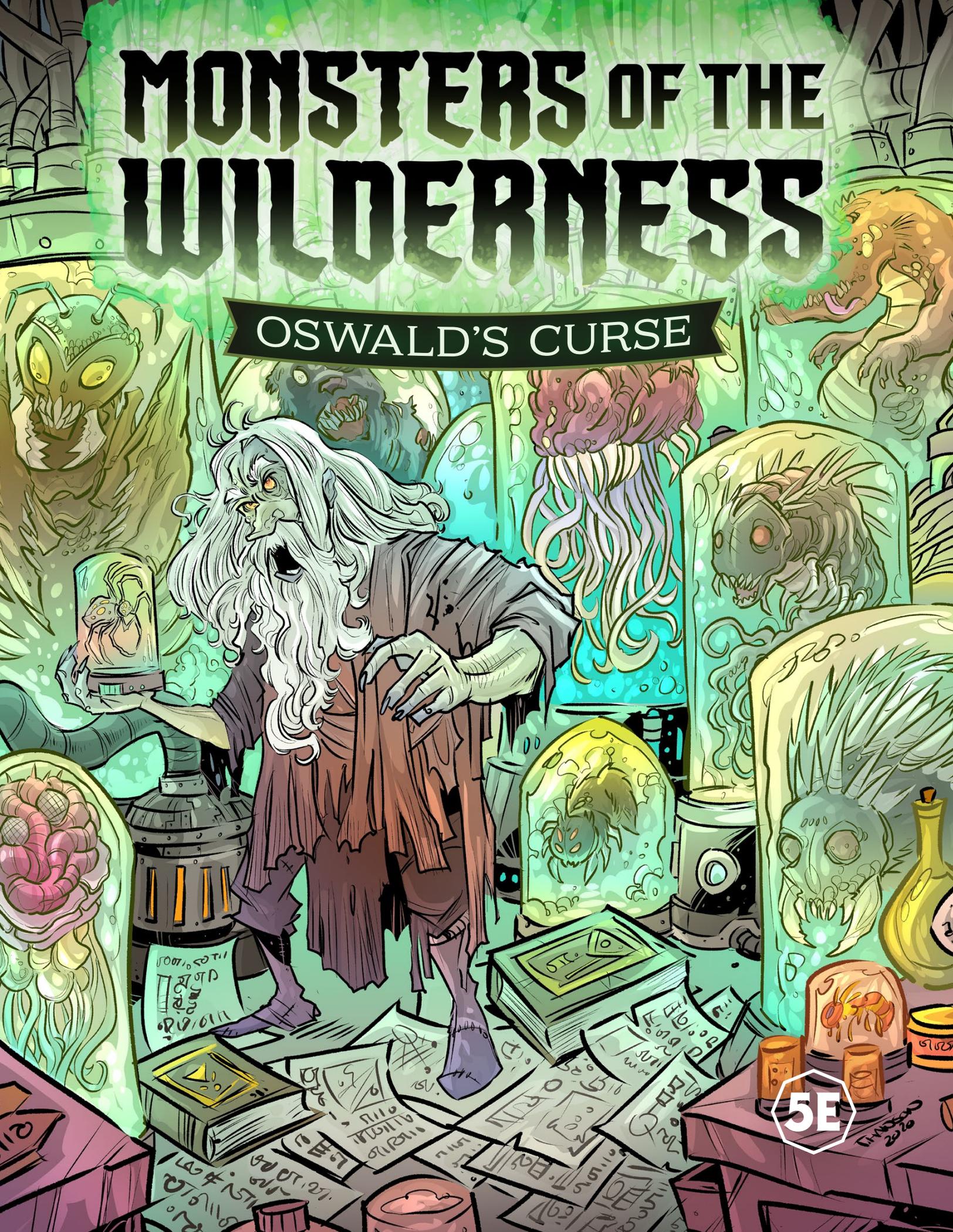


MONSTERS OF THE WILDERNESS

OSWALD'S CURSE



5E

MONSTERS OF THE WILDERNESS

A COLLECTION OF MONSTERS FOR 5TH EDITION

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A15 The Hell Gate/A16 Dis Pater's Palace (Levels 19–20)



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THE WILDERNESS

THE WILDERNESS IS A PRIMAL LANDSCAPE and a perfect setting for endless adventures. Windswept hills lead to rocky coasts and towering peaks dwarf pristine valleys. Soaring evergreens surround remote azure lakes. It's a world full of mystery and wonder. The terrain can vary greatly and offers many challenges to adventurers. Wild storms, heavy rain, and extreme temperatures can make travel difficult. The wilderness is also alive with numerous creatures. From tiny winged fey to enormous titans, there are surprises from moment to moment. A number of humanoids live in the wilderness including humans, elves, dwarves, halflings, gnomes, orcs, and goblins.

This book contains seven unique wilderness regions: Ocean, Arctic, Desert, Jungle/Swamp, Forest, Hills/Lakes, and Mountain. Each region has a titan, a famous wizard from the Wizard Council, and several other monsters.

GAME MASTER ADVICE

BETWEEN EXPLORING DUNGEONS AND SETTLEMENTS, adventuring parties will need to traverse the wilderness. Many heroes will spend a great deal of time there. Some adventurers will own a castle or use a hidden lair located in the wilds. Game Masters should consider what importance the wilderness has in the larger context of the campaign:

- What is the climate like?
- Are there natural obstacles?
- How do people travel around?
- What is the history of the area?
- Are there settlements, farms, ranches, castles, watchtowers, roadside inns and taverns nearby?
- Do these settlements have walls to keep out beasts and other monsters?
- Are there hunters, woodsmen, or fisherfolk in the area?
- How do the humanoids pay for goods?
- Who controls the territory?
- Are there conflicts in the area?
- Are there outdoor festivals?
- What kind of food do the monsters and humanoids in the area eat?
- Do some monsters dominate the area?

Having an adventure or campaign based in the wilderness gives the Game Master a chance to use many kinds of creatures. Consider how much light there is, darkvision or light sources might be crucial. When night falls, the wilderness becomes an entirely different place. Creatures that can see in the dark are out hunting for food and they're often more dangerous than those seen during the day. The climate also has a big impact on the environment and those who live there. Rain can create muddy trails and make travel difficult. Snow can also slow movement and force the adventurers to dress warmly. Powerful tornadoes, hurricanes, and earthquakes can cause massive damage and disrupt everyday activities.

THE ALLIANCE OF THE GRIFFON

A NUMBER OF GOOD-ALIGNED DEITIES HAVE SENT a celestial known as the Griffon to fight the forces of darkness (page 137). This powerful being has gathered a group of heroes he named the Alliance of the Griffon. The Griffon operates out of a hidden mountain castle far away from any humanoid settlements. He travels around the world and other planes, staying in touch with other members of the Alliance.

Members of the Alliance include Aimar the Seer on page 132 and Oswald Myrr on page 6. *Monsters of Feyland* has the Storyteller, *Monsters of the Underworld* has Desmond Hawkeye, and *Monsters of the City* has Gemma Goldheart.







OSWALD MYRR, THE WIZARD OF ZOGG

OSWALD MYRR IS A LEGENDARY WIZARD AND A new member of the Alliance of the Griffon. Some call him the Wizard of Zogg, after his homeland. Oswald currently lives in a secret woodland manor on the continent of Naern. The people of Zogg and Myrr believe the wizard died 500 years ago. However, he is still alive and on a path of redemption. Long ago he was banished from the Wizard Council for his hazardous experiments. After causing so much turmoil, the ancient mage has joined the Alliance to try to make things right. He usually rides a pegasus as his mount.

Oswald's stat block, along with his mother's and father's, can be found in the Myrr Family section beginning on page 146.

OSWALD'S CURSE

THE FAMOUS WIZARD HAS CHANGED THE WORLD forever by unleashing a dangerous curse. Oswald's home life was a nightmare. His mother, Mary Myrr, is a night hag. His disillusioned father also followed a dark path, giving up his life as a renowned wizard to transform into a lich. After seeing all the failures of his parents, Oswald was driven to be the greatest wizard in the world.

He grew in power, joining the Great Eight, a powerful wizard council that wields power on all nine continents of the world. In fact, Oswald grew so powerful the first humans to map the entire world named it after him. He was also the first settler of the central continent, also named Myrr. However, Oswald went so far in his experiments that he tore open space

and time. While experimenting on portals he released creatures known as cerebrax (page 7). These aberrations brought with them a terrible curse. The curse caused the following:

- Portals (known as Riftgates) opened up, allowing travel around the world and to other planes of existence.
- The climate of the world has begun to change, breaking some of the laws of nature.
- Bizarre monsters were created as dark energies from other planes entered the through the Riftgates.
- New monsters have come through the Riftgates from other parts of the multiverse.

THE GREAT EIGHT

THE WIZARD COUNCIL OF ZOGG INCLUDES:

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CEREBRAX

THE FIRST MONSTERS THAT ENTERED THE WORLD through Riftgates were the cerebrax. They are from another world ruled entirely by psionic creatures. Oswald's disruption of the fabric of time and space was quickly noticed by these creatures. They brought a strange curse with them and began to search for magic.

Magic Hunters. These aberrations hunt spellcasters and drain their powers. This process fuels the psionic monsters. Having searched the multiverse for magical power they were very pleased to have found Oswald's world.

Mind Control. Cerebrax are insane, foul beings. They want to eventually take over the entire multiverse. The aberrations know they can't compete with powerful spellcasters like Oswald, so lesser magic-users are their usual targets.

Neural Network. Cerebrax can communicate with others of their kind, even through portals like Riftgates. They share a hive mind where they can access each others' memories.

CEREBRAX

Large aberration, lawful evil

Armor Class 16 (mind armor)

Hit Points 60 (8d10 + 16)

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

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

Skills Perception +6

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

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 16

Languages all, telepathy 120 ft.

Challenge 6 (2,300 XP)

Innate Spellcasting (Psionics). The cerebrax'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 components:

At will: detect thoughts, levitate, minor illusion

3/day each: hypnotic pattern, misty step

1/day each: see invisibility, shield

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

Mind Armor. The cerebrax has a psionic field around itself that gives it an AC of 16.

ACTIONS

Tendrils. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Mind Blast (Recharge 2-3). The cerebrax magically emits psychic energy in a 90-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 13 (2d8 + 4) psychic damage. If the creature(s) are spellcasters and fail the save, the cerebrax also drains three spell slots below 4th level. It gains 10 temporary hit points each time it drains spell slots from a creature.

WILDERNESS ADVENTURE HOOKS

2d20 Adventure Hook

- 2 Dangerous, devil-worshipping snow elves want to take over the world.
- 3 Adventurers must rescue a bard from a heavily guarded bandit outpost.
- 4 A group of adventurers are tasked with protecting a sacred druid grove.
- 5 The heroes must retrieve a rare plant to save the life of a dying prince.
- 6 A mermaid princess crawls onto the deck of a passing ship and passes out.
- 7 Early one morning, a shepherd spots a new castle in the mountains. It appears to have been built overnight.
- 8 Numerous beasts have disappeared during the new moon.
- 9 An unknown artifact is uncovered deep in a gold mine.
- 10 Goblins have taken over a forest not far from a large town.
- 11 The king tasks a group of heroes to go on a diplomatic mission to a jarl in a snowy kingdom.
- 12 A notorious anti-paladin moves into a keep on the borderlands.
- 13 Rumors are spreading about a headless horseman riding through the hills.
- 14 A famous vampire hunter goes missing in a mysterious swamp.
- 15 A priceless treasure is rumored to be hidden in a tomb high in the mountains.
- 16 The party is sent to help elf rangers deal with a trio of trolls.
- 17 A group of heroes finds a treasure map that leads them to a large cave in the hills.
- 18 Archaeologists unearth an ancient city.
- 19 Scouts find a large sailing ship in the middle of a distant swamp.
- 20 A party of adventurers hears whispering in the woods.
- 21 A meal with magical mushrooms sends the heroes on a wild trip through the wilderness.

2d20 Adventure Hook

- 22 A ship with a priceless cargo vanishes during an epic storm.
- 23 A powerful noble has hired the adventuring party to find his daughter. She went missing in a nearby forest.
- 24 Staff from a roadside tavern tell the heroes they have discovered a tunnel leading into the woods.
- 25 You find footprints that lead to a mountainside and then suddenly stop.
- 26 A portal to the Underworld opens underneath a waterfall. A drow scouting party passes through.
- 27 All the trees in the local forest vanish overnight.
- 28 A circle of evil druids begins to operate out of a misty forest.
- 29 The party must find a young ranger who disappeared in the mountains.
- 30 Heavy rain pours down on a village in the hills. It washes away all magical powers.
- 31 A moon-worshipping cult begins to recruit more and more members.
- 32 A clan of mounted bandits are attacking nearby villages.
- 33 Local inhabitants report a ghost ship appearing off the coast.
- 34 A river begins to flow through a Riftgate into Feyland.
- 35 Several fisherfolk vanish at a local lake.
- 36 A politically correct halfling leader refuses to stop the rampaging orcs in his village.
- 37 The lead rider is shot with an arrow during a cross-country horse race.
- 38 The sky goes dark one afternoon and the sun seems to have vanished.
- 39 Undead pirates raid an island community underneath a full moon.
- 40 The heroes must recover a legendary sword from a desert tomb.



OCEAN REGION

Themes: Storms, shipwrecked, chaos, getting lost, mystery, trade, piracy, exploration, history, war, smuggling, travel, fishing, hidden cities, salvage operations, the collective unconscious

HUGE WAVES CRASH INTO A WEATHERED ROCK face. A calm sea stretches out for miles and miles. Schools of fish follow a pair of giant squid through underwater caves. An old sailing ship attempts to navigate a storm that arrives without warning.

The ocean is a world unto itself and provides endless possibilities. Numerous creatures live on the ever-changing surface and under the waves. There are even underwater cities filled with odd humanoids. Entire societies exist far from land. Large portions of the ocean are hidden and undiscovered. There is plenty of room for intrepid explorers and bold adventurers.

LOCATIONS

Wide open sea, underwater trenches, fjords, undersea castles, coral reefs, islands, deserted islands, sunken ships, undersea caves, kelp forests, sand bars, lagoons, atolls, shipwrecks

EVENTS

The tide, storms, tsunamis, strong currents, whirlpools, rogue waves, piracy, shipwrecks, lost at sea, marooned, mutinies, sailing races

INHABITANTS

Mariners, pirates, traders, royal navy, salvagers, treasure hunters, cultists, explorers, refugees

SHIP ENCOUNTERS

Mariners, pirates, traders, royal navy, salvagers, treasure hunters, cultists, explorers, refugees, pilgrims

ADVENTURING EQUIPMENT

Backpack, rations, cloak, tinderbox, bedroll, blanket, rope (50 feet), torch, navigator's tools, fishing tackle, waterskin

OCEAN ENCOUNTERS

d20 Encounter

- 1 kraken
- 2 1d4 giant sharks
- 3 1d10 sahuagin
- 4 sea hag
- 5 1d8 ghosts on ghost ship
- 6 1d4 merrow
- 7 hunter shark
- 8 1d4 sahuagin
- 9 1d6 merfolk
- 10 1d8 giant crabs
- 11 giant octopus
- 12 1d4 reef sharks
- 13 giant shark
- 14 1d4 hunter sharks
- 15 merrow
- 16 1d6 giant sea horses
- 17 hydra
- 18 1d4 water elementals
- 19 storm giant
- 20 dragon turtle

OCEAN WEATHER

d8 Weather

- 1 wild storm
- 2 windy and sunny
- 3 warm and light rain
- 4 hot and sunny
- 5 cool and cloudy
- 6 heavy rain
- 7 warm and cloudy
- 8 unusually cool

THE WAUGAN

THE ONLY CREATURE LARGER THAN KRAKENS IS THE Waugan. This immense titan travels around the entire ocean. At times it can also be found swimming through huge sea caves. It is a solitary creature and has no allies except for an aquarian wizard named Kairos (page 12).

There's Always a Bigger Fish. This massive monster hunts constantly and needs a great deal of nourishment. It feeds on whales, killer whales, dolphins, seals, sea lions, and pretty much anything it wants.

Sizeable Impact. The Waugan is so powerful it can devastate an undersea castle or settlement in minutes. Some people say that it does more damage than

an earthquake or tsunami. Entire sahuagin and merfolk colonies have been destroyed by this titan.

Secluded Sea Cave. Legends say that the Waugan inhabits a mammoth sea cave. The creature has looted many of the ships it has sunk and taken the bounty. Therefore, most scholars believe a sizeable treasure hoard must be stowed in its cave.

OSWALD'S NOTES

I've discovered a titan in each of the seven regions around the world. These monstrosities seem to be allied with members of the Wizard Council.

THE WAUGAN

Gargantuan monstrosity (titan), chaotic evil

Armor Class 21 (natural armor)

Hit Points 518 (28d20 + 224)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	27 (+8)	10 (+0)	15 (+2)	5 (-3)

Saving Throws Str +18, Dex +13, Con +16, Wis +10

Skills Athletics +18, Perception +10

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

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

Senses truesight 120 ft., passive Perception 20

Languages Aquan

Challenge 26 (90,000 XP)

Legendary Resistance (3/Day). If the Waugan fails a saving throw, it can choose to succeed instead.

