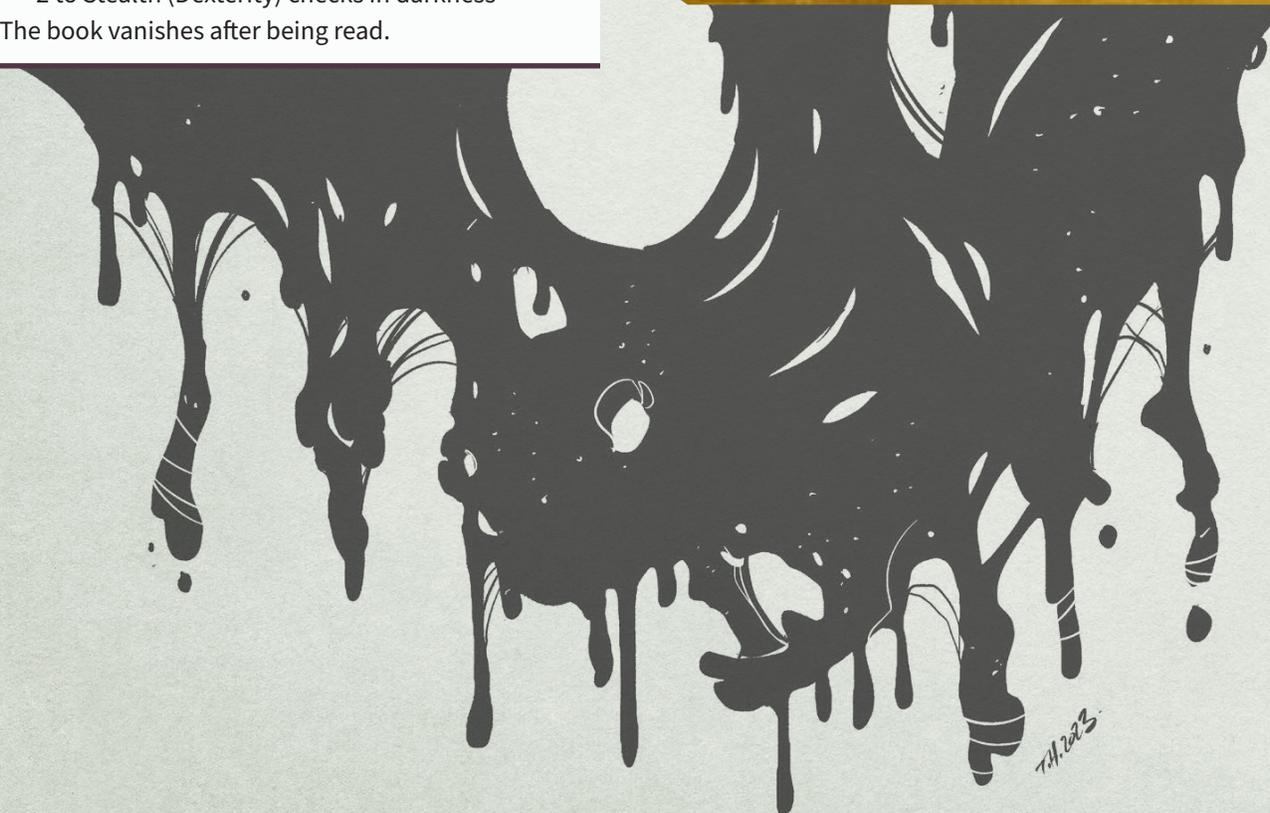
Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Sunlight Sensitivity. While in sunlight, the ooze has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The ooze makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) necrotic damage. If the attack hits in an area of darkness, the hit is a critical hit.





SKULL AND BONES

Large undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	10 (+0)	5 (-3)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 7

Languages —

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, Skull and Bones has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. Skull and Bones makes two bone slam attacks and one tongue attack.

Bone Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Spiked Tongue. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

SKULL AND BONES

Some creatures strike fear in others on sight. The undead monster known as Skull and Bones is one such creature. It seems as if it should not exist, but it does. Creatures foolish enough to tangle with the killing machine don't usually survive. Some clerics believe that the monster was created by necromancers animating the remains of a giant.

Bash and Smash. This monster makes a tremendous amount of noise and won't surprise anyone. It smashes through obstacles and leaves a trail of destruction. The strange tracks of Skull and Bones can bewilder the most experienced ranger.

Undead Nature. Skull and Bones doesn't require air, food, drink, or sleep.

QUESTS

- 1 undead wanders into ceremony
- 2 undead controlled by necromancer
- 3 undead runs amok in dwarf city

SOUL KNIGHT

Most celestials are tasked with a very specific mission. Soul knights are sent to aggressively cleanse dungeon tombs of any evil. They are exceptionally brave and devoted warriors.

Shining Example. They work to eradicate any undead from sacred areas. The celestials work with angels, good clerics, paladins, acolytes, pilgrims, and other holy people.

Temple of Light. Soul knights come from a sacred temple on a distant plane. Angels bring them to the Material Plane to complete their missions. Once their mission is complete, angels return them to their home.

Immortal Nature. The soul knight doesn't require food, drink, or sleep.



SOUL KNIGHT

Medium celestial, lawful good

Armor Class 18 (radiant shield)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	16 (+3)	20 (+5)	20 (+5)

Saving Throws Dex +5, Wis +9, Cha +9

Skills Perception +9, Religion +7

Damage Resistances radiant: bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

Angelic Weapons. The soul knight's weapon attacks are magical. When the soul knight hits with any weapon, the weapon deals an extra 2d8 damage (included in the attack).

Innate Spellcasting. The soul knight's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The soul knight can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *light*

1/day each: *commune*, *dispel magic*, *raise dead*

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

ACTIONS

Multiattack. The soul knight makes three light sword attacks.

Light Sword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 9 (2d8) radiant damage.

Healing Touch (3/Day). The soul knight touches another creature. The target magically regains 9 (2d8) hit points.

QUESTS

- 1 soul knight searches for sacred tomb
- 2 soul knight guides young paladin
- 3 soul knight allies with priests

TOMB GUARDIAN

At times dungeon tombs will have guardians watch over them. Some of them are the resting places of influential people. Dangerous creatures can also be laid to rest. Tomb guardians are human sentinels who watch over these dungeons.

Good vs Evil. Some tomb guardians are good while others are thoroughly evil. Many different factions from royal families, to knightshoods, to horrible cults employ such sentinels.

Independent Actors. These guardians often act on their own or in small groups far from their headquarters. They must be incredibly resourceful warriors. Tomb guardians will keep their identities secret and often live double lives.

QUESTS

- 1 guardian tracks down grave robbers
- 2 guardians ward off dragon's attacks
- 3 guardians protect sacred chamber

TOMB GUARDIAN

Medium humanoid (human), any alignment

Armor Class 15 (studded leather)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

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

Skills Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages Common

Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the tomb guardian can use a bonus action to take the Dash, Disengage, or Hide action.

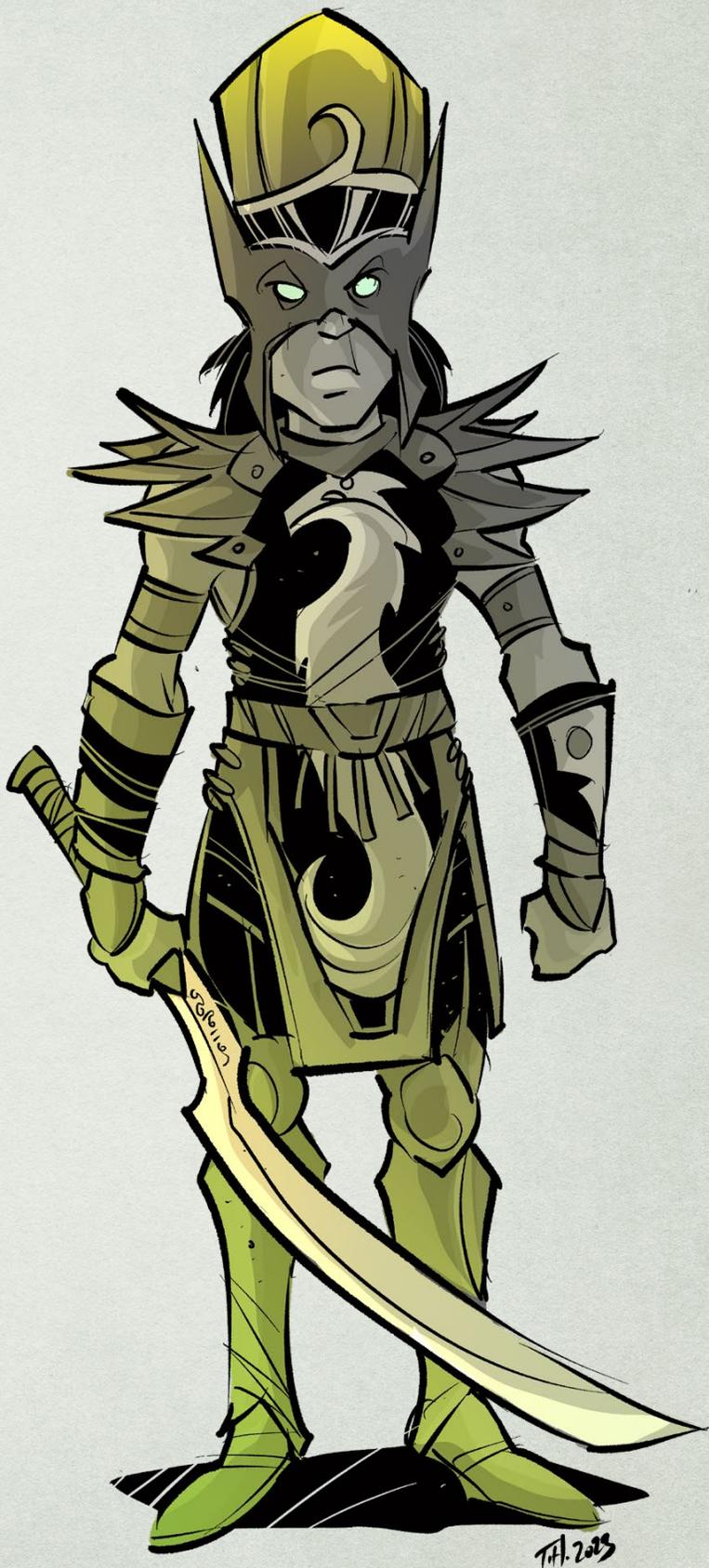
Devoted to the Cause. The tomb guardian has advantage on saving throws against being charmed or frightened.

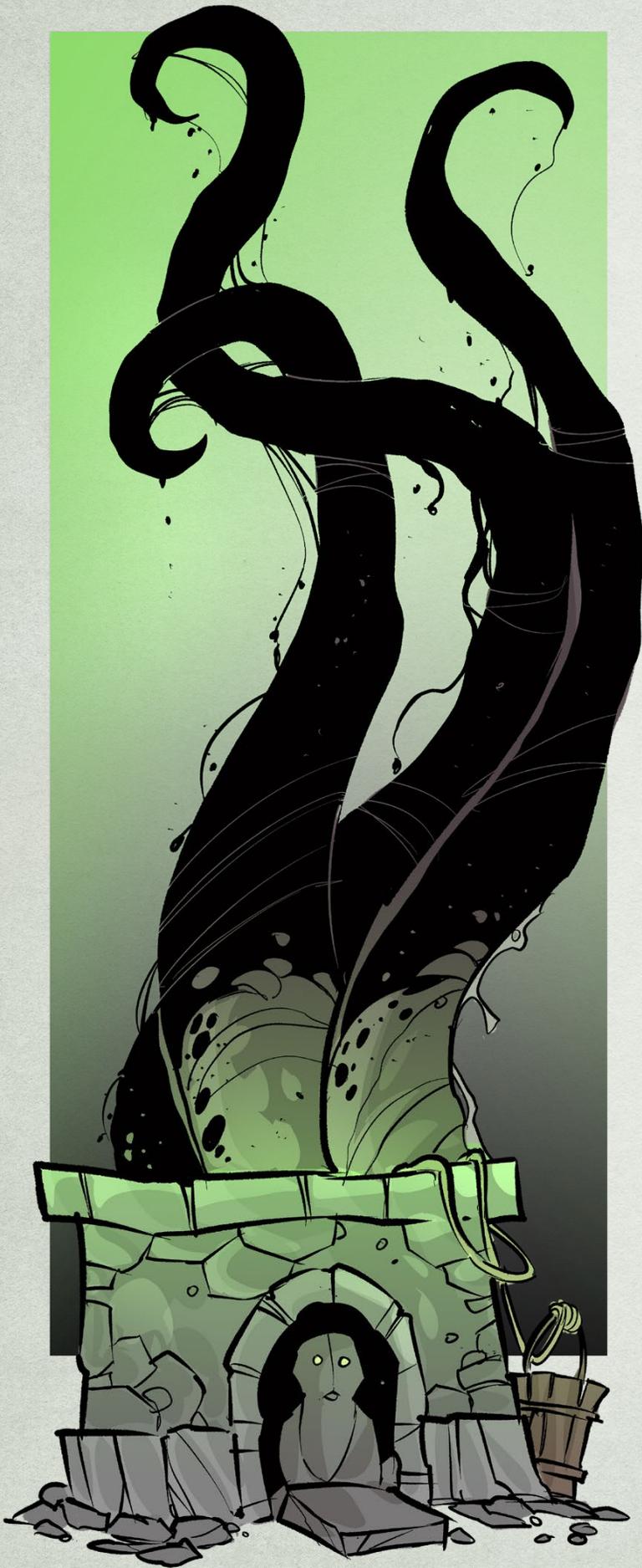
ACTIONS

Multiattack. The tomb guardian makes two attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.





WELL OF LOST SOULS

The chamber seemed to be empty except for an ancient well. Disappointed that there was no treasure, the dwarf rogue leaned against it. Without warning a ghostly tendril emerged from the well and wrapped around the stunned adventurer.

Hole Problem. These wells are created by combining necromantic magic with haunted wells. The swirling void of lost souls bent on revenge is a horrible creature to encounter. It strikes out without hesitation, wanting to destroy any living creature it encounters.

Undead Nature. The well doesn't require air, food, drink, or sleep.

QUESTS

- 1 well takes over famous tomb
- 2 well traps young acolyte
- 3 fight with well doesn't end well

WELL OF LOST SOULS

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	14 (+2)	16 (+3)	18 (+4)	7 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, grappled, poisoned, prone

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 5 (1,800 XP)

Sunlight Sensitivity. While in sunlight, the well has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The well makes three tendril attacks.

Ghostly Tendril. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and 3 (1d6) necrotic damage.

Necrotic Flood (Recharge 5–6). Toxic necrotic liquid pours out in a 60-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or take 13 (3d8) necrotic damage, half as much damage on a success. The area is difficult terrain for 1 minute.

WEREBAT

Medium shapechanger, neutral evil

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 60 ft. (bat or hybrid form only)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	11 (+0)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses blindsight 60 ft., passive Perception 13

Languages Common (can't speak in giant bat form)

Challenge 2 (450 XP)

Echolocation. The werebat can't use its blindsight while deafened.

Keen Hearing. The werebat has advantage on Wisdom (Perception) checks that rely on hearing.

Shapechanger. The werebat can use its action to polymorph into a bat-humanoid hybrid or into a giant bat, or back into its true form, which is humanoid. 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.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only).

The werebat makes two attacks, only one of which can be a bite.

Bite (Giant Bat or Hybrid Form Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with werebat lycanthropy.

Claws (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Hand Crossbow (Humanoid Form Only). *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

WEREBAT

These lycanthropes join with others of their kind to survive. Gangs of werebats are common in dungeon areas. They like to stay just outside of humanoid settlements.

Bat Man. The werebat will live amongst humanoids for years, keeping its true nature a secret. They know how to get what they want and won't let anyone stand in their way.

Wham! Bam! Werebats are skilled at hand-to-hand combat and don't often use melee weapons. They can even hold their own with trained monks.

Bat Cave. Some werebats build houses to hide a dungeon or cave below. Their dim lairs are kept secret, usually filled with swarms of bats.

QUESTS

- 1 werebats attack famous tomb
- 2 werebat infiltrates adventuring party
- 3 werebats battle vampire's minions





WILDERNESS DUNGEONS

“Far beneath the lush, untamed wilderness are shadowy, hidden lairs”

—FAMOUS RANGER BO FOXTAIL

DUNGEONS ARE NOT JUST FOUND IN URBAN areas; wilderness dungeons are built far away from civilization. These places have a strong connection to the natural world. A wilderness dungeon is overrun with vines and other plants growing through cracks in the stone structure. Water can breach the dungeon from underground lakes and rivers. Beasts and other wild creatures make their way inside and use them as lairs. Endless earthen tunnels lead to other areas in the wilderness or to rural settlements.

Wilderness dungeons are also filled with monsters that nobody from the city has ever seen before. Aberrations and other bizarre creatures can surprise brave explorers. Humanoids, like dwarves and gnomes, might build these types of dungeons. Mad lords, evil cultists, and other villains also build such structures far away from civilization.

LOCATIONS

Underwater lakes and rivers, tomb, pools, ruins, mine, secret lair, guardroom, treasure vault, tunnels



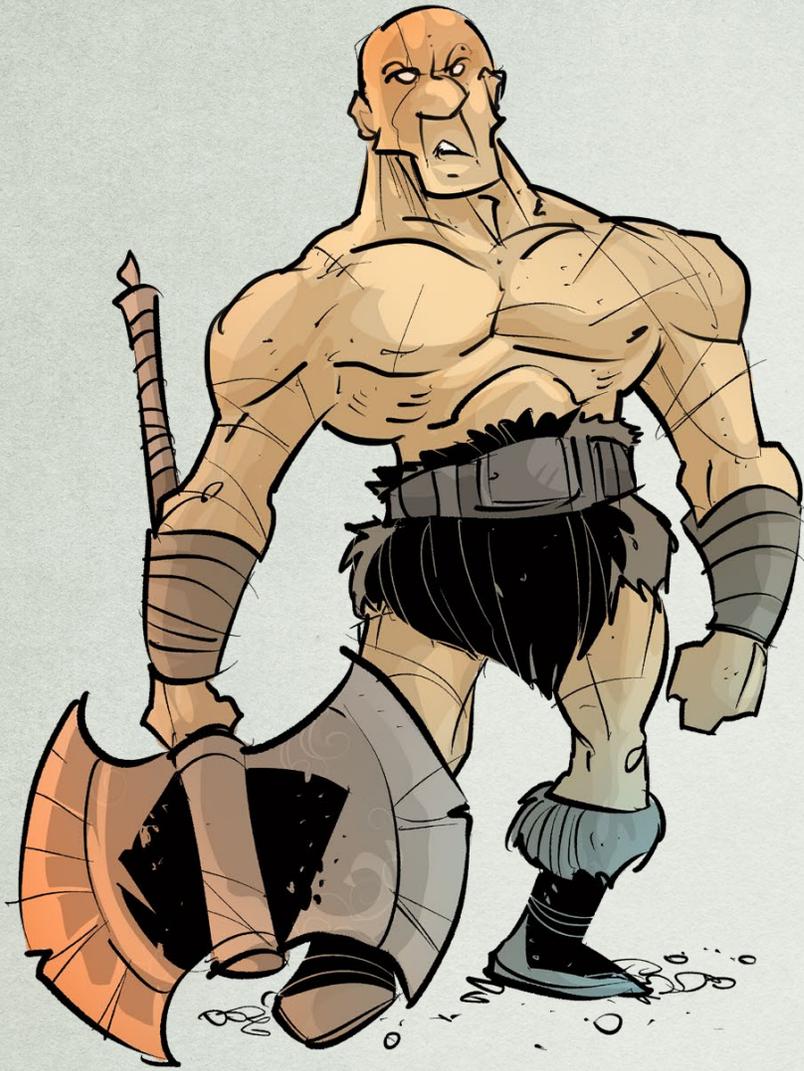
WILDERNESS DUNGEON ENCOUNTERS

d20	Encounter	d20	Encounter
1	green hag	11	1d4 poisonous snakes
2	young black dragon	12	1d8 orcs
3	3 trolls	13	evil druid
4	2 werebears	14	1d8 lizardfolk
5	1d4 bugbears	15	1d12 cultists
6	1d8 bandits	16	1d10 hobgoblins
7	1d10 goblins	17	shambling mound
8	giant poisonous snake	18	1d6 wereboars
9	1d8 giant rats	19	spirit naga
10	swarm of insects	20	adult green dragon

WILDERNESS DUNGEON EVENTS

d12	Events
1	elf rangers search for spy
2	drunken bugbear causes chaos
3	tiny fey take over the dungeon
4	orc clan stumbles into dungeon
5	hag sells potions from dungeon
6	huge mushrooms begin to talk
7	archfey charms beasts
8	bandits use dungeon as their lair
9	trio of harpies lures victims
10	beasts run amok in dungeon
11	ogre and his gang move in
12	plant creatures take over dungeon





NO INSULTS CARL

Carl is never satisfied and has a hard time accepting his feelings. If anyone mouths off at him, he often loses his temper. The aggressive barbarian ends up fighting many battles he doesn't have to.

Hot Head. No Insults Carl is emotional and feels deeply. His physical strength is much greater than his emotional maturity. Carl acts first and thinks later.

Big Presence. He is powerfully built and has been an adventurer since he was a teenager. The warrior loves going on quests and being part of an adventuring party.

Team Player. Although Carl's temper can get the better of him, he's a loyal companion. He fiercely protects his fellow party members.

QUESTS

- 1 barbarian searches for lost brother
- 2 barbarian serves barbarian king
- 3 barbarian hides terrible secret

NO INSULTS CARL

Medium humanoid (human), chaotic neutral

Armor Class 17

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	7 (-2)	13 (+1)	7 (-2)

Saving Throws Str +6, Con +6

Skills Athletics +6, Perception +3, Survival +3

Senses passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

Rage (3/Day). On his turn, Carl can enter a rage as a bonus action for 1 minute. While raging, he gains the following benefits if he isn't wearing heavy armor:

- He has advantage on Strength checks and Strength saving throws.

- When he makes a melee weapon attack using Strength, he gains +2 to the damage.
- He has resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. When he makes his first attack on his turn, he can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn.

Unarmored Defense. While he is not wearing any armor, his Armor Class equals 17.

ACTIONS

Multiattack. Carl makes two attacks.

+2 Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

BARBARIAN QUEEN

The heroes were surprised to discover a throne room hidden on the lowest level of the dungeon. Seated on the throne was a wild, warrior woman. She was clad in furs and stared down at the astonished adventurers.

Bandit Leader. The barbarian queen is the infamous leader of a well-known bandit clan. Other bandit lords see the queen as an equal and she has a seat at their regular meetings.



Big Ambitions. However, the barbarian queen wants to eventually take control of all the clans. She has been plotting for years from her dungeon fortress. The queen always has two bulky barbarian bodyguards with her.

Wild Rider. Her mount is a beautiful, dark brown warhorse named Harley.

QUESTS

- 1 the queen robs convoy of wagons
- 2 the queen betrays bandit clans
- 3 the queen finds powerful sword

BARBARIAN QUEEN

Medium humanoid (human), chaotic neutral

Armor Class 18 (magical bikini armor)

Hit Points 142 (19d8 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	12 (+1)	16 (+3)	20 (+5)

Saving Throws Str +7, Con +7, Wis +7

Skills Athletics +7, Intimidation +9, Perception +7, Survival +7

Senses passive Perception 17

Languages Common

Challenge 12 (13,000 XP)

Action Surge (2/Day). On her turn, she can take one additional action on top of her regular actions and a possible bonus action.

Reckless Attack. When she makes her first attack on her turn, she can decide to attack recklessly. Doing so gives her advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against her have advantage until her next turn.

Second Wind (2/day). On her turn, she can use a bonus action to regain 1d10 + 14 hit points.

ACTIONS

Multiattack. The barbarian queen makes three attacks.

+3 Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.



BO FOXTAIL

Travelling through wilderness dungeons are several brave adventurers. One of the most famous is Bo Foxtail. She is willing to guide explorers through the challenging environment.

Wild Child. Bo grew up in the wilderness and has a lot of experience with all the creatures found there. She feels deeply connected to nature. The ranger is also an extremely calm, patient individual.

Home Tree. She lives in a treehouse not far from tunnels that lead into a wilderness dungeon. The athletic ranger explores the labyrinthine structure on a daily basis.

Hawk Eye. Bo always travels with an intelligent hawk named Kreed. She sends the bird to scout ahead.

QUESTS

- 1 ranger learns of legendary treasure map
- 2 ranger meets a wild man from the woods
- 3 ranger discovers goblins massing for invasion

BO FOXTAIL

Medium humanoid (human), chaotic good

Armor Class 14

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	9 (-1)	12 (+1)	24 (+7)

Skills Animal Handling +4, Athletics +5, Nature +2, Persuasion +10, Survival +4

Senses passive Perception 11

Languages Common, Sylvan, Elvish

Challenge 7 (2,900 XP)

Archery. Bo has +2 to attack rolls she makes with ranged weapons.

Brave. Bo has advantage on saving throws against being frightened.