Magical Weapons. The Waugan's weapon attacks are magical.

Siege Monster. The Waugan does double damage to objects and structures.

Undertow. As a bonus action when the Waugan is underwater, it can cause all water within 90 feet of it to be difficult terrain for other creatures until the start of its next turn.

Water Breathing. The Waugan can breathe only underwater.

ACTIONS

Multiattack. The Waugan makes one bite attack and two fist attacks.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 32 (5d8 + 10) piercing damage.

Fist. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage.

Wave Attack (Recharge 5–6). The Waugan creates waves and sends them out in a 90-foot cone. Any creatures in the area must make a DC 21 Constitution saving throw or take 42 (12d6) bludgeoning damage, half as much damage on a save.

REACTIONS

Swat Away. In response to being hit by a ranged weapon attack, the Waugan can swat the projectile away with its tail and take no damage.

LEGENDARY ACTIONS

The Waugan 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 Waugan regains spent legendary actions at the start of its turn.

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

Ink Jet. The Waugan shoots out of jet of ink from its mouth in a 120 ft. line, 5 feet wide. Any creatures in range must make a DC 21 Dexterity saving throw or take 35 (10d6) bludgeoning damage. In addition, the target is blinded until the end of its next turn.

Tail Attack (Costs 2 Actions). *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage.





KAIROS

KAIROS IS A MEMBER OF THE WIZARD COUNCIL who exiled Oswald Myrr. He is also a master of the School of Evocation. This aquarian has big ambitions and is constantly scheming from his lair in a sunken ship. A rival of King Nemos (page 22), he is well-connected in the merfolk community.

Thought Bubble. This highly intelligent aquarian can be his own worst enemy. His mind never seems to rest and he has got lost in his thoughts on more than a few occasions.

Scheming Seaman. Kairos is seeking to overthrow King Nemos with the help of sahuagin and aquarian rebels. He uses a unique conch shell to summon the Waugan.

KAIROS

Medium humanoid (aquarian), neutral evil

Armor Class 13 (16 with mage armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	25 (+7)	16 (+3)	18 (+4)

Saving Throws Con +7, Int +11

Skills Arcana +11, History +11, Investigation +11, Perception +7

Senses darkvision 90 ft., passive Perception 17

Languages Aquan, Common, Sahuagin

Challenge 7 (2,900 XP)

Amphibious. Kairos can breathe air and water.

Empowered Evocation. Kairos adds +7 to the damage rolls of any wizard evocation spell he casts.

Potent Cantrip. His damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against his cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Sculpt Spells. Kairos can create pockets of relative safety within the effects of his evocation spells.

When he casts an evocation spell that affects other creatures that he can see, he can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Slippery. Kairos has advantage on ability checks and saving throws made to escape a grapple.

Spellcasting. Kairos is a 10th-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): *fire bolt, light, mage hand, message, prestidigitation*
 1st level (4 slots): *detect magic, mage armor, magic missile, shield*
 2nd level (3 slots): *darkvision, detect thoughts, scorching ray, see invisibility*
 3rd level (3 slots): *dispel magic, lightning bolt, water breathing*
 4th level (3 slots): *control water, dimension door, greater invisibility*
 5th level (2 slots): *cone of cold, conjure elemental*

ACTIONS

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

AQUARIAN

LIVING UNDER THE SEA ARE SEVERAL UNIQUE RACES, and one of the least known are the aquarians. Some folks have heard about a famous gangster known as the Codfather. Most don't realize that he is an aquarian. This race of secretive fish people lives far from most other humanoid communities.

Fish Folk. The aquarians are ruled by a nasty queen named Atlantia (page 14). A few of these creatures live on land, the infamous Codfather being the most well-known of them.

Undersea City. At the center of the aquarian society is Nautilus, their capital city. It is composed of extensive sea caves and labyrinthian tunnels. Other sea creatures, including many schools of fish, seals, sharks, and octopi share the settlement.

Uneasy Alliance. The sahuagin used to be enemies of the aquarians but a recent treaty has changed all that. However, having an alliance with the devious sea devils is never easy. A missing aquarian scouting party has raised fears that the sahuagin cannot be trusted.



AQUARIAN

Medium humanoid (aquarian), lawful evil

Armor Class 14 (shell armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 50 ft.

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

Skills Perception +3, Stealth +4

Senses darkvision 90 ft., passive Perception 13

Languages Aquan, Common, Sahuagin

Challenge 1 (200 XP)

Amphibious. The aquarian can breathe air and water.

Slippery. The aquarian has advantage on ability checks and saving throws made to escape a grapple.

ACTIONS

Swordfish Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. *Hit:* 7 (1d10 + 2) slashing damage.

Net. *Ranged Weapon Attack:* +6 to hit, range 5/15 ft. one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 11 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 11) frees the target without harming it and destroys the net.

NAVIGATING THE WILDERNESS

The following table lists the DC required to succeed with a Wisdom (Survival) check to avoid getting lost in that region:

Region	DC	Region	DC
Arctic	10	Mountain	15
Desert	10	Ocean	15
Forest	15	Swamp/Jungle	15
Hills/Lakes	10		

ATLANTIA THE AQUARIAN QUEEN

THE COLD, HEARTLESS LEADER OF THE AQUARIANS IS Atlantia. She rules with an iron fist and crushes any opposition by force. Her four tentacles are always busy grabbing objects and touching her surroundings. Coral statues of her likeness are found throughout Nautilus, the aquarians' biggest settlement.

Fish Queen. The queen lives in a massive sea cave at the center of Nautilus. As she is one of the largest aquarians, her home is very spacious. She loves shiny, precious objects and hides them away in a large treasure vault.



Two Schools of Thought. A number of aquarians have left the sea to live on land amongst humans and other humanoids. However, the queen and most of the aquarian leadership are set against this. They want aquarians to live in the sea and remain part of their community.

Elite Entourage. A group of elite aquarian soldiers protects the queen. She also has a trio of coroctopi (page 15) near her at all times. She has the support of most of her people, although this is based on fear.

ATLANTIA THE AQUARIAN QUEEN

Large humanoid (aquarian), lawful evil

Armor Class 16 (natural armor)

Hit Points 115 (11d10 + 55)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	17 (+3)	16 (+3)	19 (+4)

Skills History +6, Intimidation +7, Perception +6

Senses darkvision 90 ft., passive Perception 16

Languages Aquan, Common, Sahuagin

Challenge 7 (2,900 XP)

Amphibious. Atlantia can breathe air and water.

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

At will: *blade ward*, *message*, *minor illusion*

3/day each: *comprehend languages*, *darkness*, *detect magic*

1/day each: *blur*, *dimension door*, *suggestion*

Slippery. Atlantia has advantage on ability checks and saving throws made to escape a grapple.

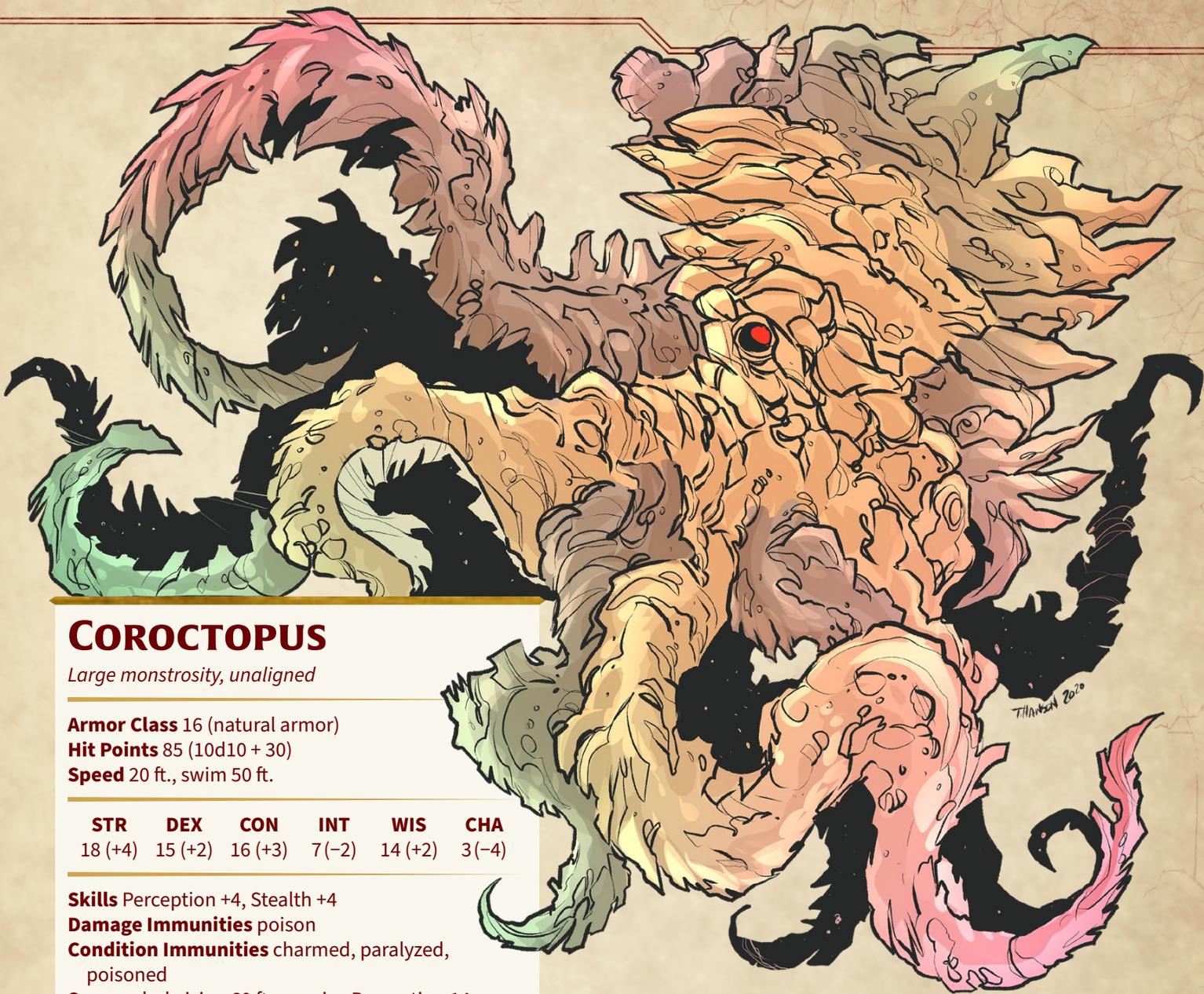
ACTIONS

Multiattack. Atlantia makes four tentacle attacks.

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.

Ink Cloud (Recharges after a Short Rest).

A 60-foot-radius cloud of ink extends all around Atlantia if she is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, Atlantia can use the Dash action as a bonus action.



COROCTOPUS

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	3 (-4)

Skills Perception +4, Stealth +4

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 4 (1,100 XP)

Hold Breath. While out of water, the coroctopus can hold its breath for 2 hours.

Underwater Coral Camouflage. The coroctopus has advantage on Dexterity (Stealth) checks made while underwater or anywhere near coral or rocks.

Water Breathing. The coroctopus can breathe only underwater.

ACTIONS

Multiattack. The coroctopus makes two attacks with its tentacles.

Coral Tentacles. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the coroctopus can't use its tentacles on another target.

COROCTOPUS

A SCHOOL OF BRIGHTLY COLORED FISH SWIMS PAST A coral reef. Unexpectedly, part of the reef moves. Hiding there is a strange creature known as the coroctopus. It is an octopus that has formed out of coral. Strange energies came through a Riftgate and created this unusual monster.

Rock Solid. The main reason this creature is so difficult to deal with is its hard body. The coroctopus' coral exterior provides ample protection against most attacks from predators.

Coral Camouflage. The ability to hide underwater makes the coroctopus a deadly enemy. It is not uncommon for one of these monsters to seem to vanish underwater. They are quite skilled at camouflaging themselves.

Fishermen's Friend. Local fishermen can actually benefit from the presence of this monster. It doesn't usually attack them and the coroctopus scares fish, crabs, and other creatures into the open.

CORAL EEL

THESE ODD CREATURES CAN BE SEEN FROM VERY FAR away. Coral eels are made from luminescent coral and radiate a bright white light. They seldom surprise their prey but they have a unique way of attacking.

Deep Blue Sea. Coral eels enjoy colder waters but can be found in any ocean region. These creatures are constantly hunting for food sources. They also breathe out large magical bubbles to trap prey. This unusual attack takes many creatures by surprise.

Bubble Trouble. These monstrosities are sometimes called bubble eels. Humanoids who live near their territory know to stay out of the water when they're around.

Gregarious Gangs. Coral eels often travel in groups of about ten. Although they can be found in the hundreds near the coast. They mainly eat cod, halibut, shrimp, salmon, and octopi. However, their magical bubbles enable them to hunt larger prey such as seals.

OSWALD'S NOTES: RIFTGATES

I've found a way to open portals to other parts of the world and around the multiverse. These Riftgates aren't very stable at this point.

CORAL EEL

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	10 (+0)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

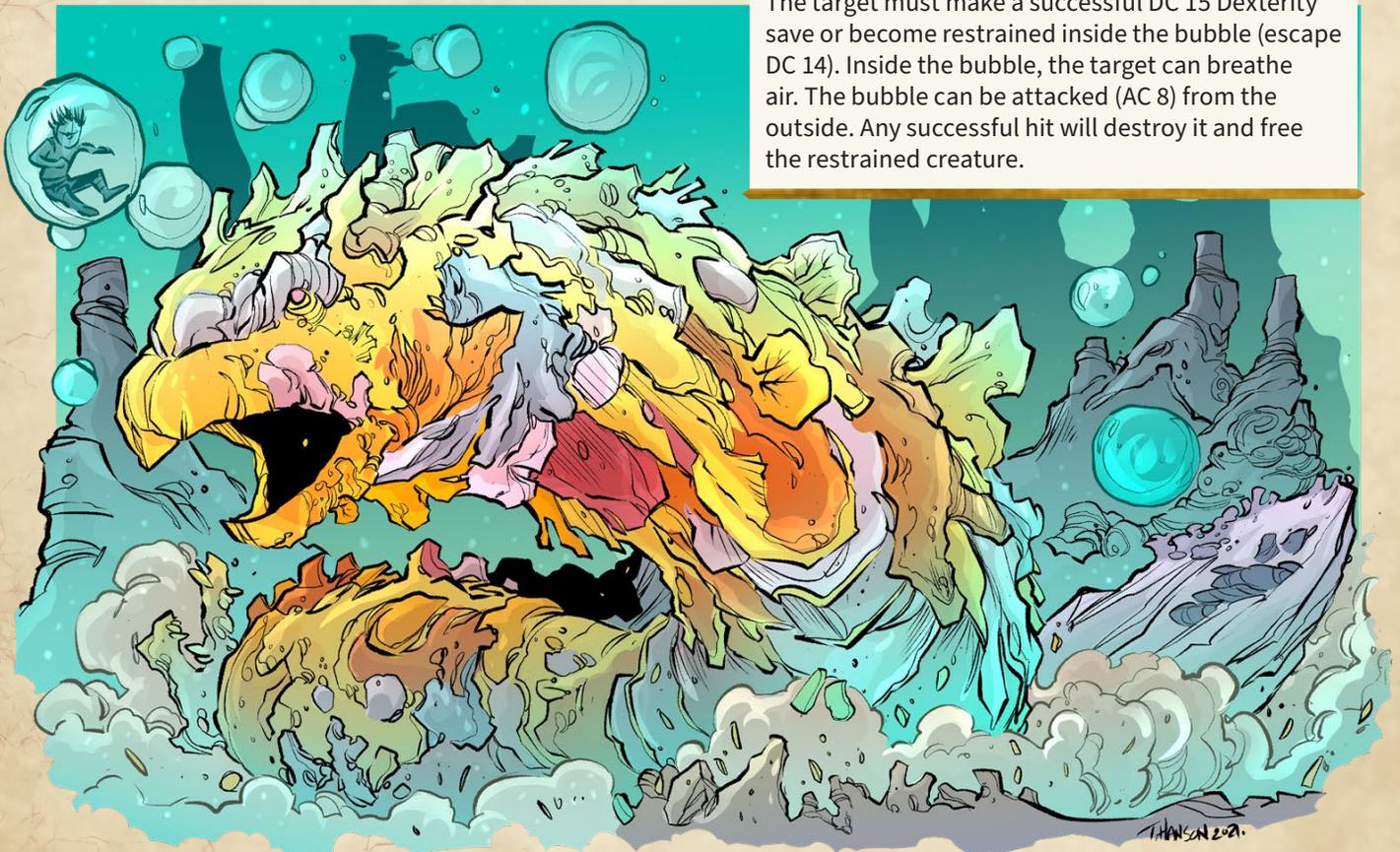
Amphibious. The coral eel can breathe only underwater.

Illumination. The coral eel sheds bright white light in a 20-foot radius.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If a target is trapped in one of its bubbles, the coral eel makes its bite attack with advantage.

Bubble. The coral eel breathes out a magical bubble towards a Medium or smaller creature within 60 ft. The target must make a successful DC 15 Dexterity save or become restrained inside the bubble (escape DC 14). Inside the bubble, the target can breathe air. The bubble can be attacked (AC 8) from the outside. Any successful hit will destroy it and free the restrained creature.



THE DEEP ONE

USING MAGIC TO BREATHE UNDERWATER, adventurers swim through a dense kelp forest. Suddenly one of the leaders sees two enormous eyes appear from behind the green plants. A strange sensation travels quickly through the adventurer's body.

Eye-Opening. The Deep One crossed through an underwater Riftgate into the ordinary world. It has powerful magic and can affect other creatures miles away. This strange aberration schemes to take control by entrancing those in power.

Deep Magic. Even though it swims far from royal palaces and other seats of power, the Deep One uses magic to enter the minds of unsuspecting creatures. It will use its scrying and dream spells, as well as telepathy to influence others. At times, the monster will have its victims make an undersea journey to meet face-to-face.



THE DEEP ONE

Huge aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	20 (+5)	23 (+6)	24 (+7)	21 (+5)

Saving Throws Con +10, Wis +12, Cha +10

Skills Deception +10, Insight +12, Perception +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, poisoned, prone

Senses darkvision 90 ft., passive Perception 22

Languages all, telepathy 120 ft.

Challenge 14 (11,500 XP)

Innate Spellcasting. The Deep One's innate spellcasting ability is Wisdom (spell save DC 20, +12 to

spell attacks). It can innately cast the following spells, requiring no material components:

At will: *command*, *detect magic*

3/day each: *detect thoughts*, *suggestion*, *zone of truth*

1/day each: *conjure elemental (water elemental)*, *control water*, *dream*, *scrying*

Inscrutable. The Deep One 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 Deep One's intentions or sincerity have disadvantage.

Water Breathing. The Deep One can breathe only underwater.

ACTIONS

Multiattack. The Deep One makes six tentacle attacks.

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Long Distance Call. The Deep One can choose one creature it can see using its scrying spell. It then is able to cast suggestion on that creature. This link will remain intact up to 30 miles away.



DEMON CRAB

STRANGE WAVES CROSSED OVER FROM THE HOME OF the demons into the ordinary world. These waves corrupted some of the biggest giant crabs and turned them into disgusting fiends.

Sand Crawlers. Although they are usually in the sea, demon crabs also venture onto beaches

and other areas around the coast. There have been recent tales of raids on small fishing villages by these horrid creatures.

Evil Eye. The fiend's large eye can shoot out a bizarre green ray. This magical beam can cause a creature to be mutilated in strange ways. The unfortunate victims are often ostracized when they return to their communities.

DEMON CRAB

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft., swim 40 ft.

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

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Abyssal but can't speak

Challenge 5 (1,800 XP)

Amphibious. The demon can breathe air and water.

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

ACTIONS

Multiattack. The demon makes three attacks: one with its bite and two with its claws.

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). The demon has two claws, each of which can only grapple one target.

Ray of Mutilation. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (2d6) psychic damage and the target must make a DC 14 Constitution saving throw. On a failed save, the target is also cursed with magical deformities. While deformed, the target has its speed halved and has disadvantage on attacks based on Strength or Dexterity. The target can repeat the saving throw whenever it finishes a short or long rest, ending the effect on a success.

THE FATHOMER

Medium aberration, chaotic neutral

Armor Class 14 (17 with mage armor)

Hit Points 66 (7d8 + 35)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	20 (+5)	20 (+5)	20 (+5)	24 (+7)

Saving Throws Con +8, Wis +8, Cha +10

Skills Deception +10, Insight +8, Perception +8, Stealth +7, Survival +8

Senses passive Perception 18

Languages Aquan, Common, telepathy 120 ft.

Challenge 8 (3,900 XP)

Amphibious. The Fathomer can breathe air and water.

Metamagic. Once a day the Fathomer can use each one of these spell features:

Distant Spell. When he casts a spell that has a range of 5 feet or greater, he can double the range of the spell.

Quicken Spell. When he casts a spell that has a casting time of 1 action, he can instead use a bonus action.

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

Spellcasting. The Fathomer is a 9th-level sorcerer. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, chill touch, light, message, minor illusion*

1st level (4 slots): *charm person, mage armor, magic missile, thunderwave*

2nd level (3 slots): *darkvision, mirror image, scorching ray, suggestion*

3rd level (3 slots): *counterspell, fear, haste*

4th level (3 slots): *banishment, blight, confusion*

5th level (1 slot): *teleportation circle*

ACTIONS

+3 Dagger. Melee Attack: +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d4 + 7) piercing damage.

THE FATHOMER

The Fathomer is a sorcerer who was transformed into a fish man. A ray of mutilation from a demon crab changed his life. His entire body was permanently altered during the attack.

Hateful Homeland. The sorcerer's friends and family were horrified and they turned against him. Labeled a mutant, he was banished from his hometown. The broken, miserable creature fled to the sea.

New Beginning. The Fathomer's life span has been extended by the transformation and he could live for several hundred years. He now lives in a sunken ruin on a mysterious island.

Sea of Love. Recently the Fathomer has fallen in love with a mermaid. Although she is drawn to the tormented creature, she is scared of his unpredictable nature.



GHOST WHALE

Huge undead, chaotic evil

Armor Class 8

Hit Points 230 (20d12 + 100)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	7 (-2)	20 (+5)	7 (-2)	17 (+3)	3 (-4)

Skills Perception +7

Damage Resistances poison

Condition Immunities poisoned

Senses blindsight 120 ft., passive Perception 17

Languages —

Challenge 9 (5,000 XP)

Echolocation. The ghost whale can't use its blindsight while deafened.

Siege Monster. The ghost whale does double damage to objects and structures.

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

Turn Resistance. The ghost whale has advantage on saving throws against any effect that turns undead.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the ghost whale. A swallowed creature has total cover against attacks and other effects outside the ghost whale. If the ghost whale dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement.

Sonic Wave (Recharge 2-3). The ghost whale sings an eerie whale song in a 90-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw or take 24 (7d6) force damage and be stunned 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.

GHOST WHALE

SWIMMING UNDER THE SURFACE OF THE SEA ARE enormous undead whales. Encountering one of the horrors can be one of the most terrifying moments for an adventurer.

Second Life. These whales have returned from the land of the dead with a vengeance. Ghost whales will target whalers and fisherfolk first. However, they will attack almost any ship and attempt to sink it.

Below the Surface. Ghost whales are one of the biggest creatures in the sea, usually about 100 feet long. Intelligent mammals like whales and dolphins can sense something is wrong with these grim creatures and avoid them.

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



GIANT SHARK ZOMBIE

Huge undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 87 (7d12 + 42)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	23 (+6)	1 (-5)	9 (-1)	3 (-4)

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 4 (1,100 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

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

Undead Fortitude. If damage reduces the shark 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 shark drops to 1 hit point instead.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

GIANT SHARK ZOMBIE

A LARGE FIN PIERCES THE BLUE OF THE SEA. LURKING just out of sight is a powerful predator. However, this is no ordinary sea creature. This is the giant shark zombie, a lethal killing machine. Shark zombies resemble living sharks, but they also show the wounds that killed them.

Great Guardian. These undead horrors are used by sahuagin to guard important locations. The sharks are able to follow simple commands from the sea devils.

Powerful Predator. They are at least 30 feet long and have sizeable jaws. Giant shark zombies always take the shortest route to their prey. Groups of shark zombies often work together to swarm victims.

Sahuagin Servant. Some sahuagin also use these undead as mounts. Many mariners believe sahuagin necromancers are responsible for bringing the fearsome sharks back from the dead.

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

WILD ITEMS: MELVILLE'S MARVELOUS MAP

Wondrous item, very rare (requires attunement)

This appears to be a blank piece of parchment. As an action, you can use the command "Where the hell are we?!" The map then reveals the area outdoors in a 5-mile radius for 1 minute.



KING NEMOS

FAR BENEATH THE WAVES IS A DIFFERENT WORLD. A stunning, white city carved out of coral sits on the sea floor. At the center of this remote settlement is a magnificent castle. Sitting on its throne is the ruler of the merfolk, King Nemos.

Regal Royal. The king is a brave, honest merman and loved by his people. He is also a fierce, gruff warrior and few ever challenge his power. King Nemos doesn't deal with change well and wants the merfolk community to follow the ancient traditions.

Family Fishman. Sorrow grows in his heart as his wife was killed in a sahuagin raid. He now focuses on raising his seven daughters. All seven are precocious mermaid princesses who want their independence.

Undersea Palace. His large family, including the many princesses, all live in Coral Castle. A company of merfolk knights are based at the castle with a stable of dolphins and sea horses.



KING NEMOS

Large humanoid (merfolk), lawful good

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 0 ft., swim 50 ft.

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

Skills Athletics +9, Insight +9, Intimidation +10, Perception +9

Senses passive Perception 19

Languages Aquan, Common, Primordial

Challenge 11 (7,200 XP)

Amphibious. Nemos can breathe air and water.

Brave. He has advantage on saving throws against being frightened.

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

ACTIONS

Multiattack. Nemos makes three melee attacks.

Great Trident. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Call of the Sea (3/day). Each creature of his choice that is within 60 ft. of him and can hear him, gains advantage on their attack rolls until the start of his next turn. He can then make one attack as a bonus action.

Summon Sharks (1/day). Nemos can summon 1d8 reef sharks. The sharks will arrive in 1d4 rounds and obey his commands.

MERFOLK KNIGHT

THE ELITE TROOPS OF THE MERFOLK ARE THE knights. These highly trained warriors can handle almost any opponent. Only the largest, toughest merman are chosen to be a part of this brotherhood.

Serious Soldiers. King Nemos always has merfolk knights guarding him. A sizeable garrison of knights is stationed at the king's home, known as Coral Castle.

Wise Warriors. These knights are experts in underwater combat. They are also patient, thoughtful creatures, the finest soldiers of the merfolk community.

Underwater Cavalry. Merfolk knights are often mounted on dolphins or giant sea horses.



MERFOLK KNIGHT

Medium humanoid (merfolk), lawful good

Armor Class 16 (merfolk armor)

Hit Points 65 (10d8 + 20)

Speed 0 ft., swim 40 ft.

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

Skills Athletics +7, Perception +6, Survival +6

Senses passive Perception 16

Languages Aquan, Common

Challenge 5 (1,800 XP)

Amphibious. The merfolk can breathe air and water.

Brave. The merfolk has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The merfolk makes two attacks with its lance or one with its crossbow.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Coral Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

REACTIONS

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

MERMAID PRINCESS

SWIMMING PAST A CORAL REEF IS A GORGEOUS CREATURE. She has the torso of a human female and a long tail like a fish. This is the mermaid princess, one of the many daughters of King Nemos. They are part of the merfolk community under the sea.

Precocious Princess. Mermaids are usually quite self-absorbed and egocentric. However, they are also usually very curious and are especially interested in those creatures that live on land.

Under the Sea. These beautiful merfolk usually live inside underwater castles or caves deep beneath the waves. They make jewelry and tools out of shells and bones.

Loyal Companions. Mermaids often have sea creatures as close companions. Dolphins, seals, crabs, and other beasts often befriend them.



MERMAID PRINCESS

Medium humanoid (merfolk, shapechanger),
chaotic good

Armor Class 14

Hit Points 44 (8d8 + 8)

Speed 30 ft. (human form), swim 40 ft.

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

Skills Athletics +3, Perception +5, Performance +7

Senses passive Perception 15

Languages Aquan, Common

Challenge 3 (700 XP)

Amphibious. The mermaid can breathe air and water.

Shapechanger. The mermaid can use her action to polymorph into any Medium human, 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.

Speak with Sea Creatures. The mermaid can communicate with beasts from the sea as if they shared a language.

ACTIONS

Multiattack. The mermaid makes two melee attacks.

Coral Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Undersea Song (3/day). The mermaid sings a beautiful song. Any creature within 60 feet of her must succeed on a DC 15 Wisdom saving throw or is charmed by the mermaid for 1 minute. If the mermaid or any of her companions harms the creature, the effect on it ends immediately.

SEA SERPENT

Gargantuan monstrosity (titan), chaotic evil

Armor Class 19 (natural armor)

Hit Points 296 (16d20 + 128)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	21 (+5)	26 (+8)	12 (+1)	17 (+3)	5 (-3)

Skills Perception +8

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, prone

Senses darkvision 120 ft., passive Perception 18

Languages —

Challenge 15 (13,000 XP)

Siege Monster. The sea serpent does double damage to objects and structures.

Water Breathing. The sea serpent can breathe only underwater.

ACTIONS

Multiattack. The sea serpent makes one bite attack and one constrict attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 42 (6d10 + 9) piercing damage.

Constrict. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained. The sea serpent can grapple up to three Large or smaller creatures.

Stench Breath (Recharge 5–6). The sea serpent exhales a foul, poisonous gas in a 120-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or take 55 (10d10) poison damage and be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the sea serpent's breath for 24 hours.

SEA SERPENT

ONE OF THE LARGEST MONSTERS IN THE SEA IS THE legendary sea serpent. It makes any journey across the ocean a perilous voyage.

Powerful Swimmers. Sea serpents are strong swimmers and are surprisingly agile in the water. They seem to be more active in wild, intense storms. Their superior swimming ability lets them easily navigate these wild waves.

Ocean Hazard. Those adventurers brave enough to travel across wide stretches of ocean might have to face this nightmare. Some maps mark the locations where a sea serpent has been sighted.

Salty Mouth. A sea serpent's breath is so awful it will harm any nearby creatures. The odor is rumored to smell like a salty dead whale.





SELKIE

SAILORS SWEAR THAT SOME SEALS CAN TURN INTO humans. This is close to the truth, selkies are actually fey creatures that can shapechange into seals.

Rocky Romance. Selkies have been known to fall in love with humans who find their seal skin. If someone possesses their skin, the selkie's magic doesn't work on them. The fey aren't the best judge of character and find it hard to escape unhealthy relationships. Children born from marriages with selkies have webbed toes and fingers.

Seven Year Hitch. Every seven years there is a chance a selkie can't return to its humanoid form and remains in seal form. These shapechangers are usually shunned by other fey creatures and forgotten about.

SELKIE

Medium fey (shapechanger), chaotic neutral

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 0 ft. (30 ft. in humanoid form), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	11 (+0)	15 (+2)	16 (+3)

Skills Deception +5, Perception +4, Persuasion +5

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 14

Languages Aquan, Common

Challenge 3 (700 XP)

Hold Breath. The selkie can hold its breath for 30 minutes.

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

At will: *detect magic*

3/day each: *charm person, cure wounds*

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

Shapechange. The selkie can use its action to polymorph into a seal, or back into its true form of a fey creature. Its statistics, other than those for the Hold Breath feature, are the same in each form. They shed their seal skins after transforming. The selkie reverts to its true form if it dies.

Speak with Beasts. The selkie can communicate with beasts as if they shared a language.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. *Hit:* 6 (1d8 + 2) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

UNDEAD PIRATE

Medium undead, neutral evil

Armor Class 14 (armor scraps)

Hit Points 19 (3d8 + 6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (-2)	8 (-1)	12 (+1)

Skills Acrobatics +5, Athletics +4, Deception +3, Intimidation +3

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life

Challenge 1 (200 XP)

Lightfooted. The undead pirate can take the Dash or Disengage action as a bonus action on each of its turns.

Pull Themselves Together. If the undead pirate loses a limb or other body part, it can reattach it.

Sea Legs. The undead pirate has advantage on ability checks and saving throws to resist being knocked prone.

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

The Moon Doesn't Lie. Only moonlight reveals the undead pirate's true skeletal form.

Undead Fortitude. If damage reduces the undead pirate 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 undead pirate drops to 1 hit point instead.

ACTIONS

Multiattack. The undead pirate makes two attacks.

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

UNDEAD PIRATE

A GHOST SHIP PULLS ALONGSIDE A GALLEY UNDER A full moon. Out of nowhere, an armed skeleton appears. It leaps onto the vessel with its weapon raised. More of the undead crew climb up from below deck with wooden planks to board the galley.

Brutal Buccaneer. Undead pirates are even worse than living pirates. Raiding ships and taking the bounty is all they know. They seem to continue to live their lives as if they'd never died.

Dark Tides. These monsters are pirates who were betrayed by their own evil crews. Angry and vengeful, they continue to plunder.

Ghost Ships. Most undead pirates sail on board ghost ships. Some guard treasure on remote islands. Others haunt ancient shipwrecks or abandoned docks.

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

OSWALD'S NOTES: PROVE MYSELF

Once the Wizard Council sees I've stabilized most of the Riftgates they'll have to reinstate me. I'm the greatest wizard who ever lived.





UNDEAD PIRATE CAPTAIN

SKELETAL PIRATES KIDNAP THE CREW OF A FLAGSHIP. After the prisoners are taken to the deck of a pirate ship, a tall figure pushes past the strange crew. It is the notorious undead pirate captain.