Land's Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without

being slowed by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the entangle spell.

Speak with Beasts. Bo can communicate with beasts as if they shared a language.

Vanish. Bo can use the Hide action as a bonus action on her turn. Also, she can't be tracked by nonmagical means, unless she chooses to leave a trail.

ACTIONS

Multiattack. Bo makes two attacks.

+2 Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

+3 Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

REACTIONS

Uncanny Dodge. Bo halves the damage that she takes from an attack that hits her. She must be able to see the attacker.



FRIGHT BLIGHT

Lengthy shadows seemed to dance on the walls as the party crept through the dungeon. All five heroes wondered what could be casting such strange shapes.

Dark Hunters. Fright blights live off the darkness in gloomy dungeons. They pull the negative energy right out of the soil between cracks in the stone structure. Necrotic energy can be hidden in many unexpected places.

Blood Brothers. Like other blights, they were created when a vampire was destroyed. His evil essence formed the original sapling.

Corrupting Influence. Fright blights scare creatures out of their territory. Any opponents that don't flee are eliminated by the horrid plants.

FRIGHT BLIGHT

Medium plant, neutral evil

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	5 (-3)	10 (+0)	3 (-4)

Skills Perception +4, Stealth +2

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages Understands Common but can't speak

Challenge 1 (200 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines.

Sunlight Sensitivity. While in sunlight, the fright blight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Frightening Glare. The blight targets one creature within 30 feet. The target must make a successful DC 12 Wisdom saving throw or become frightened for 1 minute. The creature can repeat its saving throw at the each of each of its turns. If a creature succeeds on their saving throw, they're immune to the glare from any fright blight for 24 hours.

HORNAK

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 115 (11d10 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	7 (-2)	14 (+2)	13 (+1)

Saving Throws Str +9, Con +8, Wis +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Charge. If the hornak moves at least 10 feet straight toward a target and then hits it with a horn attack on

the same turn, the target takes an extra 2d8 piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The hornak can perfectly recall any path it has traveled.

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

Siege Monster. The hornak deals double damage to objects and structures.

ACTIONS

Horn. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Scare (3/Day). One creature of the hornak's choice within 60 feet of it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the hornak is within the line of sight, ending the effect on itself on a success.

HORNAK

Hornaks are Type I demons that are often used as brutes by demon lords. The heavily built demons are frequently positioned in dungeons or other buildings to clear the area of enemies. Many opponents simply flee at the sight of the terrible monsters.

Abyssal Bully. Hornaks are incredibly strong and can cause devastation in the dungeon environment. They can smash through stone walls, floors, and ceilings.

Maze Monsters. Like a few other demons, the hornak instinctively knows how to navigate maze-like dungeons. They can easily track down their prey in complex environments.

QUESTS

- 1 demon on mission from demon lord
- 2 demon allies with evil king
- 3 demon halts construction of dungeon





THE MYSS TREE

Surviving in the wilderness dungeon is hard enough under normal circumstances. The Myss Tree can create even more chaos with any explorers. It seems to be harmless and blends into the dungeon environment.

Split the Party. However, this sizeable plant can create bedlam for any intruders. It releases spores into the air to confuse other creatures or magically teleport them. Very soon, adventurers are wandering around in a daze wondering why their companions are vanishing into thin air. The Myss Tree takes advantage of the confusion to feed on its victims.

Mysterious Origin. Some learned sages believe the tree was brought from Feyland. Rumors persist that several Myss Tree seeds have made their way from the mysterious world.

QUESTS

- 1 treasure is buried beneath the tree
- 2 tree hides entrance to Feyland
- 3 tree befriends evil sorcerer

THE MYSS TREE

Large plant, neutral evil

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	16 (+3)	12 (+1)	18 (+4)	5 (-3)

Skills Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages Primordial

Challenge 5 (1,800 XP)

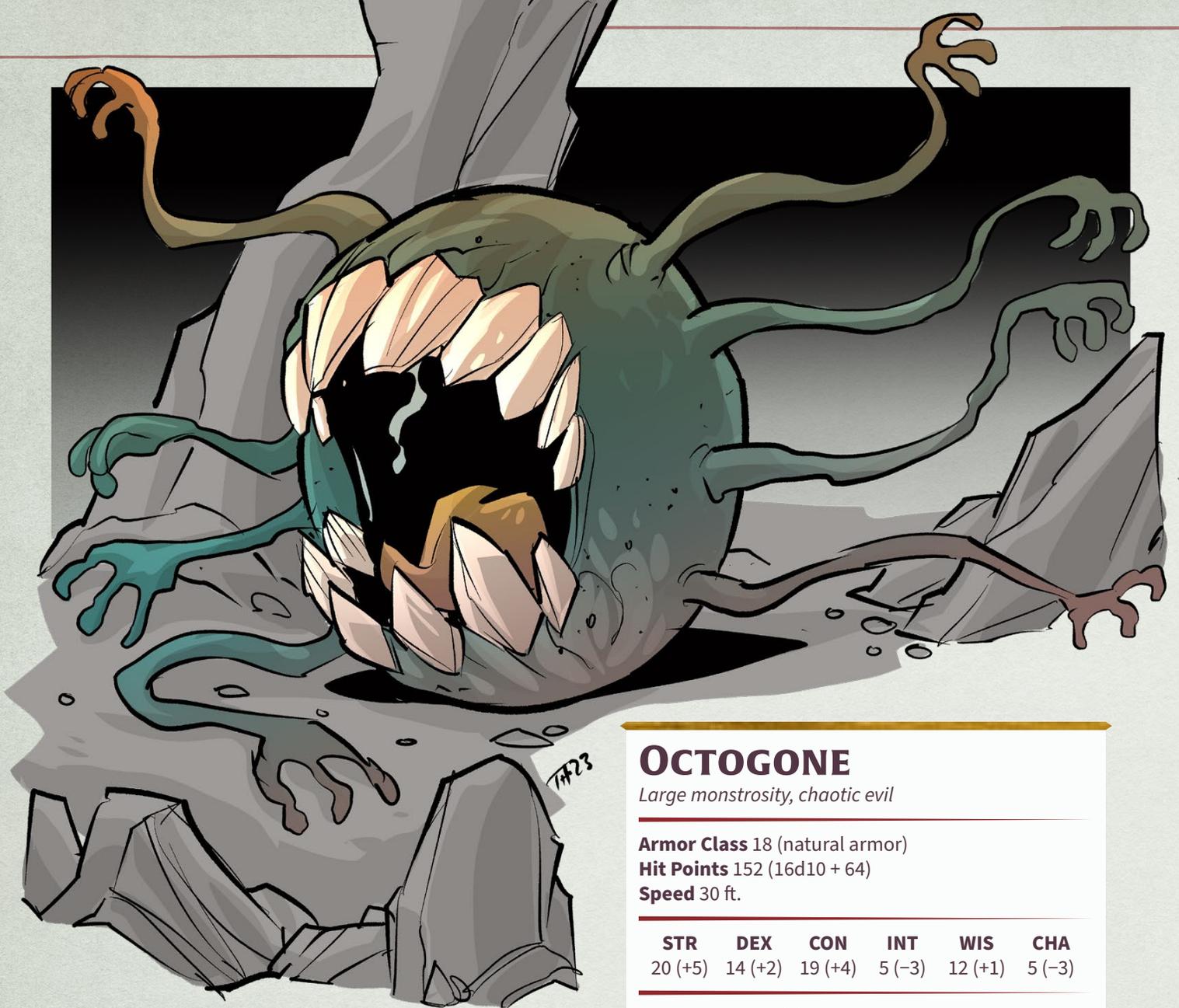
Sunlight Sensitivity. While in sunlight, the Myss Tree has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Confusion Spores (Recharge 2–3). The Myss Tree targets one creature within 60 ft. and releases glowing red spores. The target must succeed on a DC 15 Wisdom saving throw or spend its next turn wandering in a daze. The victim can't use an action, bonus action, or reaction.

Scatter Spores (Recharge 2/3). The Myss Tree can release glowing green spores that will teleport any creature it can see within 60 feet up to 30 feet away.



OCTOGONE

A group of druids braved the faintly lit dungeon and continued onwards. Their torches suddenly revealed a massive shadowy creature. It had a spherical body with an enormous mouth and eight lengthy tentacles.

Eight is Enough. This monstrosity is a sight to behold. It uses its many tentacles to propel itself through wilderness dungeons. Some sages believe the monster was created from the roots of an evil awakened tree.

Big Gulp. Octogones will eat almost anything and can swallow most creatures whole. They can even swallow two humanoids at a time.

QUESTS

- 1 the octogone allies with crazed sorcerer
- 2 the octogone scares orc clan out of dungeon
- 3 the octogone gets lost in labyrinth

OCTOGONE

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	5 (-3)	12 (+1)	5 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

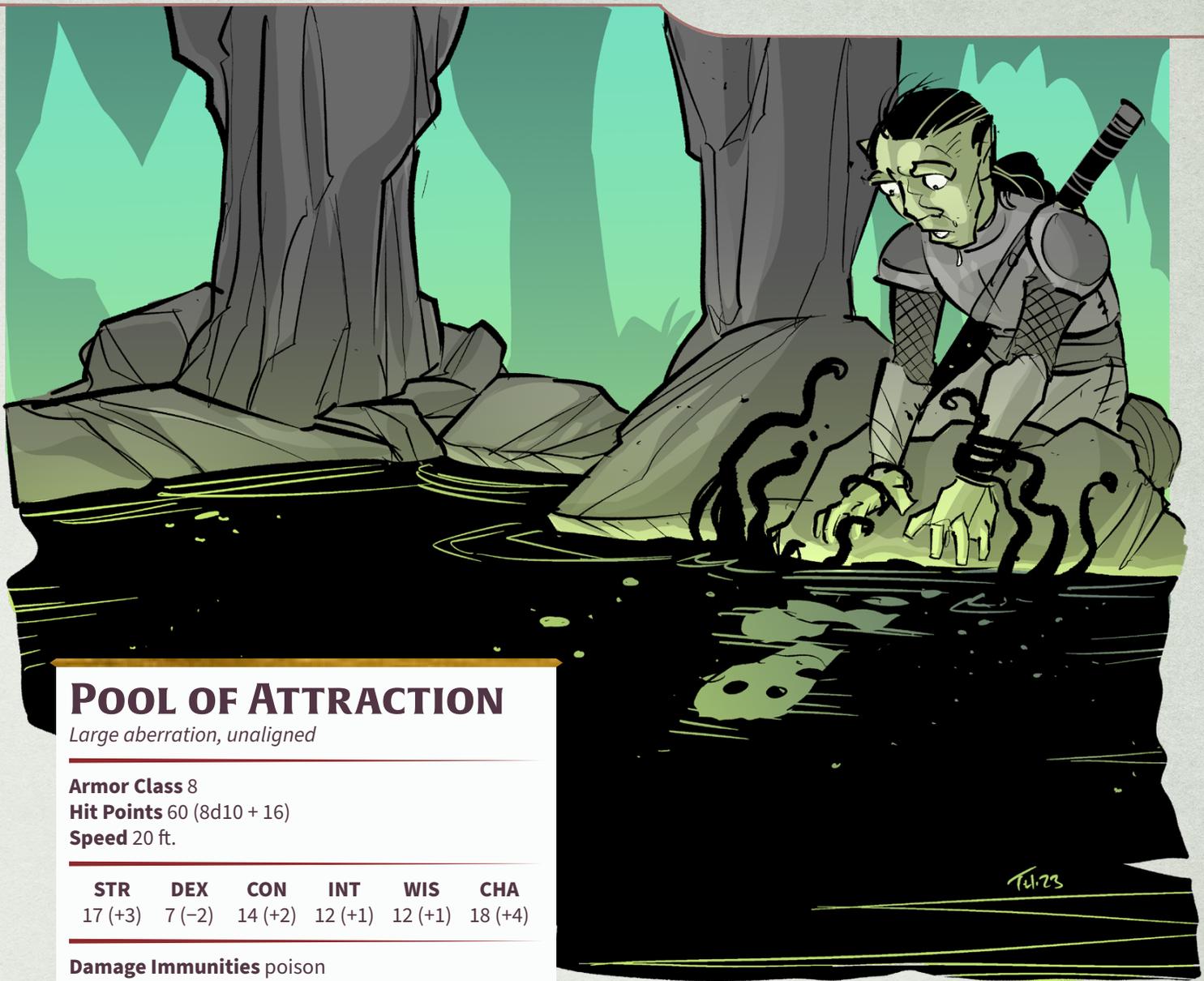
Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 8 (3,900 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage. If the target is a Medium or smaller creature, it is also swallowed by the octogone. Only two Medium or three smaller creatures can be swallowed at a time. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the octogone, and it takes 10 (3d6) acid damage at the start of each of the octogone's turns. If the octogone dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.