Curious Captain. This clever, devious monster is a terrifying opponent. The hidden tentacles in his back only reveal themselves when he attacks.

Legendary Leader. His rowdy band of pirates are very loyal. The captain assembled the motley crew, and they will do anything for him. Every band of undead pirates has their own captain.

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

UNDEAD PIRATE CAPTAIN

Medium undead, neutral evil

Armor Class 17 (armor scraps)

Hit Points 102 (12d8 + 48)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	19 (+4)	18 (+4)	19 (+4)	17 (+3)

Skills Athletics +7, Deception +6, Intimidation +6, Perception +7, Persuasion +6, Stealth +7

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Lightfooted. The undead pirate can take the Dash or Disengage action as a bonus action on each of its turns.

Pull Themselves Together. If the undead pirate loses a limb or other body part, it can reattach it.

Sea Legs. The undead pirate has advantage on ability checks and saving throws to resist being knocked prone.

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

The Moon Doesn't Lie. Only moonlight reveals the undead pirate's true skeletal form.

Undead Fortitude. If damage reduces the undead pirate to 0 hit points, it must make a Constitution saving throw with a DC of 3 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the undead pirate drops to 1 hit point instead.

ACTIONS

Multiattack. The undead pirate makes two sword and two tentacle attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Parry. The undead pirate adds 2 to its AC against one melee attack that would hit it. To do so, the undead pirate must see the attacker and be wielding a melee weapon or have a free tentacle.

WAVE RIDER

Medium fey, neutral evil

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 40 ft., swim 40 ft.

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

Skills Perception +4, Stealth +5, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Aquan, Common

Challenge 3 (700 XP)

Amphibious. The wave rider can breathe air and water.

Brave. The wave rider has advantage on saving throws against being frightened.

Innate Spellcasting. The wave rider's innate spellcasting ability is Wisdom (spell save DC 12, +4 to spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *water walk* (surfing the waves)
1/day each: *conjure elemental* (water elemental),
control water

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

ACTIONS

Multiattack. The wave rider makes two melee attacks or one ranged attack.

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

Water Jet. *Ranged Weapon Attack:* +5 to hit, range 30/80 ft., one target. *Hit:* 10 (2d6 + 3) force damage.

REACTIONS

Water Shield. The waver rider adds 2 to its AC against one melee or ranged attack that would hit it by creating a water shield.

WAVE RIDER

A SHIP'S CREW WATCHES THE WAVES CRASH AGAINST the side of their vessel. The sea is rough and the hatches are battened down. All of a sudden one of the men sees something in a white swell. A humanoid creature is surfing on the waves.

Feyland Foreigner. Wave riders crossed over from Feyland through underwater Riftgates. They have found the ordinary world is unprepared for creatures such as themselves and are beginning to take advantage.

Peculiar Pirate. These fey engage in piracy and also make life difficult for ordinary pirates. A group of wave riders can easily overwhelm a ship's crew. Sailors and pirates alike are trying to find a way to deal with this new threat.



USING RIFTGATES

The instability of Riftgates' can create unpredictable effects. Roll or choose one of the following random effects whenever a character travels through a Riftgate.

d10 Random Effects

- 1 A monster arrives and blocks entry
- 2 You forget the last 1d20 hours
- 3 Sent to another continent in the world
- 4 Sent to another plane
- 5 Get choice of continent or plane to visit
- 6 You can't hear for 1d4 hours
- 7 Sent to another part of the continent
- 8 Suffer two levels of exhaustion
- 9 Sent to Feyland or the Underworld
- 10 Magic items don't work for 1d4 hours



WICKED TUNA

THERE ARE A NUMBER OF STRANGE MONSTERS IN THE ocean. The wicked tuna is one of the most bizarre. It hunts in groups and can be a menace to any sea-side community.

Sizeable Sea Creature. Many fisherfolk and sailors are surprised at the size of the wicked tuna. This creature is almost the size of a small whale. Coastal communities have begun to fear them as much as sharks.

Wild Waves. Wicked tuna cause mayhem with fishing fleets. They sink boats, rip nets apart, and eat fisherfolk. Most people know to pull in their nets and head back to land if a wicked tuna arrives on the scene.

WICKED TUNA

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	3 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Senses passive Perception 12

Languages —

Challenge 2 (450 XP)

Aggressive. As a bonus action, the wicked tuna can move up to its speed toward a hostile creature that it can see.

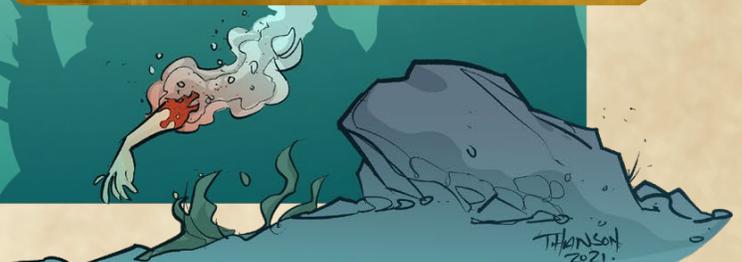
Blood Frenzy. The wicked tuna has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

Water Breathing. The wicked tuna can breathe only underwater.

ACTIONS

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





ARCTIC REGION

Themes: Exploration, mystery, quests, piracy, lost cities, new species, ancient tombs, treasure hunts, strange tribes, cults

THE ARCTIC IS A CHALLENGING REGION TO explore, with many diverse areas. Massive glaciers lead to labyrinthine snow caves and fast-flowing rivers. Barren icy plains stretch out endlessly towards the horizon. Immense icebergs float past the jagged coastline. Never-ending blizzards and freezing winds fill the skies.

At times the darkness seems eternal in this part of the world. Extremely frigid temperatures make for harsh living conditions. Avalanches, steep crevasses, and poor visibility make travel risky. Even so, several kinds of creatures survive in this region. Wild beasts and a number of enormous monsters are actively looking for food. A few races, like the vothdar and orcs, have been there for a long time. Even some humans, known as the Norvans, make their home in this wasteland.

While dark and frozen, beauty is still there. The divine experience of seeing the Northern Lights can shake someone to their core. This is a spectacular region with many hidden secrets. Many exciting adventures await the bold and the brave.

INHABITANTS

Beasts, humans, dragons, fey, giants, orcs, undead, lycanthropes, monstrosities, aberrations

TERRAIN

Icebergs, glaciers, hills, mountains, caves, rivers, lakes, coastal areas, crevasses, underground rivers, lakes, rivers, valleys, fjords

ADVENTURING EQUIPMENT

Backpack, rations, waterskin, furs, traveling cloak, tinderbox, bedroll, blanket, rope (50 feet), torch, snowshoes, crampons, climber's kit, fishing tackle, hunting trap, iron pot, tent

ARCTIC ENCOUNTERS

d20 Encounter

- 1 ancient white dragon
- 2 1d4 frost giants
- 3 1d6 mammoths
- 4 remorhaz
- 5 young white dragon
- 6 1d10 orcs
- 7 1d4 winter wolves
- 8 saber-toothed tiger
- 9 2d6 bandits
- 10 owl (snowy owl)
- 11 1d4 ice mephits
- 12 polar bear
- 13 druid
- 14 troll
- 15 werebear
- 16 1d8 berserkers
- 17 2d6 orcs
- 18 1d4 mammoths
- 19 adult white dragon
- 20 1d4 remorhazes

ARCTIC WEATHER

d8 Weather

- 1 intense blizzard
- 2 cloudy with snow
- 3 windy and cold
- 4 blizzard
- 5 sunny and extremely cold
- 6 blowing snow
- 7 stormy
- 8 unusually warm

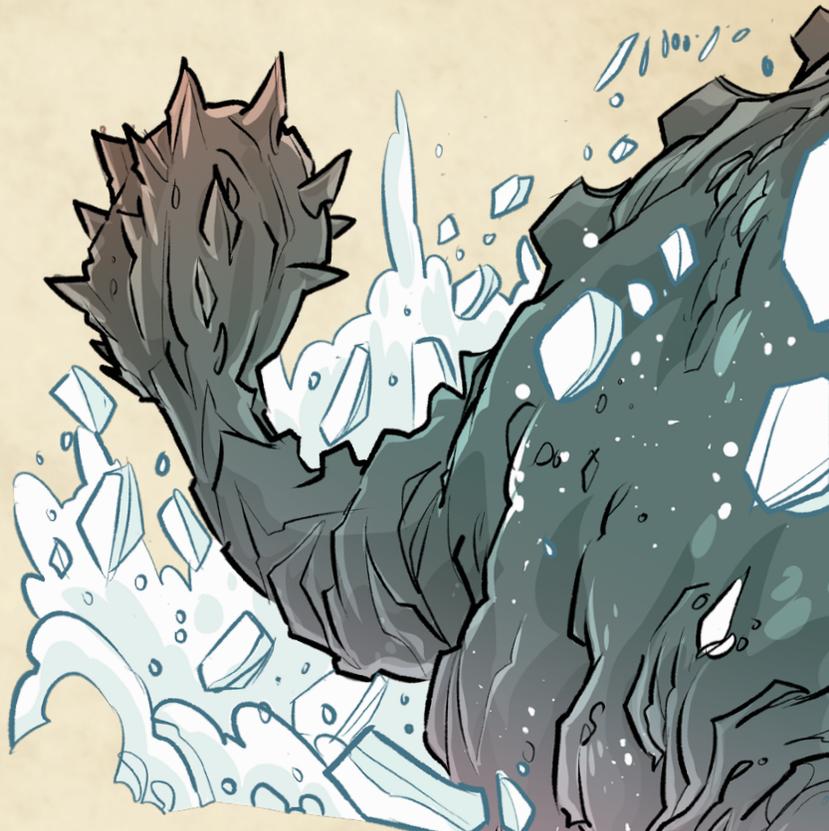
THE RAGNAR

WANDERING ACROSS THE SNOWY LANDSCAPE IS a massive, menacing creature. It is so large it seems as if the land itself has come to life. The Ragnar is an unstoppable force that dominates a large territory. Most other creatures flee at the sight of this gigantic terror.

Ready to Rumble. The ground literally shakes when the Ragnar is in the vicinity. It can cause avalanches and leaves a trail of destruction in its wake. Even its huge footprints make a sizeable impact on the environment.

Brutal Behemoth. This creature is a pure predator and stands at the very top of the food chain. Even the mighty snow elves, also known as the vothdar, have trouble handling this titan. They will often escape to their airships if the Ragnar is in the area.

Roaming Around. This titan usually feeds on ozlogs. It's an incredible sight to see the enormous Ragnar chasing a herd of the beasts across an expansive glacier. Only Varga the Ice Witch knows that that this monster was created when dark magic came through a portal. These strange magical gates are known as Riftgates. The witch has a close bond with the fearsome creature.



THE RAGNAR

Gargantuan monstrosity (titan), chaotic evil

Armor Class 18 (natural armor)

Hit Points 296 (17d20 + 119)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	25 (+7)	7 (-2)	12 (+1)	3 (-4)

Saving Throws Con +13, Wis +7

Skills Perception +7

Damage Immunities cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses darkvision 90 ft., passive Perception 17

Languages —

Challenge 20 (25,000 XP)

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

Legendary Resistance (3/Day). If the Ragnar fails a saving throw, it can choose to succeed instead.

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

Siege Monster. The Ragnar does double damage to objects and structures.

ACTIONS

Multiattack. The Ragnar makes one bite attack and two slam attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage.

Slam. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage.

LEGENDARY ACTIONS

The Ragnar 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 Ragnar regains spent legendary actions at the start of its turn.

Swat Away. The Ragnar makes a slam attack. If the attack hits, the target must succeed on a DC 17 Strength saving throw or be pushed 15 feet in a straight line away from the Ragnar. If the saving throw fails by 8 or more, the target falls prone.

Tail Attack (Costs 2 Actions). *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage.

Bite Attack (Costs 3 Actions). The Ragnar makes a bite attack.



VARGA THE ICE WITCH

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 133 (14d8 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	20 (+5)	25 (+7)	18 (+4)	7 (–2)

Saving Throws Int +12, Wis +9

Skills Arcana +12, History +12, Perception +9, Survival +9

Senses passive Perception 19

Languages Common, Primordial

Challenge 10 (5,900 XP)

Arcane Ward. When she casts an abjuration spell of 1st level or higher, she can simultaneously use a strand of the spell's magic to create a magical ward on herself that lasts until she finishes a long rest. The ward has 39 hit points. Whenever she takes damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, she takes any remaining damage. While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever she casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell. Once she creates the ward, she can't create it again until she finishes a long rest.

Improved Abjuration. When she casts an abjuration spell that requires her to make an ability check

as a part of casting that spell, she adds +5 to that ability check.

Projected Ward. When a creature that she can see within 30 feet of her takes damage, she can use her reaction to cause her Arcane Ward to absorb that damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.

Spellcasting. Varga is a 16th level wizard. Her spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). She can cast the following spells:

Cantrips (at will): *blade ward*, *dancing lights*, *minor illusion*, *ray of frost*, *resistance*

1st level (4 slots): *mage armor*, *protection from evil and good*, *shield*, *witch bolt*

2nd level (3 slots): *darkvision*, *misty step*, *see invisibility*

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

4th level (3 slots): *banishment*, *confusion*, *ice storm*

5th level (3 slots): *cone of cold*, *planar binding*

6th level (2 slots): *globe of invulnerability*

7th level (2 slots): *etherealness*, *reverse gravity*

8th level (1 slot): *control weather*

Spell Resistance. She has advantage on saving throws against spells. Furthermore, she has resistance against the damage of spells.

ACTIONS

Ice Staff. Melee Attack: +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 22 (5d8) cold damage.

VARGA THE ICE WITCH

DRUMMING ECHOES FROM DEEP INSIDE AN ICE CAVE. Wrapped in furs, an old woman communes with dark spirits through her instrument. Varga the Ice Witch knows what part of the cave is solid enough to stand the waves of sound. A large white wolf is curled up nearby on a pile of furs.

Cold Crone. Those creatures that live in this frozen wasteland should pray they never cross Varga's path. Her twisted heart is as cold as the land itself. She is forever bound to the Ragnar, a massive titan that lives in the Arctic. The dark magic that brought the creature to life helps her to commune with it.

Magical Protection. Varga is a master of abjuration magic and the cold climate doesn't affect her. She is able to ward off many dangers, natural and unnatural. A recluse, Varga rarely ever sees other humans and feels at home in the wilderness.

Wolf Mount. She usually travels around the frozen land on her wolf named Ulfar. The wolf's pack and other beasts help protect Varga's cave.



CRYSTAL SPIDER

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 30 ft., climb 40 ft.

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

Damage Resistances cold

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Frozen Climber. The crystal spider can climb difficult surfaces, including upside down in icy and snowy areas, without needing to make an ability check.

Siege Monster. The crystal spider does double damage to objects and structures.

Snow Camouflage. The crystal spider has advantage on Dexterity (Stealth) checks made to hide in icy or snowy terrain.

ACTIONS

Multiattack. The crystal spider makes two attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 2 (1d4) cold damage.

Freezing Secretion. *Ranged Weapon Attack:* +5 to hit, range 30/80 ft., one target. *Hit:* 4 (1d8) bludgeoning damage, and target must make a DC 13 Constitution saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of their turns.

VARIANT: YOUNG CRYSTAL SPIDER SWARM

Use the swarm of spiders stat block with the following changes:

Speed 40 ft., climb 30 ft.

Damage Resistances cold

Challenge 1 (200 XP)

Frozen Climber. The young crystal spider swarm can climb difficult surfaces, including upside down in icy or snowy areas, without needing to make an ability check.

Snow Camouflage. The young crystal spider swarm has advantage on Dexterity (Stealth) checks made to hide in icy or snowy terrain.



CRYSTAL SPIDER

CLINGING TO AN ICY WALL IS A BIZARRE CREATURE. The disturbing crystal spider lives in areas that most other monsters cannot reach. It can even scale sheer ice cliffs with its strong legs. Swarms of young crystal spiders have also been seen with these monstrosities.

Snow Spider. Crystal spiders can hide in the snowy terrain and surprise their victims. It's quite the sight to see this massive spider make its presence known.

Patient Predator. Ambushing other creatures is what the crystal spider does best. They are very patient and will wait hours and hours for prey to wander by. Then the crystal spider spits a cold paralyzing liquid. Once the target is immobilized, the monster will drag the victim off to its lair.

Icy Inhabitants. The spider's crystal caves are usually hidden far away from other creatures. These lairs are littered with crystals, gemstones, bones, and furs. Finding these lairs is an adventure in itself.



DRAGON, ICE

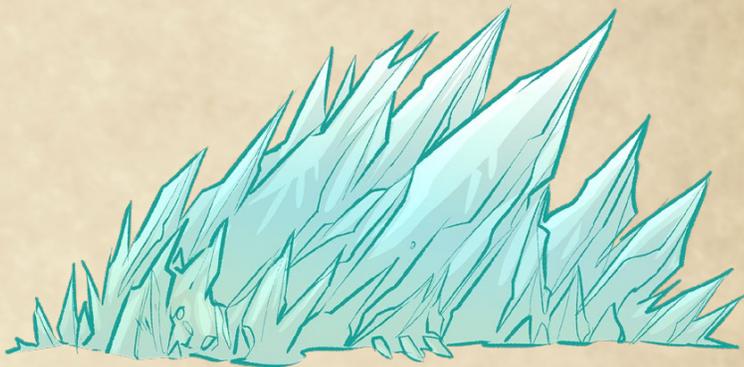
A PARTY OF ADVENTURERS CAUTIOUSLY MAKES ITS way across a snowy crevasse. Without warning, a bluish-white dragon drops from the sky and breathes a blast of freezing cold air. Half of the heroes are literally frozen in their tracks.

Cool Intellect. Unlike its white dragon cousin, the ice dragon is rather intelligent. In fact, it is a wily and clever creature. These dragons know when they're out-matched and won't hesitate to fight again another day. An ice dragon will usually make its home in a large ice cavern. It makes sure to choose a strategic location it can defend.

Frozen in Their Tracks. Their powerful breath can freeze victims and make them easy targets. The ice dragon will use its breath weapon at a great distance and then move in to attack with its jaws and claws. However, the sight of the dragon is so terrifying

that most creatures don't get close enough to feel its icy breath.

Snow Problem. Snow elf forces often hunt these dragons. The two foes don't feel they can share the Arctic peacefully. Ferocious air battles between the snow elves' airships and ice dragons are legendary. The elves are always working on new ways to protect their craft from these creatures.



DRAGON, ICE

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	16 (+3)	12 (+1)	16 (+3)

Saving Throws Dex +7, Con +10, Int +8, Wis +6

Skills Perception +6, Stealth +7

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 15 (13,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon makes two melee attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) cold damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Freezing Breath. The dragon exhales an icy breath in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 28 (8d6) cold damage on a failure half damage on a success. If the target fails their saving throw, they are also paralyzed for 1 minute. The target can make a DC 17 Constitution saving throw to end the paralysis at the end of each of their turns.

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 16 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.

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.

Wing Attack (Costs 2 Actions). *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Claw Attack (Costs 3 Actions). The dragon makes one claw attack.

HARALD THE NORVAN KING

A CONVOY OF ARMORED POLAR BEARS COMES TO A halt. The lead rider has signalled a warning to the group. This is Harald the Norvan King, the ruler of his northern tribe. He is a beast of a man, towering over most of his people.

Barbarian King. The king is a confident, free-thinker and doesn't get caught up in his emotions. Harald is armed with a magical hammer and is always protected by a large contingent of Norvan soldiers

Inner Conflict. His ruling Snow Eagles clan are named for the giant eagles who live in the Arctic. The opposing clan are led by a younger group of men and are known as the Iron Bears. Both clans live in Norvald and have recently settled on the continent of Myrr. Their rivalry has come close to open warfare in the new land.

Formidable Fortress. Harald makes his home in a massive castle near the sea. He has a force of over 2000 soldiers, spellcasters, many ships, and hundreds of armored polar bears.

WILD ITEMS: HAMMER OF THE NORTH

*Weapon (warhammer), very rare
(requires attunement)*

Deals 1d12 bludgeoning damage plus 2d4 cold damage. Can use an action to cast bright light for 30 ft.



HARALD THE NORVAN KING

Medium humanoid (human), chaotic neutral

Armor Class 18 (plate)
Hit Points 165 (22d8 + 66)
Speed 30 ft.

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

Saving Throws Str +9, Wis +9, Cha +9
Skills Athletics +9, Insight +9, Intimidation +9, Perception +9, Survival +9
Senses passive Perception 19
Languages Common
Challenge 11 (7,200 XP)

Action Surge (2/day). Harald can take an extra action.

Brave. He has advantage on saving throws against being frightened.

Indomitable (2/day). Harald can reroll a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, he can regain 20 hit points.

ACTIONS

Multiattack. Harald makes three melee attacks.

Hammer of the North. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage plus 5 (2d4) cold damage.

Battle Cry (2/day). Each creature of Harald's choice that is within 30 feet of him, can hear him, and not already affected by Battle Cry gain advantage on attack rolls until the start of Harald's next turn. He can then make one attack as a bonus action.

ICE BREAKER

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	19 (+4)	7 (-2)	15 (+2)	5 (-3)

Skills Perception +5

Damage Immunities cold

Condition Immunities charmed, prone

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 15

Languages —

Challenge 8 (3,900 XP)

Hold Breath. The ice breaker can hold its breath for 1 hour.

Keen Hearing. The ice breaker has advantage on Wisdom (Perception) checks that rely on hearing.

Siege Monster. The ice breaker does double damage to objects and structures.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the ice breaker can't bite another target.

Swallow. The ice breaker makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the ice breaker, and it takes 9 (2d8) acid damage at the start of each of the ice breaker's turns. The ice breaker can have only one target swallowed at a time.

If the ice breaker takes 20 damage or more on a single turn from the swallowed creature, the ice breaker must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the ice breaker. If the ice breaker dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

ICE BREAKER

A SOLE FISHERMAN HAS VENTURED OUT ONTO THE sea ice. As he unpacks his gear, he feels the heavy ice move underneath him. Without warning, a massive creature smashes through the thick ice and rears up above the stunned man. This is the ice breaker, a terrifying monster that lives in the frozen waters of the Arctic.

On Thin Ice. Ice breakers love to lurk under the ice, hunting for prey. They can see in the dark waters and sense their prey by listening or feeling the ice move. These fierce killers frequently live near the coast where animals are more likely to wander onto the ice.

Hard-Headed. Their large heads are solid and can easily smash through solid ice. Many of their prey are surprised as the monster can attack without warning. An ice breaker isn't very bright, but it is aware of its surroundings.

Local Fare. These monstrosities feed on anything they can find. They prefer to hunt seals, polar bears, nordaks, ozlogs, and other beasts. However, they will also dive deep down and feed on plants on the sea floor.





MAMMOTH, UNDEAD

ENORMOUS SHADOWS CAN BE SEEN MOVING THROUGH a foggy pass. Then several huge, dark mammoths begin to emerge from the mist. These undead mammoths are the result of dark magic that came through Riftgates. Necrotic energy that entered this region twists the souls of some mammoths when they die.

Hulking Horror. The vothdar will use these undead creatures as pack animals. Their necromancers, the blizzard wizards, can command the

sizable creatures to do their bidding. However, the undead horrors can only take simple directions from the snow elves.

Herd Immunity. Undead mammoths usually stick together in groups. The region is a very dangerous place, and they will try to remain in their herd. Since they can see in the dark and don't have the requirements of living creatures, some herds can be seen on the move in the middle of the night.

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

MAMMOTH, UNDEAD

Huge undead, neutral evil

Armor Class 12 (natural armor)

Hit Points 87 (7d12 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	7 (-2)	22 (+6)	1 (-5)	7 (-2)	3 (-4)

Damage Resistances cold

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 5 (1,800 XP)

Siege Monster. The undead mammoth does double damage to objects and structures.

Trampling Charge. If the undead mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone.

Undead Fortitude. If damage reduces the undead mammoth 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 undead mammoth drops to 1 hit point instead.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 3 (1d6) necrotic damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 23 (3d10 + 7) bludgeoning damage.

NORDAK

TRAVELING ACROSS THE SNOWY WASTELAND IS MUCH easier while riding a nordak. These hardy beasts are sought after by many humanoids in the coldest climates. The beasts are well suited to the terrain and its extremely cold temperatures.

Sole Survivors. These creatures are at home in this stark landscape. Nordaks feed off small animals and native plants. They can be found in small groups or on their own. Unlike many beasts, they don't need the company of others of their species.

Chilled Out. Nordaks are very relaxed creatures and nothing seems to bother them. There are stories of avalanches crashing down around them as they calmly travel through the area. These northern creatures will even assist their riders in combat, as they are wise enough to work together.

Inner Warmth. When a nordak is cut open it can be used to keep a humanoid warm. During this process, a number of interesting items have been found in the stomachs of these beasts. The vothdar also make a warming potion from the creature's blood.

NORDAK STOMACH CONTENTS

d10	Contents
1	potion of healing
2	rusty longsword
3	ring of protection
4	iron dagger
5	20 copper coins
6	set of bone pipes
7	signet ring of a vothdar house
8	potion of heroism
9	set of bone dice
10	flask of alchemist's fire

NORDAK

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Damage Resistances cold

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Heated Body. The nordak has a very warm inner temperature. If their stomachs are cut open, heat from their innards can keep a humanoid warm for eight hours. Of course, the nordak won't survive the injury.

Keen Hearing and Smell. The nordak has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Animal. The nordak can carry 200 lbs. of equipment.

ACTIONS

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





NORVAN SHAMAN

WHEN A YOUNG MEMBER OF THE NORVAN TRIBE begins to have visions, the community knows another shaman has been chosen. These individuals are called by nature to heal the world. They are profoundly present and can only speak the truth. There are only a handful of shamans in the frozen lands.

Wise Elder. These wise men and women don't ally themselves with any clan. They remain outside of everyday life and avoid politics in the settlements. Most of these seers don't marry and they enjoy their solitude.

Wilderness Homes. Shamans live away from the Norvan settlements in huts or caves, far from other people. They are close to the beasts in the area and can call on their help if they need it. Many of the healers have strong relationships with the giant eagles who live in the North.

Natural Cycle. They are extraordinary people, deeply in tune with nature and the inner lives of humans. Some shamans spend more time in their animal form than their human shape. Other elders say that shamans even know of future events that haven't manifested yet.

NORVAN SHAMAN

Medium humanoid (human), chaotic neutral

Armor Class 11 (14 with *frostskin*)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	15 (+2)	13 (+1)	19 (+4)	11 (+0)

Saving Throws Con +5, Wis +7

Skills History +4, Insight +7, Nature +4, Perception +7, Survival +7

Senses passive Perception 17

Languages Common

Challenge 8 (3,900 XP)

Brave. The shaman has advantage on saving throws against being frightened.

Frostskin (2/day). The shaman creates a magical hard frost on their skin which increases their AC to 14 for 1 minute.

Iron Will. The shaman has advantage on saving throws against being charmed.

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

Spellcasting. The shaman is a 10th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 15,

+7 to hit with spell attacks). The shaman has the following spells:

Cantrips (at will): *druidcraft, guidance, produce flame, shillelagh*

1st level (4 slots): *animal friendship, beast sense, cure wounds, speak with animals*

2nd level (3 slots): *animal restoration, darkvision, lesser restoration, pass without trace*

3rd level (3 slots): *feign death, sleet storm, wind wall*

4th level (3 slots): *confusion, ice storm, freedom of movement*

5th level (2 slots): *reincarnate, scrying*

ACTIONS

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

Change Shape (1/day). The shaman magically polymorphs into a beast with a CR of 3 or less, and can remain in this form for up to 6 hours. The shaman can choose whether their equipment falls to the ground, melds with their new form, or is worn by the new form. The shaman reverts to their true form if they die or fall unconscious. The shaman can revert to their true form using a bonus action on their turn.

While in a new form, the shaman retains their game statistics and ability to speak, but their AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and they gain any special senses, proficiencies, traits, actions, and reactions that the new form has but that they lack.

NORVAN SOLDIER

Medium humanoid (human), chaotic neutral

Armor Class 16 (chain mail)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Skills Perception +2, Survival +2

Senses passive Perception 12

Languages Common

Challenge ½ (100 XP)

Brave. The Norvan has advantage on saving throws against being frightened.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

NORVAN SOLDIER

LIVING IN THE FAR NORTH ARE A TRIBE OF HUMANS called the Norvans. They are people who value their personal freedom very highly. At the same time, they work together to survive in the harsh region. Their culture is rich in history and the Norvans have begun to expand their influence.

Tough Northerners. Their snowy and mountainous home continent of Norvald is not an easy place to live. Norvans are usually clothed in thick furs and regularly use armored polar bears to move around the challenging terrain.

Two Factions. Over time the Norvans have split into two clans: the older more patient Snow Eagles and the young impulsive Iron Bears. The Snow Eagles have held power for many years, but some of the younger faction have seized power on the continent of Myrr.

Southern Settlements. The tribe lives in several settlements on the continents of Norvald, Zogg, and Myrr. Most Norvans live in a few well-protected, large cities near the sea. Sailing the turbulent, dangerous oceans is a central part of their culture.





OZLOG

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 15 (2d10 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	1 (-5)	5 (-3)	3 (-4)

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 7

Languages —

Challenge ¼ (50 XP)

Charge. If the ozlog moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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

ACTIONS

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

OZLOG

A HERD OF ODD HORNED BEASTS THUNDER ACROSS a thick icy plain. The ground quakes as the mass of northern cattle are on the move. Ozlogs populate much of the Arctic region. Their life is usually brutal and short.

Ice Cattle. They are hunted by numerous predators and provide sustenance to others in this harsh land. These beasts provide a lot of meat for the snow elves who hunt them on nordaks and their smaller airships.

Inhospitable Herd. Ozlogs are bad-tempered beasts and will attack any intruders in their territory. The strongest ozlog is the leader and fights determine the hierarchy for the species. Two of the larger of the species will usually lock horns and attempt to subdue each other.

Home on the Range. Ozlogs live off plants in the tundra and must keep moving to find food. Their thick skin and hardy coats provide them good protection from the elements.



PEOPLE OF THE SKY

ONE OF THE GREAT MYSTERIES OF THE MORTAL realm is the Northern Lights. The source of this phenomenon are the people of the sky. These huge fey beings cross over from Feyland to lure creatures into other worlds.

Mesmerizing Lights. The evil fey can take the form of brightly colored lights and dance through the sky. Their mysterious and breath-taking forms are almost too beautiful to describe. In their true forms, these fey appear as giant-like creatures.

On the Threshold. People of the sky search for Riftgates and open them in order to bring creatures into Feyland and other domains. After Oswald Myrr created the Riftgates by accident, these highly intelligent fey quickly found a use for them.

The Far Away. Nobody has found their true home, believed to be deep inside Feyland. There is no doubt the cruel creatures are members of the Unseelie Court. Rumors persist that this malevolent court are using the people of the sky to further their agenda.

PEOPLE OF THE SKY

Huge fey, neutral evil

Armor Class 15

Hit Points 126 (11d12 + 55)

Speed 0 ft. fly 80 ft. (hover)

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

Skills Perception +9, Persuasion +8

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 19

Languages Elvish, Primordial, Sylvan

Challenge 10 (5,900 XP)

Incorporeal Movement (Light Form). The people of the sky can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if they end their turn inside an object.

Northern Light Form. The people of the sky can use an action to change their form into pure light or back into their true form. All their statistics remain the same, except their AC is 17 and they have the incorporeal movement trait. They revert back into their fey form if they are killed. People of the sky often choose vivid colors for their light form such as bright blue, pink, purple, yellow, and green.

Open Riftgate. The people of the sky can open Riftgates at will. However, the Riftgate must already be in place as they can't create them.

ACTIONS

Cold Blast. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) cold damage.

Lure of the Lights. Once a Riftgate is open, the people of the sky can attempt to lure targets into the gate. They send out a pattern of blue and green lights and any creatures within 100 feet must make a DC 16 Wisdom saving throw. If a target fails their saving throw, they are compelled to follow the light patterns into the Riftgate.

If this action fails to lure the target, the people of the sky will speak directly to the creature and attempt to persuade them.

POLAR BEAR, ARMORED

SOME POLAR BEARS ARE MORE INTELLIGENT AND wiser than others. These large beasts are chosen as mounts by the Norvans. Once chosen they are fitted with thick half-plate armor. The armored polar bear is a fierce opponent and the epitome of bravery. With metal fitted on their impressive claws the bears become even more lethal.

Loyal Mount. Once a rider and bear form a bond it can't be broken. Clever and sage, the armored polar bears are more companions than domesticated animals. In fact, the Norvans honor and respect these creatures in many ways.

Heavy Burden. Armored polar bears can carry huge loads. The Norvans load up the bears with gear for battle or transport goods from one settlement to another. Convoys of the bears can often be seen traveling across the snowy land.

Big Bad Bear King. An armored polar bear named Karhu Nan considers himself to be the ruler of his species. This evil creature plots to take control of the bears and rebel against their Norvan masters.

POLAR BEAR, ARMORED

Large beast, neutral

Armor Class 16 (half-plate)

Hit Points 63 (6d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	9 (-1)	12 (+1)	9 (-1)

Skills Perception +3

Damage Immunities cold

Senses passive Perception 13

Languages Understands Common but can't speak

Challenge 4 (1,100 XP)

Keen Smell. The armored polar bear has advantage on Wisdom (Perception) checks that rely on smell.