POOL OF ATTRACTION

Large aberration, unaligned

Armor Class 8

Hit Points 60 (8d10 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	14 (+2)	12 (+1)	12 (+1)	18 (+4)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

False Appearance. While the pool remains motionless, it is indistinguishable from a large pool of water.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Paralyze (2/day). The pool targets a creature within 30 feet. The target begins to fall in love with their reflection and must succeed on a DC 14 Wisdom saving throw or become paralyzed for 1 minute. The target can repeat the save at the end of each of the pool's turns.

POOL OF ATTRACTION

A bulky hobgoblin ransacks a dungeon and then spots a large pool. The ignorant humanoid wanders over and stares at his reflection. Suddenly the ugly goblinoid can't move and another face is mirrored back in the water.

Self-Absorbed. This aberration can paralyze selfish creatures that fall in love with their reflections. The pool of attraction then strikes out and feasts on its helpless prey.

Halting Progress. The pool can block access to some parts of a wilderness dungeon. To get past the pool, adventures have to fight inner and outer demons.

QUESTS

- 1 pools flood a wilderness dungeon
- 2 pool traps an anxious baron
- 3 pool attacks trio of rangers

SAPPY ENDING

These strange oozes are drawn to happiness and warmth. They are composed of toxic tree sap that has been fouled by furtive fiends. Sappy endings travel through dungeons looking to feed off other creatures and any organic material.

Melancholy Miscreant. These sad saps spread their misery around. They attack happy creatures and damage their minds. Intruders sense the despair even before they lay their eyes on the miserable creatures.

Evolution Solution. Like some rare oozes, sappy endings have evolved into slightly intelligent monsters. They are more thoughtful in the way they hunt their prey compared to many other oozes.

Ooze Nature. A sappy ending doesn't require sleep.

QUESTS

- 1 oozes attack forest village
- 2 ooze covers entrances into hidden city
- 3 ooze haunts gnome miners

DUNGEON ITEMS: AMULET OF PHOBIAS

Wondrous item, rare

This light green amulet is a cursed magic item. Twice a day a situation can give you a particular phobia. You're frightened for 1 minute if you fail a DC 13 Wisdom saving throw every time you're confronted with the phobia. The only way to remove the amulet is by use of a remove curse spell.

SAPPY ENDING

Large ooze, chaotic evil

Armor Class 8

Hit Points 42 (5d10 + 15)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	6 (-2)	6 (-2)	1 (-5)

Skills Stealth +2

Damage Immunities acid, slashing, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Amorphous. The sappy ending can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The sappy ending can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning plus 3 (1d6) acid damage.

REACTIONS

Split. When a sappy ending that is Medium or larger is subjected to lightning or slashing damage, it splits into two new sappy endings if it has at least 10 hit points. Each new sappy ending has hit points equal to half the original sappy ending's, rounded down. New sappy endings are one size smaller than the original sappy ending.



SLIDER

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	7 (-2)	12 (+1)	1 (-5)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Squeeze Through. The slider can squeeze itself through spaces that would only fit a Medium size creature.

Sunlight Sensitivity. While in sunlight, the slider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Breathe Poisonous Gas. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (3d8) poison damage.

SLIDER

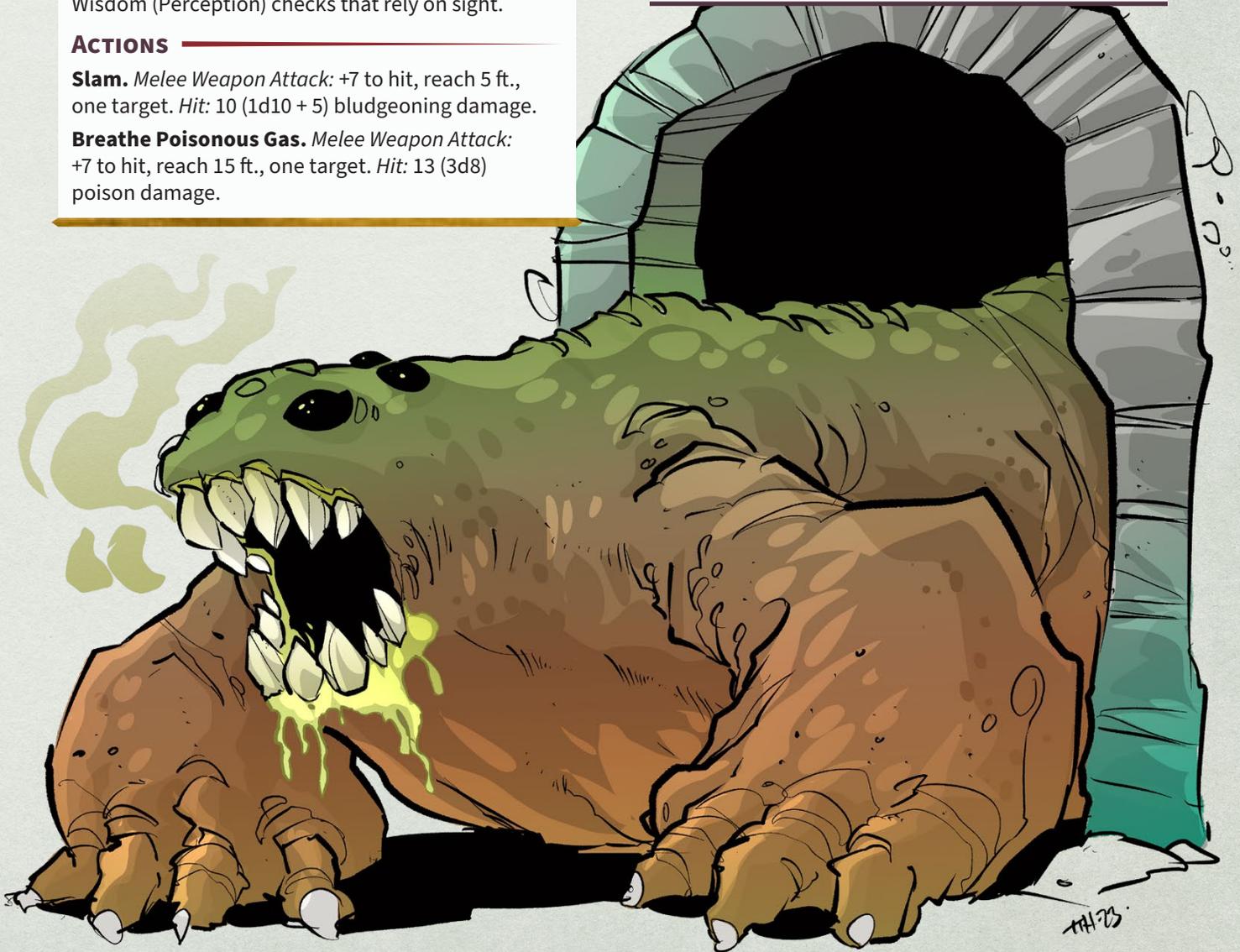
Sliders make their way through dungeons by pulling themselves along with their powerful arms. They can squeeze through tight spots and spend most of their time hunting for food.

Deep Connection. Legend says that sliders lived deep underground and have made their way into wilderness dungeons. Some of these dungeons have plenty of food for the monstrosities to survive on. At other times, the creatures venture into the wilderness to look for prey.

Natural Home. The slider is a recluse and won't interact with other creatures if it doesn't need to. It makes a home in spacious caverns that can only be accessed from remote dungeons.

QUESTS

- 1 slider smashes its way into woods
- 2 slider charmed by drow druid
- 3 slider befriends bandit lord



STONE FOX

A patrol of knights makes its way through an abandoned dungeon. They search the area and discover a couple of stone fox statues. Without warning, the statues come to life.

Rocky Relationship. Stone foxes are hardy elementals that inhabit wilderness dungeons or caverns. Some humanoids attempt to use them for their own needs.

Hard Edge. These elementals don't have time for intruders and will attack any new creatures in their territory. They aren't patient and most interactions end in violence.

Elemental Nature. A stone fox doesn't require air, food, drink, or sleep.

QUESTS

- 1 foxes guard treasure vault
- 2 foxes act as druid's bodyguards
- 3 multiple foxes overrun dungeon

DUNGEON ITEMS: CLOAK OF DARKNESS

Wondrous item, very rare

An elegant black hooded cloak. You can use a bonus action to put the cloak's hood up to activate it. While activated you can cast the darkness spell three times a day.

STONE FOX

Medium elemental, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	9 (-1)	11 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the stone fox remains motionless, it is indistinguishable from a stone fox statue.

Stone Camouflage. The stone fox has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Stone Cold Stare. The stone fox targets one creature within 30 feet of it. If the target can see the stone fox, it must succeed on a DC 13 Constitution saving throw or take 7 (2d6) cold damage.



STONEWRACK

Large elemental, chaotic evil

Armor Class 16 (natural armor)

Hit Points 63 (6d10 + 30)

Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	3 (-4)	14 (+2)	1 (-5)

Skills Perception +4

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages Terran

Challenge 3 (700 XP)

Stone Cutter. The stonewrack can burrow through solid stone as if it were earth. It isn't considered difficult terrain for the stonewrack.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be swallowed by the stonewrack. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the Stonewrack, and it takes 3 (1d6) acid damage at the start of each of the stonewrack's turns.

STONEWRACK

FEW CREATURES ARE STRONG ENOUGH TO BURROW through stone dungeons. Stonewracks can do just this. The odd elemental cuts through stone floors, walls, and ceilings. Its powerful hide is so strong it makes short work of stone structures and rocky caverns.

Dungeon Predator. The strange elemental hunts in dungeons like a shark hunts in the ocean. Its spined back gives away its location as it cuts through stone.

Bite Size. The stonewrack will target humanoids and other smaller beasts. After cutting through the stone structure, they surprise their prey and attempt to eat them.

Elemental Nature. A stonewrack doesn't require air, food, drink, or sleep.

QUESTS

- 1 stonewrack destroys dungeon
- 2 stonewrack helps orcs steal treasure
- 3 stonewrack digs passage to drow city



THUNDER MOUSE

A little mouse raced through the dungeon, pursued by a couple of hungry bugbears. Then the rodent stopped and turned to face its enemies. It slowly opened its mouth and squeaked a thunderous sound. The two evil goblinoids were blown off their feet.

Big Reputation. Some explorers tread cautiously around rodents after hearing about the thunder mouse. This tiny elemental packs a punch and can be extremely destructive.

Elemental Nature. A thunder mouse doesn't require air, food, drink, or sleep.

QUESTS

- 1 mouse creates a tunnel to the coast
- 2 mouse leads rat rebellion against dwarves
- 3 thunder mouse causes many cave-ins

DUNGEON ITEMS: MACE OF BITING

Weapon (mace), very rare

You gain a +2 to attack and damage rolls made with this magic weapon. When you roll a critical hit, your face appears on the mace and bites the target. The target must then make a DC 15 Constitution saving throw or take an extra 2d6 poison damage.

THUNDER MOUSE

Tiny elemental, chaotic evil

Armor Class 15

Hit Points 14 (4d4 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	12 (+1)	9 (-1)	12 (+1)	1 (-5)

Damage Immunities thunder

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 11

Languages Terran

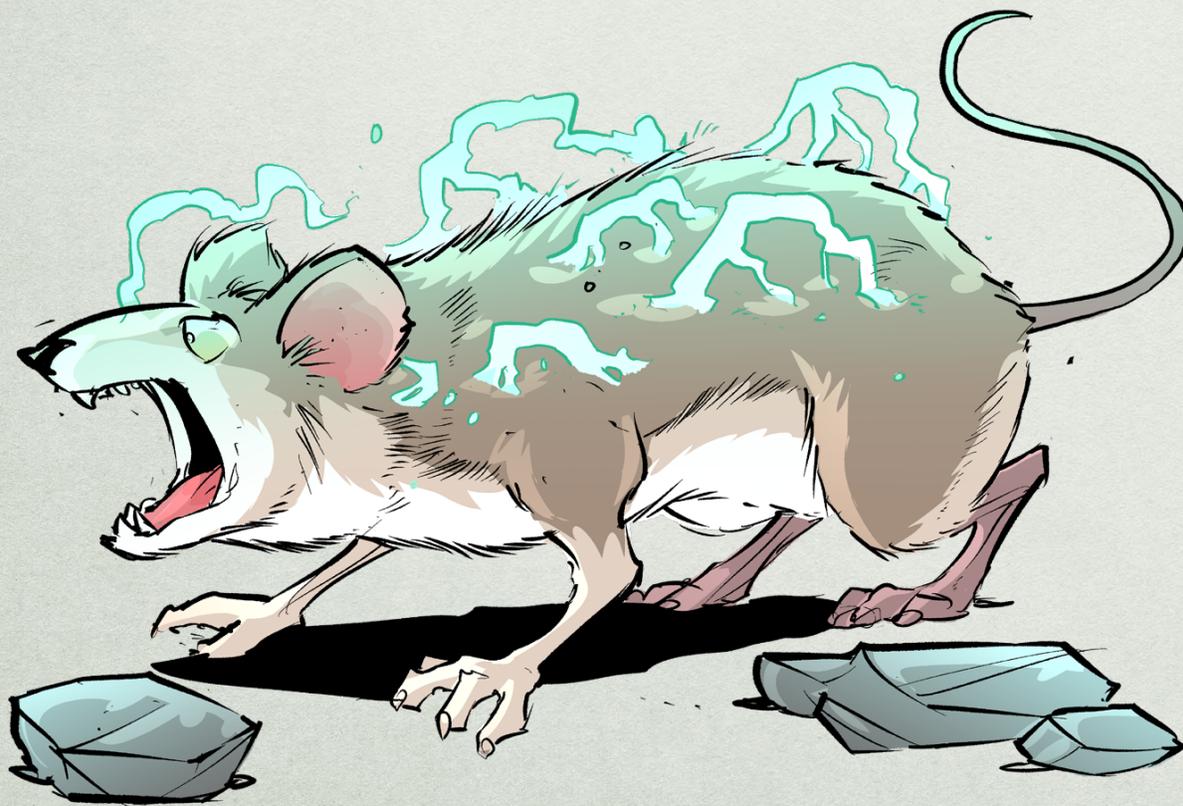
Challenge 1/2 (100 XP)

Elemental Demise. If the thunder mouse dies, its body disintegrates into crystalline powder.

ACTIONS

Thunder Squeak. The thunder mouse emits a thunderous squeak. Any creatures within 30 feet that can hear it must make a DC 11 Constitution saving throw. On a failure, a creature takes 7 (2d6) thunder damage and Medium or small creatures are knocked prone, half damage on a save.

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 2 piercing damage.



UNDERTREE

Three fighters, a thief, and a cleric made camp in the dark dungeon. The next morning, they realized they'd arrived underneath a spooky looking tree. The cleric quickly determined that it was an undead monster.

Shadowy Origin. The tree appears to be a dark plant, it is not. These undead hail from a dim plane far from the Material Plane. Some sages speculate a necromancer used a Riftgate to bring the undead to the ordinary world.

Quiet Killer. An undertree releases small black spores towards any creatures that come near it. The spores seem harmless at first, however they slowly paralyze their innocent victims. Then the undertree will move closer and eat its prey.

Undead Nature. An undertree doesn't require air, food, drink, or sleep.

QUESTS

- 1 undertree attacks treasure hunters
- 2 undertree grows all over dungeon
- 3 undertree guards hidden tunnel

UNDERTREE

Huge undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 47 (5d12 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	7 (-2)	14 (+2)	3 (-4)

Skills Perception +4

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned, prone

Senses darkvision 60 ft., passive Perception 14

Languages —

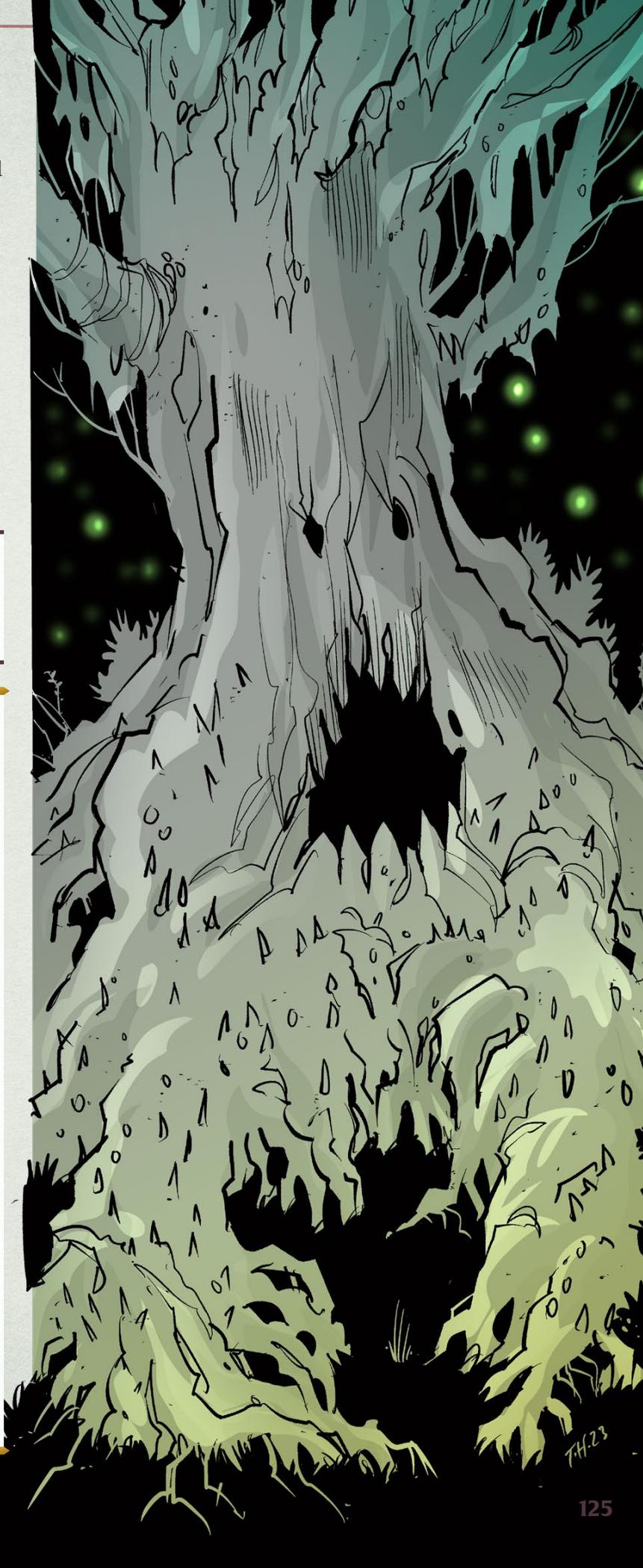
Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the undertree has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Emit Spores. Any creature within 60 ft. must make a DC 12 Constitution saving throw. If it fails, the creature will be paralyzed for 1 minute. The target can repeat the saving throw at the end of the undertree's turn.





MOUNTAIN DUNGEONS

“Down in the mountains where Dalen lives, are gold and silver that are always his. Down in the mountains. Down in the mountains. Deep in the mountains the jewels all glow. Dwarves find treasures where others won’t go. Down in the mountains. Down in the mountains”

—ANCIENT COPPER DWARF SONG

THE MOUNTAINS ARE A FORMIDABLE PLACE IN themselves; underground dungeons found here are even more daunting. They are usually remote and only the bravest souls dare venture there. Some humanoids will construct enormous dungeons in this setting. The massive halls can go on for miles and miles. Dwarves, gnomes, orcs, goblins, and other humanoid races live in this type of dungeon.

However, huge monsters can reside here as well. Unlike most other dungeons, these structures can be used by dragons, giants, and other imposing creatures.

LOCATIONS

Underground lake or river, mine, bridge, halls, temple, dwarf city, barracks, armory, guard room, dining hall, treasure vault, storeroom, library, prison, tunnels, caverns, labyrinth, underground fortress, drow outpost, kennel, kitchen, bath, well



MOUNTAIN DUNGEON ENCOUNTERS

d20	Encounter	d20	Encounter
1	1d4 fire giants	11	3 salamanders
2	3 earth elementals	12	1d4 red dragon wyrmlings
3	1d4 frost giants	13	hungry ogre
4	basilisk	14	1d4 cloaklers
5	confused ettin	15	3 trolls
6	1d4 swarms of bats	16	1d4 stone giants
7	1d12 stirges	17	2 ropers
8	1d10 orcs	18	stone golem
9	black pudding	19	cloud giant
10	1d4 giant bats	20	ancient red dragon

MOUNTAIN DUNGEON EVENTS

d12	Events
1	huge cave-in blocks passage
2	dragon hunters explore area
3	find tunnel leading to Underworld
4	drow scouts search the area
5	giant stone statues come to life
6	tunnel to mountain peak discovered
7	luminous Riftgate opens up
8	mine cart hurdles out of control
9	patrol of dwarf soldiers arrives
10	giants begin to build large fortress
11	orcs raid and loot the area
12	drums sound deep in the dungeon



THUSA 2022



DAERN TROLLBANE

Daern is the most dedicated of the adventuring party. He is a serious, devout holy warrior. This dwarf is much older than most of the party, except the elf wizard.

Divine Inspiration. Daern the cleric is always focused on his goal. He worships the dwarf god Dalen and gets his magical powers from the divine.

Hardy Healer. Daern is not just a warrior, he is an adept healer as well. When the adventurers venture into the unknown, they're confident the cleric has their back.

Troll Killer. The dwarf's least favorite creature is the troll. He hunts them down constantly and keeps track of how many he has eliminated.

QUESTS

- 1 dwarf cleric hunts the Troll King
- 2 the cleric builds an underground temple
- 3 dwarf cleric escapes from orc clan

DAERN TROLLBANE

Medium humanoid (dwarf), lawful good

Armor Class 17 (+1 chain mail)

Hit Points 51 (6d8 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	9 (-1)	18 (+4)	10 (+0)

Skills Medicine +7, Perception +7, Religion +2

Senses darkvision 60 ft., passive Perception 17

Languages Common, Dwarvish, Giant

Challenge 5 (1,800 XP)

Blessed Healer. When Daern casts a spell of 1st level or higher that restores hit points to a creature other than him, he regains hit points equal to 2 + the spell's level.

Channel Divinity: Preserve Life. As an action, he presents his holy symbol and evokes healing energy that can restore 35 hit points. He can choose any creatures within 30 feet of him, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum.

Channel Divinity: Turn Undead (1/Turn). As an action, he can present his holy symbol and speak a

prayer censuring the undead. Each undead that can see or hear him within 30 feet of him must make a DC 15 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from him as it can, and it can't willingly move to a space within 30 feet of him. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Spellcasting. Daern is a 7th-level cleric. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He can cast the following cleric spells:

Cantrips (at will): *light, resistance, sacred flame, spare the dying*

1st level (4 slots): *cure wounds, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *aid, prayer of healing, spiritual weapon*

3rd level (3 slots): *mass healing word, meld into stone, speak with dead*

4th level (1 slots): *guardian of faith*

ACTIONS

+2 Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

ATLAN

Medium elemental, neutral good

Armor Class 14 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 13

Languages Terran, Undercommon

Challenge 1/2 (100 XP)

Immutable Form. The atlan is immune to any spell or effect that would alter its form.

Pack Tactics. The atlan has advantage on attack rolls against a creature if at least one of the atlan's allies is within 5 feet of the creature and the ally isn't incapacitated.

Stone Camouflage. The atlan has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Sunlight Sensitivity. While in sunlight, the atlan has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Stone Hammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.



ATLAN

Living in mountainous areas is a race of resourceful elementals. Atlans are stone creatures with an organized community. The small humanoid-like beings often go unnoticed as they blend into their surroundings.

Mountain Home. They spend their entire lives in the mountains and build extensive dungeons. Allies of dwarves and deep gnomes, they loathe orcs and goblins. They prefer to live in stone dungeons but will also inhabit rocky caverns.

Lauded Leader. The atlans are led by the Stone King. This atlan is slightly bigger than most of his kind and wields a magical hammer. He is a very patient leader and doesn't act rashly.

Elemental Nature. The atlan doesn't require air, food, drink, or sleep.

QUESTS

- 1 atlans discover precious stones
- 2 atlans travel to home plane
- 3 atlans attacked by ogre's gang



COLOSSAL IDOL

Climbing up the enormous statue was easy for the agile rogue. The half-elf shimmied up without breaking a sweat, enjoying his view of the mountain dungeon below. Once he reached the head of the idol, he attempted to pry gemstones from its eye sockets. Just then the statue began to move and the rogue hung on for dear life.

Ancient Statue. Wizards create these constructs to guard important vaults or entrances. The monsters are imposing statues that ward off most intruders. Few creatures can survive an encounter with the scary sentinels.

Seek and Destroy. The sparkling gems in the eyes of the idols generate powerful fiery rays. Colossal idols can also smash their opponents into oblivion.

Constructed Nature. The colossal idol doesn't require air, food, drink, or sleep.