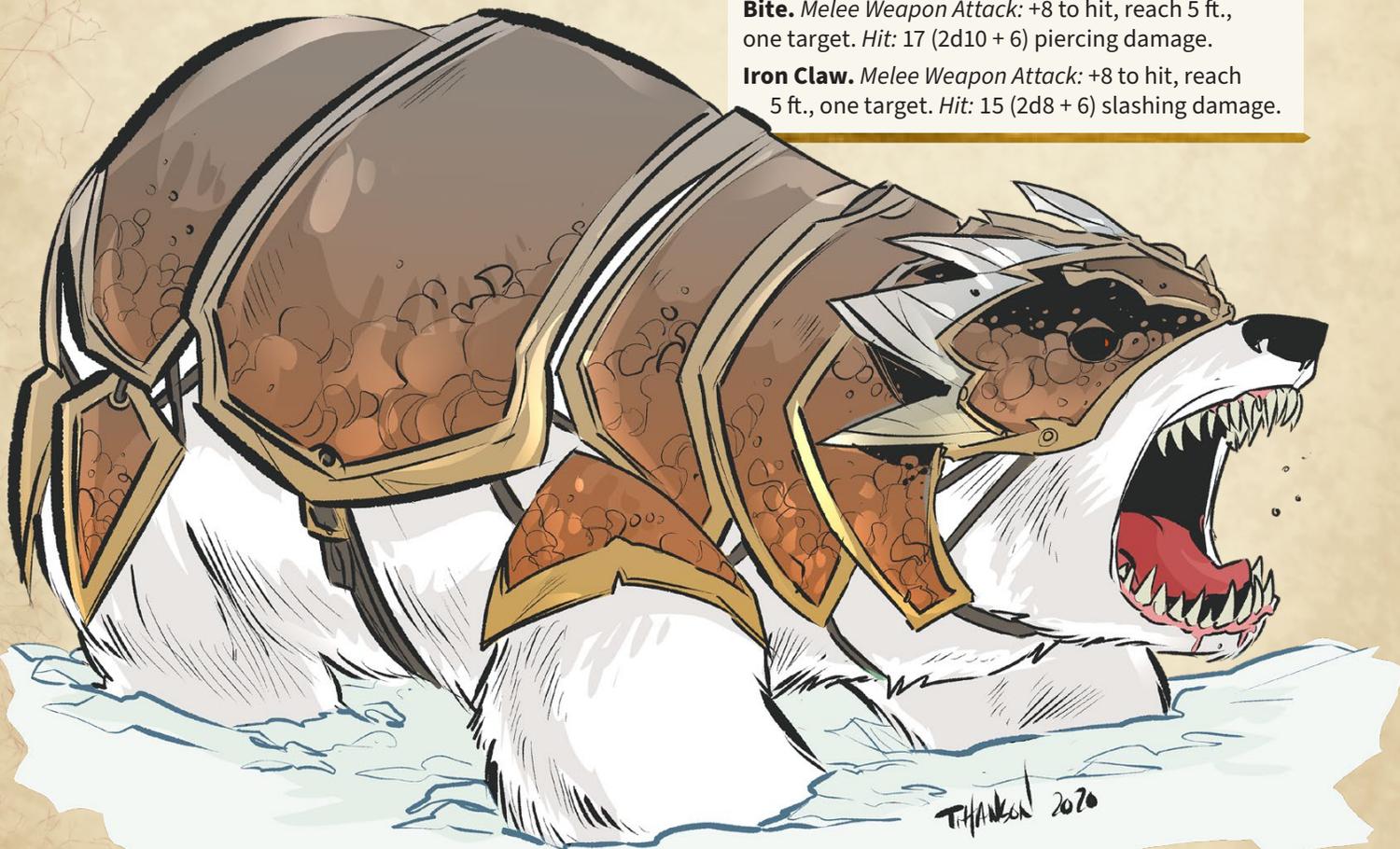
Pack Animal. Armored polar bears can carry at least 300 pounds of gear.

ACTIONS

Multiattack. The armored polar bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Iron Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.



THE SHAPESHIFTER

WHERE THE SHAPESHIFTER CAME FROM, NOBODY really knows. Its true form is something very alien. The shapeshifter's goal is to eliminate all other life forms. If left unchecked, it could take over the entire world.

Odd Infiltrator. This aberration uses every trick to find a way into communities of other creatures. It will take the forms of other creatures that are most useful and begin its campaign. As it moves through the world it leaves a trail of corpses, usually hidden from view.

Serious Survivor. Identifying this monster is the initial challenge, the next is trying to eradicate it. The shapeshifter can survive almost anything. However, it does have a fear of fire and will avoid it if possible. This is the main reason it has traveled to the Arctic region.

Like the Plague. A shapeshifter has caused all kinds of havoc in the vothdar community. Many, many snow elves died before they got the shapeshifter out of their settlements. However, it survived and continues to spread its influence.



THE SHAPESHIFTER

Medium aberration (shapechanger), chaotic evil

Armor Class 17 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 40 ft.

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

Skills Deception +9, Perception +9, Stealth +9, Survival +9

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities cold

Condition Immunities charmed, exhaustion

Senses darkvision 60 ft., passive Perception 19

Languages the languages of the form it has assumed

Challenge 15 (13,000 XP)

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

Assume Form. The shapeshifter can assume the appearance of any Medium (or smaller) humanoid or

beast it has eaten. It also feels and sounds exactly like the victim, speaking the languages it knows. Only a successful DC 18 Wisdom (Insight) check will reveal it to be a fake.

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

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

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

ACTIONS

Multiattack. The shapeshifter can make one attack with its bite and two attacks with tendrils that emerge from inside its body.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Tendrils. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

REACTIONS

Aversion to Fire. If it can, the shapeshifter will use its reaction to move 10 feet away from any fire source.



SNOGRE

LIVING DEEP INSIDE DARK, SNOWY CAVERNS ARE cousins of the ogre. These snogres have adapted to the Arctic and are more powerful than normal ogres. They have thick hide and arm themselves with deadly ice weapons.

Angry Aggressor. Snogres are incredibly aggressive and territorial. They will attack any creatures that get near their cave. Blessed with a good sense of smell, they are generally able to find intruders in their territory.

Slow Kill. They often string up their victims and toy with them for hours. After torturing their victims over an extended period, the snogre will kill and eat them. These giants are particularly fond of eating humanoids. Survivors who escape a snogre's cavern tell horrific tales.

Wild Kingdom. When these creatures can't find ozlogs or nordaks to eat, they explore the many caves in the Arctic. They will attempt to survive on snow hares and other smaller animals if they have to. Most snogres live and hunt alone.

SNOGRE

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

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

Damage Immunities cold

Senses darkvision 90 ft., passive Perception 8

Languages Giant

Challenge 5 (1,800 XP)

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

ACTIONS

Multiattack. The snogre makes two attacks: one with its bite and one with its club.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Ice Club. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

VOTHDAR

Medium humanoid (elf), lawful evil

Armor Class 16 (vithral armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Skills Perception +2, Survival +2

Damage Resistances cold

Senses darkvision 90 ft., passive Perception 12

Languages Elvish, Infernal

Challenge 1 (200 XP)

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

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

Innate Spellcasting. The vothdar's innate spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). The vothdar can innately cast the following spells:

At will: *ray of frost*

ACTIONS

Adamantine Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage plus 2 (1d4) cold damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 2 (1d4) cold damage.

VOTHDAR

LIVING ON A FAR NORTHERLY CONTINENT IS A RACE of evil snow elves. The vothdar are actually descended from high elves who began to worship devils. This was another consequence of Riftgates opening up. Thanks to the actions of Oswald Myrr, devils made their way to the continent of Naern. Eventually they corrupted a group of the high elves.

Infernal Allies. These elves were banished from the continent of Naern for devil-worshipping. They are cold-hearted creatures that have created a patriarchal society on the northern land of Voth. King Vuthar rules with an iron fist and his loyal blizzard wizards relay his orders to the rest of the snow elves. Ancient noble houses from their time in Naern still dominate the society. The powerful vothdar rule almost all of the snowy land. They have developed new technologies, including magically powered airships.

Snow Elves. These elves are well-adapted to living in the cold. When not traveling in airships, they usually use nordaks as mounts. Oswald Myrr named their frozen continent after their race.

New World Order. The vothdar have plans to conquer the entire world. Their scouts have already ventured onto the continents of Naern and Norvald. They plan to invade by using their massive airships to ferry soldiers over to neighboring lands. They despise other elves and will attack them on sight.

WILD ITEMS: VITHRAL ARMOR

Armor (light), rare

This magical, lightweight armor is made from adamantine and has an AC of 15.





VOTHDAR BLIZZARD WIZARD

BLIZZARD WIZARDS ARE THE NECROMANCERS OF THE vothdar. These spellcasters are high-ranking members of the evil snow elf race. They are closely allied with the king and pilot all the vothdar's airships.

Elf Necromancers. These wizards craft the magical vitral armor that most of the vothdar wear. It is made from adamantine, a material found in large quantities in the Arctic. The armor is then altered by magic to make it lighter. They also make potions for sick elves from the blood of the nordak.

Sky Pilots. The vothdar's airships are powered by the magic wielded by these wizards. Blizzard wizards will cast wind spells to control the sails.

Rival Casters. There is an ongoing rivalry between the blizzard wizards and the vothlocks. The necromancers are part of the king's inner circle and have a higher rank than the warlocks. A few female vothdar are vothlocks, but only male vothdar can become wizards.

WILD ITEMS: POTION OF WARMTH

Potion, rare

For 1 hour after you drink this potion, you gain resistance to cold damage. In addition, you are unharmed by temperatures as low as -50 degrees Fahrenheit.

VOTHDAR BLIZZARD WIZARD

Medium humanoid (elf), lawful evil

Armor Class 11 (14 with *mage armor*)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Arcana +7, Perception +4, Survival +4

Damage Resistances cold

Senses darkvision 90 ft., passive Perception 14

Languages Elvish, Infernal

Challenge 5 (1,800 XP)

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

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

Innate Spellcasting. The vothdar's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The vothdar can innately cast the following spells:

At will: *chill touch*, *ray of frost*

1/day each: *fog cloud*

Spellcasting. The vothdar is a 7th level wizard. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The vothdar can cast the following spells:

Cantrips (at will): *chill touch*, *dancing lights*, *message*, *minor illusion*

1st level (slots): *charm person*, *feather fall*, *mage armor*, *ray of sickness*

2nd level (slots): *gust of wind*, *misty step*, *suggestion*

3rd level (slots): *animate dead*, *lightning bolt*, *sleet storm*

4th level (slots): *ice storm*

ACTIONS

Frost Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage plus 5 (2d4) cold damage.

VOTHLOCK

Medium humanoid (elf), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Skills Arcana +4, Deception +6, Perception +3, Persuasion +6, Survival +3

Damage Resistances cold

Senses darkvision 90 ft., passive Perception 13

Languages Elvish, Infernal

Challenge 4 (1,100 XP)

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

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

Innate Spellcasting. The vothlock's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The vothlock can innately cast the following spells:

At will: *chill touch*, *mage armor* (self only), *ray of frost*
1/day each: *bestow curse*, *slow*

Spellcasting. The vothlock is a 7th-level warlock. Their spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains expended spell slots when it finishes a short or long rest. The vothlock knows the following spells:

Cantrips (at will): *eldritch blast*, *minor illusion*, *prestidigitation*, *shocking grasp*
1st–4th level (3 4th-level slots): *counterspell*, *enthrall*, *hellish rebuke*, *invisibility*, *suggestion*, *vampiric touch*

ACTIONS

Ice Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and 7 (2d6) cold damage.

Summon Devil (1/day). The vothlock can use an action to summon an imp. It appears in an occupied space within 30 feet of the vothlock. The imp obeys the vothlock for one hour and then dies. It is reborn in Hell with the knowledge of its summoning.



VOTHLOCK

AS A SHIMMERING RED PENTAGRAM GLOWS, A RED-skinned monster appears out of the thin air. A white-haired snow elf laughs manically nearby and claps their hands. This is the vothlock, a snow elf warlock.

Power Play. These warlocks covet any position where they can influence the king. Each of them serves a devil patron and the fiends want the vothdar to take over the world. Of course, the devils want the world for themselves and plan to eventually betray the snow elves.

Knowledge Seeker. The vothlocks are always attempting to learn more about the Arctic, the world, and the multiverse. They will pass along this information to their infernal patrons. At times they might also give this knowledge to the vothdar hierarchy.

Gory Details. The vothlock take charge of any interrogations and run the vothdar prisons. They love nothing more than toying with prisoners, especially other races. The king won't think twice about having the vothlocks do his dirty work.

WILD ITEMS: ICE MACE

Weapon (mace), rare (requires attunement)

Deals 1d6 bludgeoning damage plus 2d6 cold damage.

VUTHAR THE VOTHDAR KING

AS AN ENORMOUS AIRSHIP FLIES THROUGH A blizzard, a cloaked vothdar barks out orders to his troops. This is Vuthar, the powerful king of the vothdar. An extremely tall and handsome snow elf, he stands out in a crowd. In his grasp is a legendary weapon known as the Greatsword of Hell. Legends say the weapon was gifted to him by a very influential arch-devil.

Evil Emperor. Vuthar is a nasty, wrathful male elf. He is only interested in power and his ego has no bounds. This king believes the vothdar are the master race and should rule the entire world. He isn't aware that the devils are simply using his people to further their agenda.

Pyramid Scheme. The king sits at the apex of vothdar society, with his blizzard wizards next in

the hierarchy. Next are the military commanders and elite vothdar soldiers. A dozen vothdar consorts usually accompany the monarch, also serving as bodyguards.

Imminent Invasion. Vuthar plans to invade the neighbouring lands of Naern and Norvald soon. The vothdar believe they need to take the two smaller continents before starting any war with Myrr or Zogg. Soldiers are training for the war and the tools of war are being built at a rapid pace.

WILD ITEMS: GREATSWORD OF HELL

Weapon (greatsword), very rare
(requires attunement)

Deals 2d6 slashing damage plus 4d4 cold damage.
Can be magically summoned from anywhere.

VUTHAR THE VOTH KING

Medium humanoid (elf), lawful evil

Armor Class 19 (vithral armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	20 (+5)	17 (+3)	20 (+5)

Skills Arcana +10, Intimidation +10, Perception +8, Survival +8

Damage Resistances cold

Senses darkvision 90 ft., passive Perception 18

Language Elvish, Infernal

Challenge 15 (13,000 XP)

Devil's Sight. Magical darkness doesn't impede his darkvision.

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

Hellish Weapons. Vuthar's weapon attacks are magical.

Innate Spellcasting. Vuthar's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He can innately cast the following spells:

At will: *chill touch*, *ray of frost*

1/day each: *fog cloud*

Spellcasting. Vuthar is a 15th-level wizard. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *dancing lights*, *message*, *ray of frost*, *shocking grasp*

1st level (4 slots): *charm person*, *feather fall*, *ray of sickness*

2nd level (3 slots): *gust of wind*, *misty step*, *suggestion*

3rd level (3 slots): *animate dead*, *lightning bolt*, *sleet storm*

4th level (3 slots): *blight*, *dimension door*, *ice storm*

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

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

7th level (1 slot): *finger of death*

8th level (1 slot): *control weather*

ACTIONS

Multiattack. Vuthar makes three attacks.

Greatsword of Hell. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 10 (4d4) cold damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and 2 (1d4) cold damage.

REACTIONS

Parry. Vuthar adds 2 to his AC against one melee attack that would hit him. To do so, Vuthar must see the attacker and be wielding a melee weapon.





YARR BEAK

PERCHED HIGH ATOP DISTANT SNOWY PEAKS ARE THE Yarr beaks. These evil birds hunt from their lofty homes, swooping down to attack their victims. Powerful wings enable the large creatures to fly in the difficult conditions of the Arctic. They are also tough to spot as they can easily hide in the frozen terrain.

Rapacious Raptor. The Yarr beak is always hungry and on the hunt. It sleeps more than half the day and needs to feed a lot during its waking hours. However, their eyes are bigger than their stomachs, so they'll attack almost anything.

Air Superiority. Their position high above the land gives them an advantage over most other creatures. Yarr beaks can see their prey from great distances and hunt in a wide area.

Adaptable Avian. The large birds will also hunt for fish in the lakes, rivers, and coastal areas. Yarr beaks boldly dive into the water after spotting fish, seals, and other creatures from high above.

YARR BEAK

Large beast, chaotic evil

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	11 (+0)	15 (+2)	10 (+0)

Skills Perception +4

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 14

Languages understands Auran but can't speak it

Challenge 2 (450 XP)

Agile Aviators. The Yarr beak ignores any effects from high winds, blizzards, and storms.

Keen Sight. The Yarr beak has advantage on Wisdom (Perception) checks that rely on sight.

Snow Camouflage. The Yarr beak has advantage on Dexterity (Stealth) checks made to hide in icy or snowy terrain.

ACTIONS

Multiattack. The Yarr beak makes two melee attacks.

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

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



DESERT REGION

Themes: Mystery, quests, survival, clarity, treasure hunts, hidden cities, enchantments, exploration, purity, overcoming obstacles, determination

MAYBE THE MOST UNIQUE OF ALL REGIONS of the world is the desert. Not much can live there and little precipitation occurs. It's as harsh as the Arctic region, and as mysterious as the Swamp region. Some deserts are almost completely flat; others are dotted with sand dunes. Fertile areas known as oases can occur if there is an underground water source. Most creatures are nocturnal and only the toughest plants survive the conditions. It's a very difficult region for humanoid to survive in. Camels and other hardy pack animals are extremely important to those humanoids that do live there.