QUESTS

- 1 colossal idol's gems are stolen
- 2 the idol guards treasure vault
- 3 colossal idol stolen by warlock

COLOSSAL IDOL

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities cold, necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 9 (3,900 XP)

False Appearance. While the colossal idol remains motionless, it is indistinguishable from another huge idol.

Immutable Form. The colossal idol is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The colossal idol makes two attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Eye Ray. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 9 (2d8) fire damage.

DAMSEL IN THIS DRESS

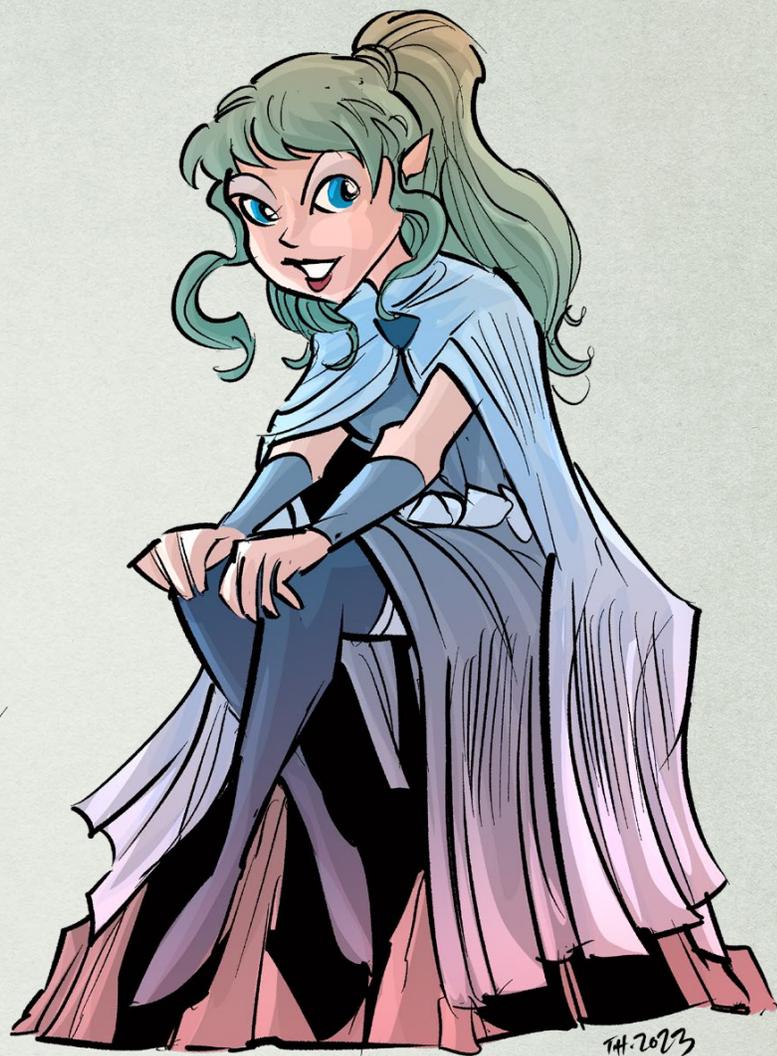
It had been a harrowing journey, but the hero had finally made it to the dragon's lair. He feasted his eyes on the wyrm's enormous pile of loot. Then he noticed someone was trapped in a golden cage nearby. A pretty, young woman had been captured by the dragon.

Thrill Seeker. These damsels often end up in trouble due to their curiosity. They are inquisitive by nature and eager to discover new places.

Charm Offensive. Knowing they can disarm many creatures with their natural charms gives damsels a lot of confidence. They are resourceful and can often escape out of tight spots. A damsel doesn't usually need a knight in shining armor to save her.

QUESTS

- 1 damsel captured by red dragon
- 2 damsel rescues handsome prince
- 3 damsel searches for lost father



DAMSEL IN THIS DRESS

Medium humanoid (human), lawful good

Armor Class 14

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	14 (+2)	14 (+2)	12 (+1)	20 (+5)

Skills Perception +3, Persuasion +7

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Charming Presence. The damsel has advantage on all Charisma checks.

Cunning Action. On each of her turns, the damsel can use a bonus action take the Dash, Disengage, or Hide action.

ACTIONS

Multiattack. The damsel makes two melee attacks.

Dagger. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 3 (1d6) poison damage.

Charming Gaze. The damsel targets one creature that she can see within 30 feet of her. If the target can see the damsel, is must succeed on a DC 15 Charisma saving throw or be magically charmed. The target will obey the damsel's commands as long as they don't endanger the target. Each time the damsel or her allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, the target is immune to the damsel's Charming Gaze for the next 24 hours. The damsel can have no more than two humanoids charmed at a time.

REACTIONS

Uncanny Dodge. The damsel halves the damage that she takes from an attack that hits her. The damsel must be able to see the attacker.

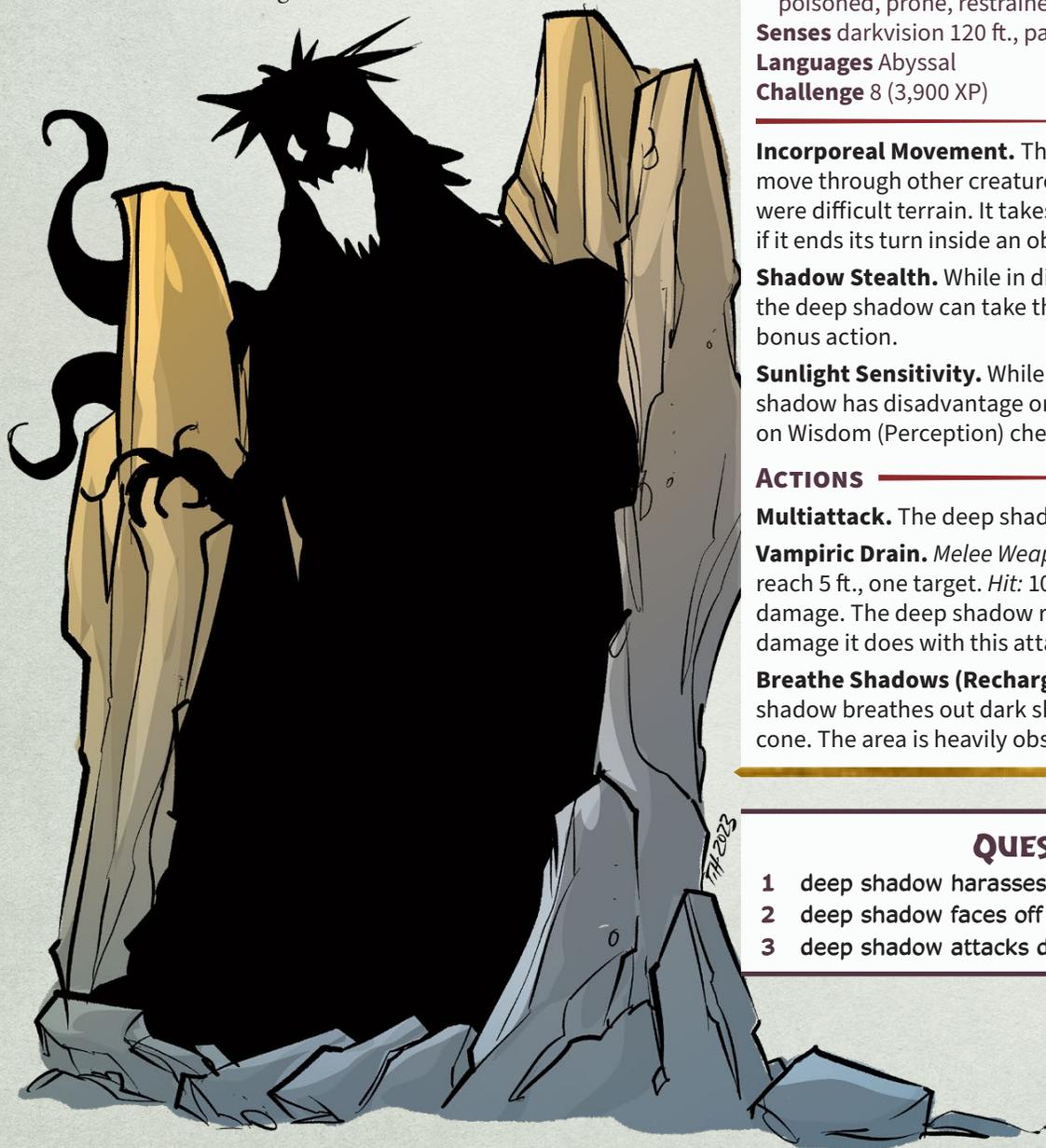
DEEP SHADOW

Far inside the largest mountains live terrible creatures that nobody has ever seen. Dwarf miners speak of unearthing unspeakable horrors that can suck the life out of the living. These are the deep shadows of the mountain ranges.

Secret Lair. This fiend lives in the most isolated areas of mountain dungeons or caverns. A few unfortunate dwarf and gnome miners have discovered them over the years.

Unknown Origin. Sages don't understand where deep shadows originate. Nobody knows how the fiends ended up in the mountains. They do know that any humanoid working in the wilderness has heard tales about the monsters.

Scary Situation. Tackling a deep shadow isn't for the faint of heart. They are a challenge to deal with. Their ability to create darkness and to drain energy makes them a dangerous foe.



DEEP SHADOW

Large fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	12 (+1)	18 (+4)	8 (-1)

Skills Perception +7, Stealth +8

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 17

Languages Abyssal

Challenge 8 (3,900 XP)

Incorporeal Movement. The deep shadow can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Shadow Stealth. While in dim light or darkness, the deep shadow can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the deep shadow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The deep shadow makes two attacks.

Vampiric Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) necrotic damage. The deep shadow regains half the hit point damage it does with this attack.

Breathe Shadows (Recharge 4–6). The deep shadow breathes out dark shadows in a 60-foot cone. The area is heavily obscured for 1 minute.

QUESTS

- 1 deep shadow harasses miners
- 2 deep shadow faces off against wizard
- 3 deep shadow attacks dwarf settlement

THE DOPPELBEAST

Medium aberration, lawful evil

Armor Class 20 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	21 (+5)	20 (+5)	18 (+4)	18 (+4)

Saving Throws Str +12, Con +10, Wis +9

Skills Deception +9, Insight +9, Investigation +10, Perception +9, Stealth +10

Damage Immunities cold, fire, poison, lightning, thunder

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages all

Challenge 15 (13,000 XP)

Extraordinary Resistance (3/Day). If the Doppelbeast fails a saving throw, it can choose to succeed instead.

Hidden Nature. The Doppelbeast only reveals its metal jaws and metal claws when it attacks.

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

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

Shape Shift (3/Day). The Doppelbeast can shape shift into a Medium size humanoid or back into its true silver form. In humanoid form its statistics remain the same.

ACTIONS

Multiattack. The Doppelbeast makes three attacks: one with its jaws and two with its claws.

Metal Jaws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage.

Metal Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

QUESTS

- 1 the Doppelbeast travels through time
- 2 the Doppelbeast hired by drow priestess
- 3 the Doppelbeast captures dwarf king

THE DOPPELBEAST

There are many powerful aberrations who make their way to the world, but not many rival the Doppelbeast. It can take over a kingdom all by itself. With the ability to shape shift into any humanoid it is almost unstoppable.

Everchanging Enemy. Its true form is a silver humanoid creature. The Doppelbeast hails from a distant land that is about to be destroyed. It can't return home and is keen to create a new one.

Shifty Character. Eager to take power on the Material Plane, it seeks out influential individuals. Highly intelligent, the aberration is an extremely cunning monster. The Doppelbeast is also resourceful and does whatever is necessary to survive.



FIREBALLER

Living in the most remote of mountains are many strange elementals. One of these unique monsters is the fireballer. They can be found in steaming magma pools in volcanic regions. These creatures can also easily make their way into dungeons.

Hot Spot. They simply blast their way through caverns and stone walls. Not much can stand in the way of the monster. If a powerful villain took control of a group of fireballers they could create pandemonium.

Home Fires. Bizarre elementals, they hail from the fire elemental plane. Portals to this strange world can be found in mountain dungeons.

Elemental Nature. A fireballer doesn't require air, food, drink, or sleep.

QUESTS

- 1 fireballer destroys orc mine
- 2 fireballers controlled by sorcerer
- 3 fireballer allies with other elementals



FIREBALLER

Large elemental, unaligned

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	7 (-2)	14 (+2)	1 (-5)

Damage Immunities fire, poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages Ignan

Challenge 8 (3,900 XP)

Heated Body. A creature that touches the fireballer or hits with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Illumination. The fireballer sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

ACTIONS

Multiattack. The fireballer makes two attacks.