INHABITANTS

Dragons, beasts, monstrosities, humans, snakes, lizards, undead

TERRAIN

Hills, dunes, oases, mountains, plateaus, cliffs, ridges, craters, canyons, mesas, dry riverbeds, salt flats

ADVENTURING EQUIPMENT

Backpack, cloak, tinderbox, bedroll, blanket, rations, rope (50 feet), tent, torch, waterskin

DESERT ENCOUNTERS

d20 Encounter

- 1 adult blue dragon
- 2 2 air elementals
- 3 guardian naga
- 4 1d4 giant poisonous snakes
- 5 druid
- 6 1d4 giant scorpions
- 7 3 lamias
- 8 1d4 giant spiders
- 9 1d10 camels
- 10 2d4 vultures
- 11 swarm of insects
- 12 1d4 poisonous snakes
- 13 2d8 scorpions
- 14 1d6 giant lizards
- 15 1d4 giant vultures
- 16 2d4 jackalweres
- 17 1d6 constrictor snakes
- 18 2d8 bandits
- 19 young brass dragon
- 20 purple worm

DESERT WEATHER

d6 Weather

- 1 dust storm
- 2 windy and sunny
- 3 hot and sunny
- 4 unbearably hot
- 5 cloudy and warm
- 6 unusually cool



GIANT SAND SHARK

Gargantuan monstrosity (titan), unaligned

Armor Class 20 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	24 (+7)	7 (-2)	12 (+1)	3 (-4)

Saving Throws Con +15, Int +6, Wis +9

Skills Perception +7

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

Condition Immunities charmed, frightened, poisoned, prone

Senses blindsight 90 ft., tremorsense 90 ft., passive Perception 17

Languages Terran

Challenge 25 (75,000 XP)

Legendary Resistance (3/Day). If the giant sand shark fails a saving throw, it can choose to succeed instead.

Magic Resistance. The giant sand shark has advantage on saving throws against spells and other magical effects.

Siege Monster. The giant sand shark does double damage to objects and structures.

Tunneler. The giant sand shark can burrow through earth at half its burrow speed and leaves a 10-foot diameter in its wake.

ACTIONS

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 43 (6d10 + 10) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 21 Dexterity saving throw or be swallowed by the giant sand shark. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the giant sand shark it takes 24 (7d6) acid damage at the start of each of the giant sand shark's turns.

If the giant sand shark takes 40 or more damage on a single turn from a creature inside it, the giant sand shark must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the giant sand shark. If the giant sand shark dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

LEGENDARY ACTIONS

The giant sand shark 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 giant sand shark regains spent legendary actions at the start of its turn.

Detect. The giant sand shark makes a Wisdom (Perception) check.

Bite Attack (Costs 2 Actions). The giant sand shark makes a bite attack.

Move (Costs 3 Actions). The giant sand shark moves up to its speed without provoking opportunity attacks.

GIANT SAND SHARK

SILENCE FILLS THE AIR NEAR A BUSY OASIS. ANIMALS listen more intently as they know a predator has moved into the area. Then without warning, an immense creature smashes out of the ground. The giant sand shark has surfaced to hunt anything and everything.

Sum of All Fears. Many that live in the desert tell tales of a monster too big to believe. However, the stories are true. The giant sand shark travels under the sand hunting for its next meal.

On the Move. It is almost always on the move. However, this titan does rest for periods, slumbering deep below the dunes. Some say its lair is a gigantic, subterranean cavern. An eccentric gnome wizard named Quora Yav (page 58) is said to visit the monstrosity.

Desert Diet. This carnivorous titan will feed on beasts, humanoids, and even other monsters. It has no interest in feeding on plants, so its well-suited to the desert.





QUORA YAV

THE LEAST RESPECTED OF THE WIZARD COUNCIL IS Quora Yav. He is a master in the School of Illusion. This coward travelled to the desert through a Riftgate upon drawing the shortest straw on the council. He is furious he had to go to the barren wasteland. Quora lives in an ancient ruin near a small human settlement. He casts illusions around his lair to keep it hidden from view.

Unpopular Illusionist. This gnome is a spineless, selfish wizard who acts before he thinks. If Quora is ever in danger in the desert, he'll use his illusion magic to turn invisible and head for the closest Riftgate. Once there, he'll travel to his home city in Zogg and take refuge in his well-protected manor.

QUORA YAV

Small humanoid (gnome), lawful evil

Armor Class 13 (16 with mage armor)

Hit Points 84 (13d6 + 39)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	16(+3)	17(+3)	24(+7)	9(-1)	7(-2)

Saving Throws Int +11, Wis +3, Cha +2

Skills Arcana +11, History +11, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Gnomish, Terran

Challenge 9 (5,000 XP)

Gnome Cunning. Quora has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Illusory Self. He can create an illusory duplicate of himself as an instant, almost instinctual reaction to danger. When a creature makes an attack roll against him, he can use his reaction to interpose the illusory duplicate between the attacker and himself. The attack automatically misses him, then the illusion dissipates. Once he uses this feature, he can't use it again until he finishes a short or long rest.

Malleable Illusions. When he casts an illusion spell that has a duration of 1 minute or longer, he can use his action to change the nature of that illusion (using the normal parameters for the illusion), provided that he can see the illusion.

Spellcasting. Quora Yav is a 13th-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): *acid splash, dancing lights, fire bolt, mage hand, minor illusion, poison spray*
 1st level (4 slots): *color spray, disguise self, mage armor, magic missile*
 2nd level (3 slots): *invisibility, mirror image, misty step, phantasmal force*
 3rd level (3 slots): *hypnotic pattern, major image, phantom steed*
 4th level (3 slots): *greater invisibility, hallucinatory terrain, phantasmal killer*
 5th level (2 slots): *mislead, seeming*
 6th level (1 slot): *programmed illusion*
 7th level (1 slot): *mirage arcane*

ACTIONS

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

APPALORUS

ROAMING THE DESERT SANDS ARE ENORMOUS CREATURES known as appaloruses. These colossal monstrosities are a sight to behold. Most of them make their homes near lush oases.

Scary Sight. Other creatures will flee the area when this odd monster arrives on the scene. It's a slow-moving creature but can be dangerous in close combat.

Dust Storms. Many of the humanoids in the desert blame these monsters for the severe dust storms. However, the appaloruses only breathe dust clouds and not enormous storms.

Plant Eater. The appalorus lives on a diet of cacti and other desert plants. The Jinnan (page 68) will hunt these creatures for food if they're desperate.

APPALORUS

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 100 (8d12 + 48)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	23 (+6)	7 (-2)	16 (+3)	16 (+3)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Fearful Presence. Each creature of the appalorus's choice that is within 120 feet of the appalorus and aware of it must succeed on a DC 14 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 a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the appalorus's Frightful Presence for the next 24 hours.

Keen Hearing. The appalorus has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The appalorus makes three attacks: one with its bite and two with its tails.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (1d10 + 7) piercing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage.

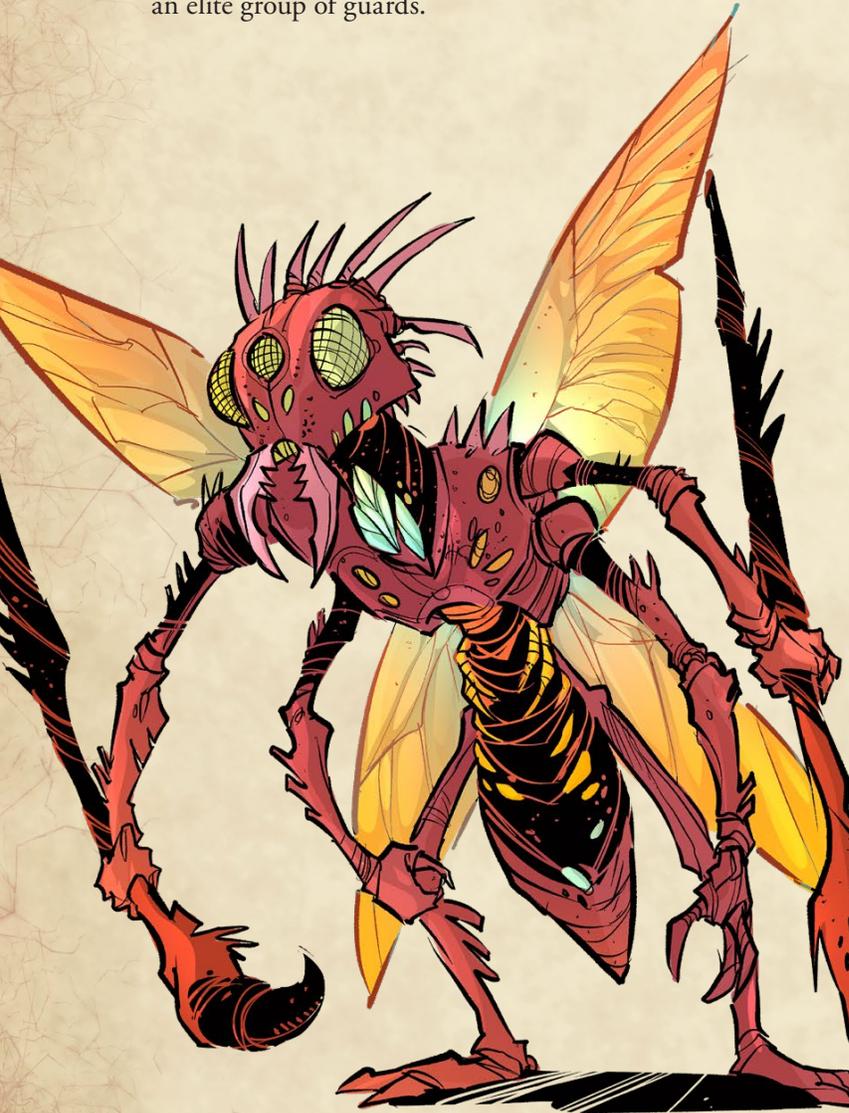
Dust Breath (Recharge 5-6). The appalorus exhales dust in a 90-foot cone. Thick dust heavily obscures the area for 1 minute.



ARTHROP

A BUZZING SOUND FILLS THE AIR ABOVE LONELY DESERT dunes. The crescent moon illuminates a glistening procession of flying creatures. A raiding party of arthropods is heading towards a nearby oasis. The bizarre insect-like humanoids break formation as their leader touches a crystal in his throat. Moments later, shouts break out in nearby tents as the raid begins.

Hive Hierarchy. Arthropods have lived in the desert for thousands of years. They have a strict hierarchy and the queen is their supreme leader. The hive lives in an extensive system of hidden tunnels underground. Their queen is heavily protected by an elite group of guards.



Desert Warriors. These unusual creatures fashion their weapons out of items from the natural world. Remains of giant insects, plants, and anything stolen on raids are used by the resourceful humanoids. They know every inch of the desert world and use the terrain to their advantage.

New Voices. When the Riftgates opened, Oswald's curse took away their ability to speak. Arthropods used to speak in clicks and other natural sounds. Chaos tore apart their close society until healing crystals were found. Magical energy from the gems gave the arthropods a new voice and immunity against being charmed.

ARTHROP

Medium humanoid (arthrop), lawful evil

Armor Class 16 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 35 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	12 (+1)	13 (+1)	6 (-2)

Skills Perception +3, Stealth +5, Survival +3

Damage Resistances poison, psychic

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages Arthrop

Challenge 2 (450 XP)

Crystal Clarity. The arthrop has crystals embedded inside it. These crystals enable it to speak and give immunity against any charm magic.

Keen Sight. The arthrop has advantage on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 1 poison damage.

Sand Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/70 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 1 poison damage, or 8 (1d12 + 2) piercing damage plus 1 poison damage if used with two claws to make a melee attack.

BAKKAR LOSIAN

Medium humanoid (human), chaotic good

Armor Class 16 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Dex +7, Con +5, Wis +7

Skills Animal Handling +7, Nature +5, Perception +7, Stealth +7, Survival +7

Senses passive Perception 17

Languages Common

Challenge 5 (1,800 XP)

Desert Endurance. Bakkar isn't affected by the extremely hot temperatures in the desert.

Natural Explorer. Bakkar has the following benefits in the wilderness:

- Difficult terrain doesn't slow their group's progress.
- The group can't become lost except by magical means.
- Bakkar is alert to danger if he's engaged in another activity while traveling.
- If Bakkar is traveling alone, he moves stealthily at a normal pace.
- When Bakkar forages, he finds twice as much food.
- While tracking other creatures, Bakkar also learns their exact number, their sizes, and how long ago they passed through the area.

Spellcasting. Bakkar is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He can cast the following spells:

1st level (4 slots): *animal friendship*, *cure wounds*, *hunter's mark*, *speak with animals*

2nd level (3 slots): *darkvision*, *locate animals or plants*, *protection from poison*

3rd level (2 slots): *conjure animals*, *conjure barrage*

ACTIONS

Multiattack. Bakkar makes two attacks.

Fire Glaive. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 3 (1d6) fire damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

BAKKAR LOSIAN

BAKKAR IS AN EXPERIENCED DESERT RANGER. HE IS skilled in navigating the hazardous, unforgiving terrain. The elders say he has guided many adventurers across the harsh desert. His services cost many gold coins, but they're worth it.

Iron Will. They don't come tougher than the nomadic Bakkar. He once led a group of explorers across a desert with a separated shoulder, broken rib, and punctured lung. However, this man's mental strength surpasses his remarkable physical stamina.

Dune Rider. Bakkar usually rides a sand strider (page 69) he has named Skrattle.



CACTUS CURSUS

A GROUP OF HUNTERS TRAVEL ACROSS THE DESERT through an area full of cacti. One of them notices that several of the plants have moved overnight. She dismounts her sand strider (page 69) and finds odd tracks on the ground. The cactus cursus is a killer plant that resembles a normal cactus.

Killer Cactus. These bizarre plants hunt for food across the desert. They are able to move and often hide amongst normal cacti. It's more likely these cacti will be found near oases and other areas with a water source.



Poisonous Plants. A nasty poison is inside the plant's needles. When needles are shot into a creature, the deadly poison enters their victim's bloodstream. One remedy for the poison is to make a potion from a real cactus.

Weakest Link. These plants will target small groups of creatures or pick off stragglers in a larger convoy. Sometimes the cause of death remains undetermined for a long time.

CACTUS CURSUS

Large plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 25 ft.

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

Skills Perception +2

Damage Resistances bludgeoning, fire, piercing, poison, psychic

Senses passive Perception 12

Languages —

Challenge 3 (700 XP)

False Appearance. If the cactus cursus remains motionless it is indistinguishable from a Large-sized cactus.

Spiky Body. A creature that touches the cactus cursus or hits it with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage.

ACTIONS

Multiattack. The cactus makes one bite attack and three needle attacks.

Bite. Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Needles. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) piercing damage plus 2 (1d4) poison damage.

OSWALD'S NOTES: ABSENT MOTHER

My mother has disappeared again. Where does she go? She's not in the nearby village and nobody has seen her for days. I really need some help with these experiments in our tower.

DESERT NAGA

Large monstrosity, neutral evil

Armor Class 18 (natural armor)

Hit Points 112 (15d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	15 (+2)	19 (+4)	17 (+3)	14 (+2)

Saving Throws Dex +7, Con +6, Wis +7, Cha +6

Skills Insight +7, Perception +7, Stealth +7

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common

Challenge 10 (5,900 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 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks), and it needs only verbal components to cast its spells. It can cast the following spells:

Cantrips (at will): *blade ward, mage hand, minor illusion, prestidigitation*

1st level (4 slots): *comprehend languages, detect magic, shield, silent image,*

2nd-level (3 slots): *darkness, hold person, see invisibility*

3rd-level (3 slots): *animate dead, counterspell, dispel magic*

4th-level (3 slots): *blight, fire shield, hallucinatory terrain*

5th level (2 slots): *conjure elemental, scrying*

6th-level (1 slot): *create undead*

ACTIONS

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

DESERT NAGA

SLITHERING SILENTLY THROUGH THE SCORCHING sand is a horrible monster. The desert naga is a cunning, cruel monstrosity who persecutes other creatures. It uses necromancy and other dark magic to further its cause.

Blood Diamonds. This greedy snake-like creature is obsessed with gold, gemstones, and other glittery treasures. It will make deals to take possession of these priceless items, although it will rarely honor such an arrangement.

Close Stalker. Eager for treasure and corpses, the desert naga is usually found near a humanoid settlement. Ruins, hidden caves, and other desolate locations serve as convenient lairs.

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



DUNE BUG

A GROUP OF EXPLORERS CLIMBS YET ANOTHER SAND dune. Once at the top, the party looks out at all the dunes stretching out to the horizon. Then a giant beetle crests the closest one, it flips onto its back and slides down.

Sand Species. These beasts are usually found in great numbers in the desert. Most of them live in burrows dug in the sand but some inhabit ruined temples and other old buildings.

Slip Sliding Around. Dune bugs can easily flip onto their backs and get back to their feet. To navigate dunes, the strange creatures flip onto their backs and slide down.