Fireball. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 10 (3d6) fire damage.

DUNGEON ITEMS: OSWALD'S ORB

Wondrous Item, legendary

A light blue orb created by the legendary wizard Oswald Myrr. Twice a day the user can decide to see one of three visions for six seconds.

- A vision of your arch enemy
- A vision of your closest ally
- A vision of the nearest spellcaster

HALFLING ZOMBIE

Small undead, neutral evil

Armor Class 14

Hit Points 39 (6d6 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	10 (+0)	6 (-2)	7 (-2)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common, Halfling

Challenge 2 (450 XP)

Cunning Action. The zombie can take the Dash, Disengage, or Hide action.

Sneak Attack. Sneak Attack (1/Turn). The zombie deals an extra 7 (2d6) damage when it hits with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the zombie that isn't incapacitated and the zombie doesn't have disadvantage on the attack roll.

Sunlight Sensitivity. While in sunlight, the zombie has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie makes two attacks, one of which can be a bite.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

QUESTS

- 1 halfling zombie steals magic ring
- 2 halfling zombie discovers lost city
- 3 halfling zombie stalks adventurers

HALFLING ZOMBIE

Some halflings end up taking a dark path. A few of these poor souls are brought back to life by necromancers. The undead halfling is one of the saddest beings to walk the earth.

Lost and Lonely. Many of these undead are exiled to remote areas. Halfling zombies keep to the shadows and avoid other creatures. They struggle alone to survive in the desolate wilderness, eating foul rodents and fish.

Obsessive Creep. Halfling zombies are compulsive and twisted. They have lost their way and do not know who they are anymore. The undead creatures are greedy and especially love precious stones.

Undead Nature. The zombie doesn't require air, food, drink, or sleep.





HAMMERFALL

Huge construct, unaligned

Armor Class 20 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	1 (-5)	12 (+1)	1 (-5)

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 12 (5,000 XP)

Immutable Form. Hammerfall is immune to any spell or effect that would alter its form.

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

Siege Monster. Hammerfall deals double damage to objects and structures.

ACTIONS

Multiattack. Hammerfall makes two melee attacks.

Great Hammer. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (5d8 + 6) bludgeoning damage

HAMMERFALL

After exploring a dungeon for hours, the adventuring party sat on stone benches and ate their rations. While the high elf took the first watch, he suddenly noticed a large golden statue in the distance. The adventurer guessed the structure must be at least thirty feet tall, and it was quickly getting to its feet.

Soaring Sentinel. This construct can only fit inside massive dungeons. Its dwarf creators deploy it in spacious areas around their capital cities.

Master Plan. Dwarf wizards enchant the construct with clear commands. It will follow these orders to the letter. Many dwarves are immensely proud of the formidable creation.

Constructed Nature. Hammerfall doesn't require air, food, drink, or sleep.

QUESTS

- 1 construct guards entrance to city
- 2 construct is captured by drow
- 3 construct battles an orc army



MALGOR THE MOUNTAIN DEMON

Deep inside the mountains are Riftgates where fiends can enter the world. The vicious mountain demon uses these portals to travel to the Material Plane from their distant home.

Infiltration to Damnation. After arriving in the mountains, Malgor has begun to consolidate his power. He has gathered an army of evil humanoids, mostly brutal orcs. These minions fear the demon and obey his every order. After several years, the orcs have built a dungeon fortress for the fiend. Malgor plans to bring other demons through the portals.

Doom Bringer. He has been battling a nearby dwarf kingdom for many moons. The besieged dwarves are seeking help from human and elf leaders.

QUESTS

- 1 Malgor discovers ancient library
- 2 Malgor guards a strategic bridge
- 3 the demon kidnaps an elf princess

MALGOR THE MOUNTAIN DEMON

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 126 (11d10 + 66)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	18 (+4)	15 (+2)	16 (+3)

Saving Throws Dex +8, Wis +6, Cha +7

Skills Intimidation +7, Perception +6

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 16

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The demon's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*
1/day each: *confusion*, *counterspell*

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

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

ACTIONS

Multiattack. The demon makes three melee attacks, one of which can be a gore attack.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage.



SKUR

Skur are from a distant world unlike the Material Plane. They were created by a powerful aberrant king for his army. Their enemies trapped them and sent them through a Riftgate to the World of Myrr. They appear to have stepped out of a nightmare.

Lost and Found. The malevolent skurs want to find a way home but they are first looking to reorganize. Skurs are hunting for other members of their army and gathering in mountain dungeons.

Prime Potential. It is possible that another leader will take control of the skurs. If a charismatic creature reminded the aberrations of their original creator, the brutal monsters might follow them.

QUESTS

- 1 skurs ally with other aberrations
- 2 skurs lay siege to a dwarven keep
- 3 skur guards gold mine

SKUR

Huge aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	11 (+0)	16 (+3)	5 (-3)

Senses darkvision 60 ft., passive Perception 13

Languages Deep Speech

Challenge 5 (1,800 XP)

Sunlight Sensitivity. While in sunlight, the skur has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The skur makes two melee attacks.

Hook. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Force Blast (Recharge 5–6). The skur sends out an energy blast in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw or take 13 (3d8) force damage.

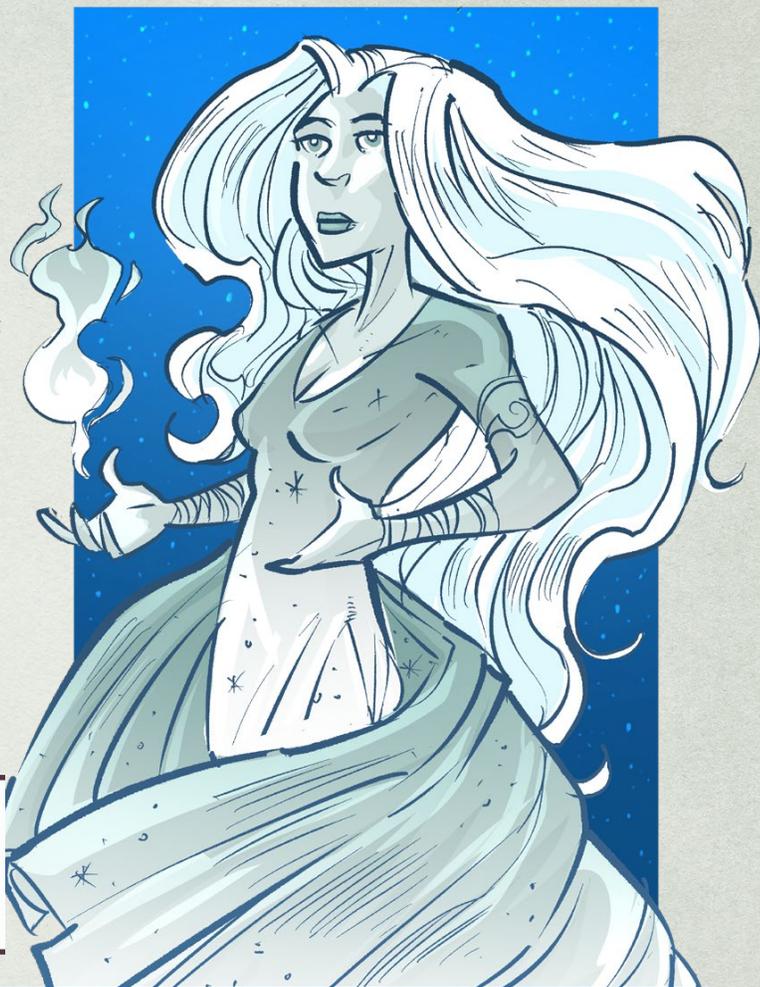
STAR ANGEL

As the exhausted adventurers entered the mountain hall, a bluish-white light appeared. Suddenly, the light formed into a stunning luminous angel. The mortals knew they were in the presence of the divine.

Mission from God. Star angels are powerful celestials born when a star is created. They wander the multiverse cleansing worlds of evil and aiding good creatures. Their immense presence can be felt on a deep level by other creatures.

Divine Plan. These celestials don't bargain with evil creatures. They immediately attack and are even powerful enough to deal with hundreds of evil humanoids.

Immortal Nature. An angel doesn't require food, drink, or sleep.



QUESTS

- 1 angel brings prophecy to world
- 2 angel hunts down demon lord
- 3 angel guards magic sword

STAR ANGEL

Medium celestial, neutral good

Armor Class 20 (natural armor)

Hit Points 171 (18d8 + 90)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	18 (+4)	24 (+7)	26 (+8)

Saving Throws Con +11, Wis +13, Cha +14

Skills Insight +13, Perception +13

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP)

Angelic Weapons. The star angel's weapon attacks are magical.

Divine Awareness. The star angel knows if it hears a lie.

Innate Spellcasting. The star angel's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). The star angel can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility* (self only)
3/day each: *dispel evil and good*, *guiding bolt* (3rd level), *raise dead*, *shield*

1/day each: *commune*, *holy aura*, *mass cure wounds*

Magical Resistance. The star angel has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The star angel makes two melee attacks.

Radiant Star Blast. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 36 (7d8 + 5) radiant damage.

Healing Touch (4/Day). The star angel touches another creature. The target magically regains 30 (6d8 + 3) hit points and is freed from any curse, disease, poison, blindness, or deafness.



TARAK THE HALF-OGRE

Large giant, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	9 (-1)	12 (+1)	12 (+1)

Skills Athletics +7, Intimidation +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, Tarak can move up to his speed toward a hostile creature that he can see.

Keen Smell. Tarak has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. Tarak makes two melee attacks.

Heavy Shovel. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage.

Heavy Pick. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

TARAK THE HALF-OGRE

Into the dungeon walked a brawny half-ogre carrying a heavy load on his back. He quickly smacked a giant rat with his shovel as he made his way through the darkness. Tarak is an experienced miner, the most famous miner in all the Mountains of the Sky.

Rock Head. He is hired to lead dwarves, gnomes, and even orcs in mining operations. The half-ogre knows everything there is to know about rocks, minerals, and gemstones. He's also good at keeping the other miners in line. Most of them look up to the intimidating half-ogre anyway. He's not the sharpest tool in the mines, but he's got some common sense.

Hidden Gems. Although Tarak can see fairly well in the dark, he also carries his magical lantern Brightskull. This extraordinary device can locate the closest precious stones. Legend says he discovered the renowned Moon Diamond, stealing it from under the nose of a red dragon.

QUESTS

- 1 the half-ogre makes a pact with a devil
- 2 Tarak stops dwarf miners from unionizing
- 3 Tarak discovers aberration deep inside mine



TREASURE HOARD

The party was relieved to have survived a fight with the ancient dragon. Tending to their wounded, the heroes feasted their eyes on the dragon's massive treasure hoard.

Terrible Trap. The pile of treasure appears to be well-crafted weapons, armor, gemstones, artifacts, and mounds of coins. It is actually a construct, created to surprise treasure hunters.

Slings and Arrows. This monster can strike in multiple ways. The swords, arrows, shields, and slings will all attack intruders.

Constructed Nature. A treasure hoard doesn't require air, food, drink, or sleep.

QUESTS

- 1 construct protects lich's vault
- 2 construct hides in dungeon ruins
- 3 construct used by clever dragon

TREASURE HOARD

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	16 (+3)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 4 (1,100 XP)

Antimagic Susceptibility. The treasure hoard is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the treasure hoard must succeed on a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

False Appearance. While the treasure hoard remains motionless, it is indistinguishable from a normal treasure hoard.

ACTIONS

Multiattack. The treasure hoard makes three attacks.

Swords. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Shields Bash. *Melee Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage.

Slings. *Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one target. *Hit:* 10 (3d6) bludgeoning damage.

Arrows. *Ranged Weapon Attack:* +2 to hit, range 150/400 ft., one target. *Hit:* 6 (1d12) piercing damage.

TROLL KING

A large three-headed troll surprised some dwarves on a stone bridge. Suddenly a couple of other trolls climbed up from underneath the bridge as well. The dwarves raised their axes in defiance.

Appetite for Trouble. Like other trolls, their king is driven by food. It has a great sense of smell and will enthusiastically track down its next meal. The monster detests dwarves, happily adding them to its menu.

Terrible Trio. At times the three heads argue with each other. All three see themselves as the king and can be their own worst enemies at times.

Big Rivalry. Giants attempt to bully most trolls. However, the king is different and won't back down from its larger cousins.



TROLL KING

Large giant, chaotic evil

Armor Class 18 (natural armor)

Hit Points 138 (12d10 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	22 (+6)	10 (+0)	12 (+1)	11 (+0)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Giant, Common

Challenge 9 (5,000 XP)

Keen Smell. The troll king has advantage on Wisdom (Perception) checks that rely on smell.

Regenerate. The troll king regains 15 hit points at the start of its turn. If the troll king takes acid damage, this trait doesn't function at the start of the troll king's next turn. The troll king dies only if it starts its turn with 0 hit points and doesn't regenerate.

Three Heads. The troll king has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

ACTIONS

Multiattack. The troll king makes three attacks: one with its bite and two with its claws or staff.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Poisoned Staff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage and 7 (2d6) poison damage.

QUESTS

- 1 troll attacks giant's stronghold
- 2 troll allies with bandit clan
- 3 troll attacks gnome mine

XORN AGAIN

Medium undead, chaotic evil

Armor Class 20 (natural armor)

Hit Points 115 (10d8 + 70)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	24 (+7)	4 (-3)	7 (-2)	4 (-3)

Damage Immunities necrotic, poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 8

Languages Terran

Challenge 8 (3,900 XP)

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Sunlight Sensitivity. While in sunlight, the xorn has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage plus 4 (1d8) necrotic damage.

XORN AGAIN

Awful necromancers have brought several xorn back to life. The creatures have lost their ability to find precious metals and stones but they are still terrifying monsters. Necromancers raise these horrors to guard their dungeon lairs.

Undead Brutes. The physically powerful creatures can move through the earth and burrow around the mountain environment. They can do this endlessly as they don't need to rest.

Violent Path. Having lost their way, these undead creatures are a nightmare. Entire mining operations have been wiped out by xorn again. Even the callous spellcasters who brought them back to life have been attacked.

Undead Nature. The xorn doesn't require air, food, drink, or sleep.



MASTER OF DUNGEONS

The one individual that controls everything that happens in a dungeon is the Master of Dungeons. This wise storyteller sends heroes on challenging quests. The master patiently oversees the adventurers' every move.

Alignment Matters. The Master of Dungeons wants every hero in their domain to follow a heroic code of conduct. If the adventurers step out of line, there will be consequences.

Sandbox Style. Within the boundaries of this code, the master likes adventurers to make their own choices. The storyteller will provide interesting challenges for those who are worthy.

Satisfied Smile. All adventurers know that the sight of the master grinning isn't a good sign. The heroes are usually in deep trouble if the Master of Dungeons is smiling.



MASTER OF DUNGEONS

Medium humanoid (human), neutral

Armor Class 25 (Staff of the Master)

Hit Points 435 (30d8 + 300)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	30 (+10)	30 (+10)	30 (+10)	30 (+10)	30 (+10)

Saving Throws Int +20, Wis +20, Cha +20

Skills Arcana +20, Insight +20, Perception +20

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, fire, lightning, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, stunned

Senses truesight 120 ft., passive Perception 30

Languages all

Challenge 30 (155,000 XP)

Extraordinary Resistance (3/Day). If the master fails a saving throw, they can choose to succeed instead.

Innate Spellcasting. The master's innate spellcasting ability is Wisdom (spell save DC 28, +20 to hit with spell attacks). They can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *darkness*, *detect magic*, *detect thoughts*, *light*, *sleep*, *spare the dying*

3/day each: *banishment*, *counterspell*, *dispel magic*, *heal*, *scrying*, *shapechange*, *shield*, *teleport*
1/day each: *control weather*, *forcecage*, *greater invisibility*, *maze*, *mirage arcane*, *project image*, *time stop*, *true polymorph*, *wish*

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

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

ACTIONS

Multiattack. The master makes two melee attacks.

Staff of the Master. *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 43 (6d10 + 10) radiant damage.

LEGENDARY ACTIONS

The master can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The master regains spent legendary actions at the start of their turn.

Casts a spell. The master casts a spell from their list.

Misty Step. The master casts *misty step*.

Summon Monster (Uses 2 Actions). The master summons any monster of CR 5 or below. The creature is under the full control of the master.



MONSTER LIST BY TYPE

ABERRATIONS

Blabberblub
Big Relief
The Doppelbeast
Feast of Burden
Gloom Collector
The Listener
Memorall
Narcillus
Oculus
Pillar of the Community
Pool of Attraction
Presence of Malice
Scarecase
Shady Characters
Skur
Spellbinding Spellbook
Swarm of Chessmen
Throne of Lies
Warper

CELESTIALS

Blessed One
Holy Choir
Misguided Angel
Soul Knight
Star Angel

CONSTRUCTS

Animated Mount
Animated Wizard's Hat
Caldron of Chaos
Colossal Idol
Flaming Suit of Armor
Hammerfall
Myrr Mirror
Portcullist
Portrait of a Young Adventurer
Treasure Hoard

DRAGONS

Arcane Dragon
Ear Wyrm

ELEMENTALS

Atlan
Fireballer
Fountain Man
Rubble Trouble
Statue of Limitations
Stone Fox
Stonewrack
Thunder Mouse
Visible Stalker
Winged Stone Boar

FEY

Dream Walker
Gray Hag
Grinning Hound
Hobnob
Howzit
Knick Knack
Lurer
Nag Hag
Prince of Crows
Spy Wing
Twist and Shout
The White Duke

FIENDS

Crypt Demon
Deep Shadow
Fiendish Footman
Hornak
Malgor the Mountain Demon
Spoiled Prince of Darkness
Voluptus Demon
Wall of Zaul

GIANTS

Grunt
Tarak the Half-Ogre
Troll King

HUMANOIDS

Apprentice Necromancer
Archmage Ignatius of Nox
Barbarian Queen
Bo Foxtail
Brock the Brave
Caelynn Arnath
Chronomancer
Crypt Raider
Cult Warlock
Daern Trollbane
Damsel in this Dress
Dark Knight
Harmonica Stars
Master of Dungeons
Mindartis Goldstar
No Insults Carl
Odo the Alchemist
Slave Lord
Tomb Guardian
Tully McFaster
Werebat

MONSTROSITIES

Dungeon Crawler
King Naga
Octogone
Passager
Sewer Snake
Slider
Terasphinx
Zaggler

OOZES

The Jam
Sappy Ending
Shadow Slime

PLANTS

Fright Blight
The Myss Tree

UNDEAD

Cursed Cook
Draugr King
Draugr Mage
Fallen Soldier
Flying Skeleton
Forgotten King
Ghost Rogue
Grim Noble
Halfling Zombie
Illuminus
Jaded Jailer
Lord of the Ghouls
Mister Wight
Skull and Bones
Smoke Monster
Sum of All Tears
Undertree
Well of Lost Souls
Xorn Again
Zombie Basilisk

MONSTER LIST BY CR

CR 1/2

Atlan
Ear Wyrm
Illuminus
Portrait of a Young Adventurer
Scarecase
Thunder Mouse

CR 1

Cursed Cook
Dungeon Crawler
Fallen Soldier
Flying Skeleton
Fright Blight
Howzit
Jaded Jailer
Myrr Mirror

CR 2

Animated Mount
Animated Wizard's Hat
Big Relief
Cauldron of Chaos
Feast of Burden
Halfling Zombie
Passager
Presence of Malice
Rubble Trouble
Sappy Ending
Sewer Snake
Spy Wing
Stone Fox
Throne of Lies
Werebat
Winged Stone Boar

CR 3

Apprentice Necromancer
Caelynn Arnath
Damsel in this Dress
Fiendish Footman
Flaming Suit of Armor
Grinning Hound
Holy Choir
Knick Knack
Memorall
Pillar of the Community
Shady Characters
Skull and Bones
Statue of Limitations
Stonewrack
Swarm of Chessmen
Tully McFaster
Undertree

CR 4

Crypt Demon
Cult Warlock
Fountain Man
Grunt
The Jam
Mindartis Goldstar
Nag Hag
Narcillus
No Insults Carl
Pool of Attraction
Portcullist
Shadow Slime
Slider
Spellbinding Spellbook
Sum of all Tears
Tarak the Half-Ogre
Treasure Hoard
Twist and Shout
Visible Stalker

CR 5

Brock the Brave
Daern Trollbane
Gloom Collector
Gray Hag
Grim Noble
Harmonica Stars
Hobnob
Odo the Alchemist
The Myss Tree
Skur
Smoke Monster
Tomb Guardian
Wall of Zaul
Well of Lost Souls

CR 6

Blessed One
Crypt Raider
Ghost Rogue
Hornak
The Listener
Lurer
Mister Wight

CR 7

Blabberblub
Bo Foxtail
Draugr Mage
Misguided Angel
Warper
Xorn Again
Zaggler

CR 8

Deep Shadow
Fireballer
Lord of the Ghouls
Octogone
Zombie Basilisk

CR 9

Colossal Idol
Dream Walker
Malgor the Mountain Demon
Spoiled Prince of Darkness
Troll King
Voluptus Demon

CR 10

Draugr King
Forgotten King
Occulus
Prince of Crows
Slave Lord
Soul Knight
White Duke

CR 11

Dark Knight

CR 12

Barbarian Queen
Chronomancer
Hammerfall

CR 13

King Naga

CR 15

Archmage Ignatius of Nox
The Doppelbeast

CR 18

Star Angel

CR 20

Arcane Dragon
Terasphinx

CR 30

Master of Dungeons

FANTASY RPG CONVERSION TABLES

THE TABLES PRESENTED HERE WILL HELP GMS convert the fifth edition creature stat blocks from this book to other fantasy role-playing game systems.

PATHFINDER (PF1)

5E Challenge Rating	1-4	5-8	9-12	13-16	17+
Initiative Bonus	+0-4	+5-6	+7-8	+9-10	+11
Perception Bonus	+0-9	+10-15	+16-22	+23-28	+29-36
Armor Class	12-15	16-20	21-26	27-30	31
Fortitude Save Bonus	+0-6	+7-11	+12-15	+16-18	+19
Reflex Save Bonus	+0-8	+9-11	+12-14	+15-17	+18
Will Save Bonus	+0-8	+9-11	+12-14	+15-17	+18
Hit Points	4-50	51-100	101-200	201-250	251 or higher
Attack Modifier	+0-10	+11-18	+19-26	+27-29	+30
Number of Attacks	1	2	3	4	5
Total Damage per Round	1d4/1d6-2d8	2d6-6d6	4d8-3d10	5d8-9d8	10d8+

PATHFINDER 2ND EDITION (PF2)

5E Challenge Rating	1-4	5-8	9-12	13-16	17+
Perception Bonus	+6-10	+11-16	+17-22	+23-29	+30
Armor Class	15-19	20-25	26-30	31-37	38
Fortitude Save Bonus	+6-12	+13-18	+19-25	+26-29	+30
Reflex Save Bonus	+7-12	+13-16	+17-21	+22-29	+30
Will Save Bonus	+4-10	+11-14	+15-21	+22-29	+30
Hit Points	15-70	71-130	131-200	201-300	301+
Attack Modifier	+7-14	+15-20	+21-25	+26-35	+36
Number of Attacks	1	2	3	4	5
Total Damage per Round	1d8-2d8	2d8-5d8	5d8-10d8	11d8-15d8	16d8+

OLD SCHOOL ESSENTIALS (OSE)

5E Challenge Rating	1-4	5-8	9-12	13-16	17+
Armor Class (5E Equivalent)	9 to 7 (10-13)	6 to 4 (14-15)	3 to 1 (16-17)	0 to -2 (18-19)	-3 (20+)
Hit Dice	1-2	3-6	7-9	10-12	13+
Hit Points	1-15	16-30	31-50	51-69	70-150
Number of Attacks	1	2	3	4	5
Damage per Round	1d4-2d6	3d6-4d6	3d8-5d8	6d8-9d8	7d8+
THACO	11-13 (+0-1)	14-15 (+2-3)	16-17 (+4-7)	18-19 (+8-9)	20+ (+10)
Morale	5-6	7-8	9-10	11	12
Experience Points (XP)	10-200	201-600	601-1900	1901-2500	2501-10000

DUNGEON CRAWL CLASSICS (DCC)

5E Challenge Rating	1-4	5-8	9-12	13-16	17+
Initiative Bonus	+3	+2	+1	+0	-1
Armor Class Bonus	13-17	18-20	21-22	23-24	25+
Hit Dice	1d6-5d6	3d8-5d8	4d10-6d10	7d10-10d10	11d10+
Attack Die	1d16	1d20	1d20 2@1d16	1d24 2@1d16	1d30 2@1d20
Total Damage per Round	1d4-3d4	2d6-6d6	4d10-6d10	6d10-9d10	10d10+
Number of Attacks	1	2	3	4	5
Critical Die	1d6	1d12	1d14	1d16	1d20
Fortitude Save Bonus	+0-3	+4-5	+6-7	+8-9	+10
Reflex Save Bonus	+0-3	+4-5	+6-7	+8-9	+10
Will Save Bonus	+0-3	+4-5	+6-7	+8-9	+10

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