Insect Mount. Some Jinnan (page 68) use dune bugs as mounts. Every new moon there is a race down the highest dune with these beasts. The winner is showered with gold and other treasures.

DUNE BUG

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	1 (-5)	11 (+0)	4 (-3)

Senses passive Perception 10

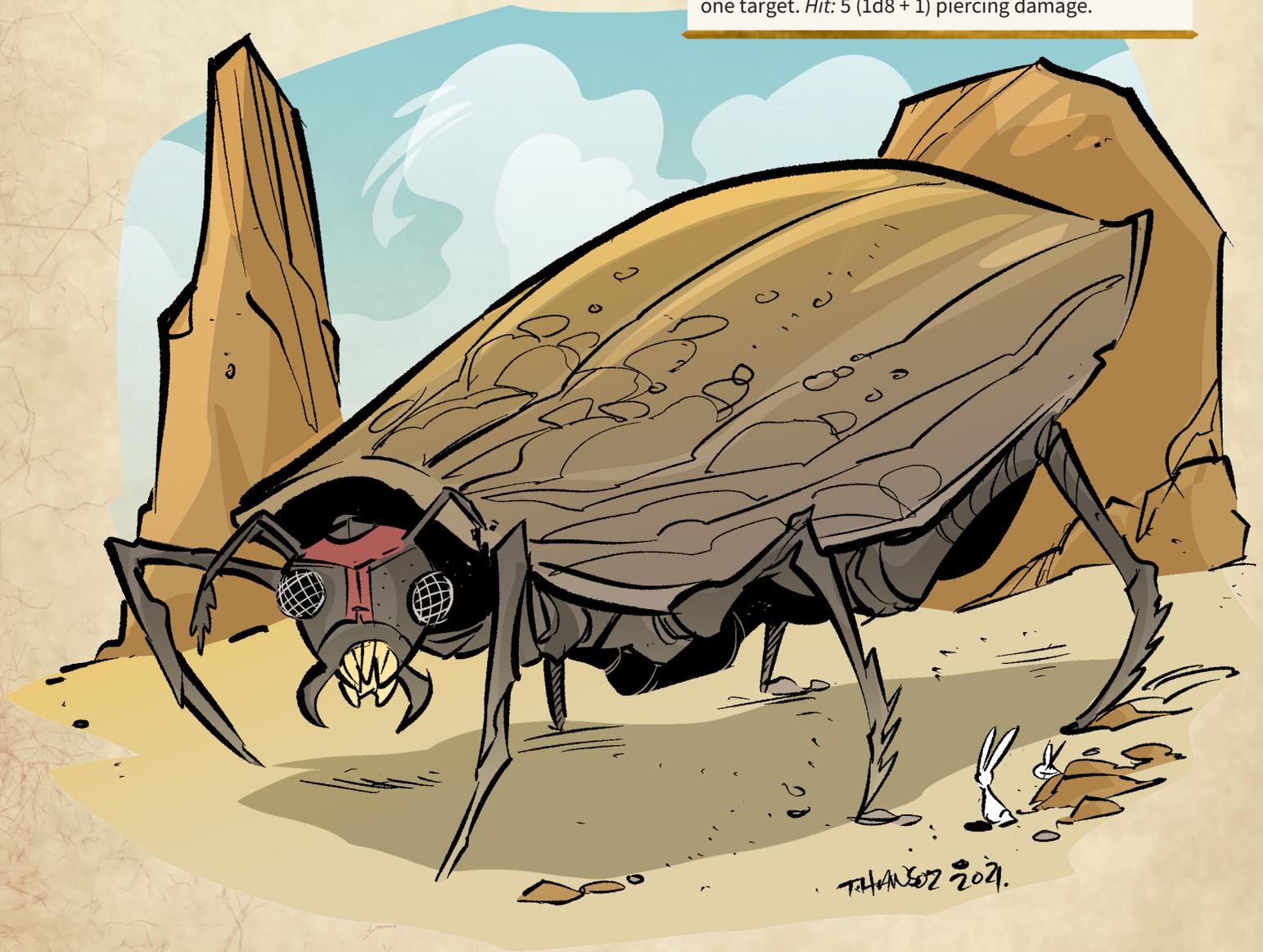
Languages —

Challenge ½ (100 XP)

Slide. The dune bug can flip over and slide down dunes on its shell at double its normal speed.

ACTIONS

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



DUNEWINDER

Huge monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	16 (+3)	8 (-1)	15 (+2)	3 (-4)

Skills Perception +5

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 15

Languages —

Challenge 6 (2,300 XP)

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

Tunneler. The dunewinder can burrow through solid rock at half its burrow speed and leaves a 10-foot diameter tunnel in its wake.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be swallowed by the dunewinder.

A swallowed creature is blinded and restrained, it has total cover from attacks and other effects outside the dunewinder, and it takes 7 (2d6) acid damage at the start of each of the dunewinder's turns. If the dunewinder dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Sand to Sky Attack (Recharge 2-3). The dunewinder rises up out of a hole in the sand and reaches up 30 ft. into the sky. It makes a bite attack against one target.

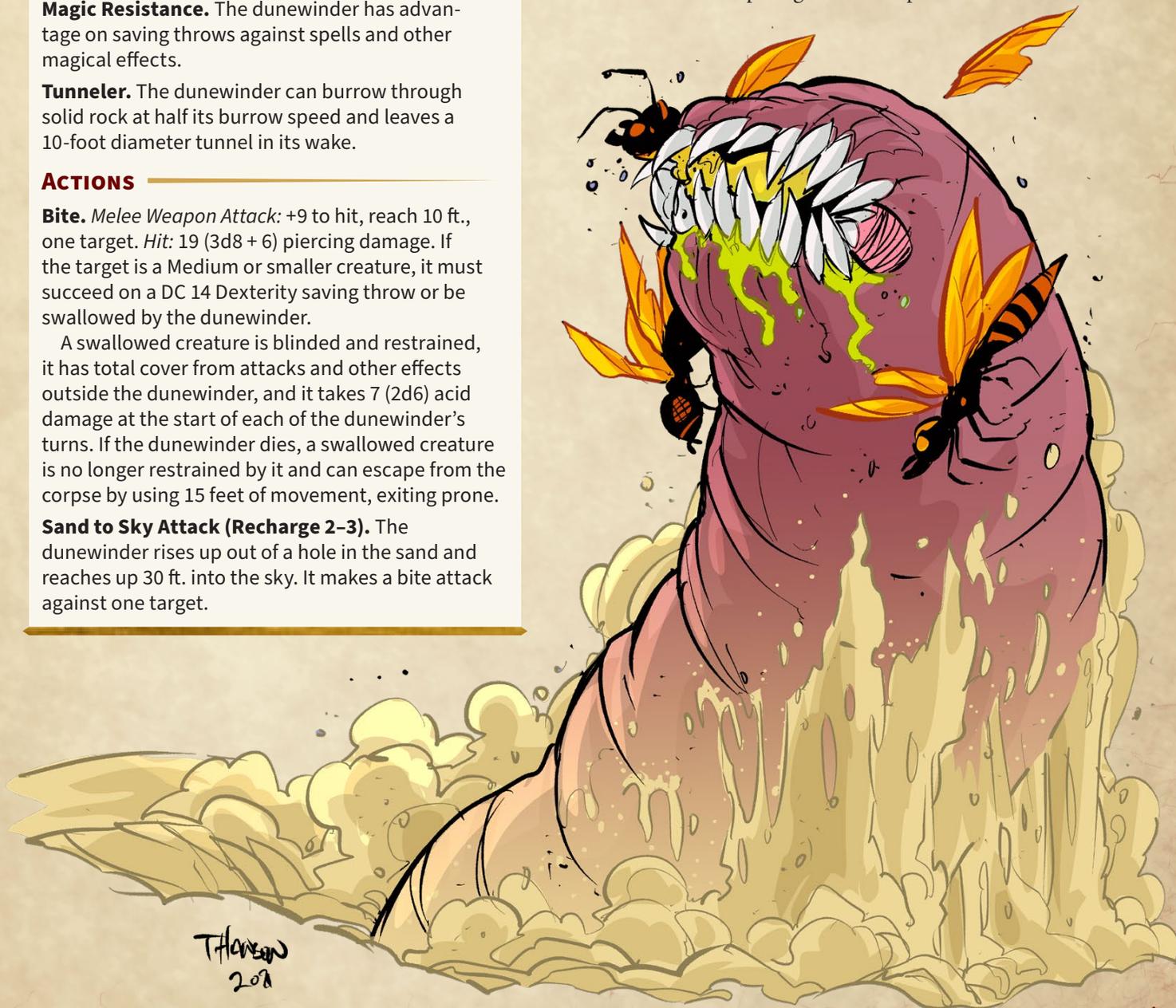
DUNEWINDER

A CELEBRATED HERO CONFIDENTLY FLIES OVER THE desert on his hippogriff. The young man is enjoying the spectacular view when suddenly a massive red worm launches itself into the air. In a split second the dunewinder swallows the rider and his mount.

Sky Watcher. These huge worms usually tunnel under the sand. However, they also look up from their holes to see what prey is flying by. They have the surprising ability to stretch vertically into the sky and attack airborne creatures.

Underground Transit. The dunewinder's tunnels are quite large. Other monsters use these passages to travel under the desert sand. If they run into the monstrosity, they better hope it isn't hungry.

Crude Construction. Some of the worm's tunnels aren't very stable though. There is always a chance that one of these passages can collapse.



GIANT TRAPDOOR SPIDER

A VOYAGE ACROSS THE DESERT IS FILLED WITH MANY obstacles. The trapdoor spider is one that most explorers will never see until it's too late.

Hidden Hideout. These monsters dig holes in the desert sand and lie in wait for any prey. It is very difficult to find the spiders once they have hidden.



Paralysis Problems. The poison injected into their victims can paralyze their prey. Once the target is immobilized the spider will attempt to eat it. Their nests are usually filled with the remains of these victims.

Noxious Nest. Giant trapdoor spiders make their nests in large underground lairs. These are not the same burrows as the holes they dig for hunting.

GIANT TRAPDOOR SPIDER

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	3 (-4)	14 (+2)	3 (-4)

Skills Perception +4, Stealth +4

Senses tremorsense 30 ft., passive Perception 14

Languages —

Challenge 3 (700 XP)

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

Sand Camouflage. The spider makes Dexterity (Stealth) checks to hide in sandy terrain with advantage.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

WILD ITEMS: TENT OF PLENTY

Wondrous item, rare (requires attunement)

This appears to be a two-person tent, inside it is a spacious log cabin with 10 beds. Each morning rations and full waterskins for 10 people appear in the cabin. It weighs one pound.

JAWS OF THE DESERT

HIDDEN UNDER THE HOT DESERT SAND IS A MASSIVE monster. Jaws of the Desert is feared by almost every creature under the sun. It tunnels into the sand and digs a sizeable hole. Then it sits with its massive mouth wide open, tongue ready and tendrils ready to strike. Some evil humanoids will take prisoners and throw them into the hole to appease the creature.

Big Appetite. Their jaws are enormous, and they can eat almost anything. Jaws of the Desert senses movement through the earth and is always ready to strike with its tendrils.

Deep Burrow. It lives in an extensive burrow. Underneath the monster are numerous tunnels, including one with a sizeable treasure hoard.

Underground Allies. An underground ecosystem is supported by this apex predator. Other small creatures live in the tunnels and feed off the remains of its victims.

JAWS OF THE DESERT

Huge monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	12 (+1)	17 (+3)	5 (-3)

Skills Perception +7

Condition Immunities charmed, frightened, prone

Senses darkvision 60 ft., tremorsense 90 ft., passive Perception 17

Languages —

Challenge 9 (5,000 XP)

Tunneler. Jaws of the Desert can burrow through solid rock at half its burrow speed and leaves a 15-foot-diameter tunnel in its wake.

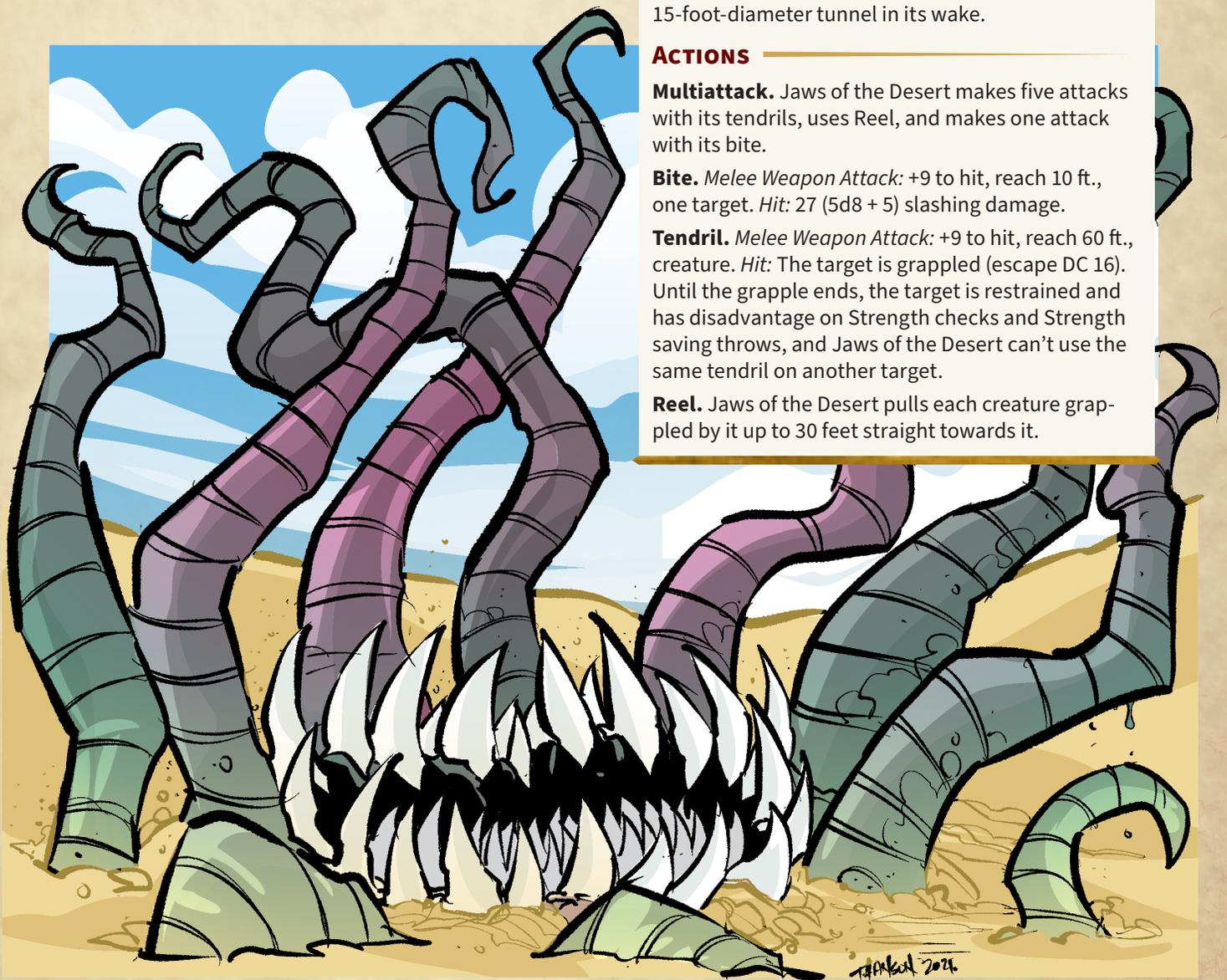
ACTIONS

Multiattack. Jaws of the Desert makes five attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 27 (5d8 + 5) slashing damage.

Tendril. *Melee Weapon Attack:* +9 to hit, reach 60 ft., creature. *Hit:* The target is grappled (escape DC 16). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and Jaws of the Desert can't use the same tendril on another target.

Reel. Jaws of the Desert pulls each creature grappled by it up to 30 feet straight towards it.





JINNAN

THE JINNAN LIVE ON THE SOUTHERN DESERT CONTINENT of Jinos in the World of Myrr. Like most other continents in Myrr, the danger of sea monsters has kept them from traveling to other parts of the world.

Strict Hierarchy. They have a highly organized society with the Sun King at the top. This person comes to power by taming the sun horse (page 71). He rules his people and commands a powerful force of warriors. Faithful worship of the sun is at the center of their culture.

Horrible Hive. Throughout their history, the Jinnan have fought against the evil arthropods. Most Jinnan attack the insectoids as soon as they lay their eyes on them. Both sides want control of the desert and aren't interested in negotiating.

Desert Mounts. Jinnan usually use sand striders (page 69) to travel around. However, the beasts are temperamental, and conflicts can occur with their riders.

JINNAN

Medium humanoid (human), lawful neutral

Armor Class 15 (bone armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

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

Skills Insight +5, Perception +5

Senses passive Perception 15

Languages Common

Challenge ½ (100 XP)

Desert Endurance. The jinnan isn't affected by the extremely hot temperatures in the desert.

ACTIONS

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

Bonebow. *Ranged Weapon Attack:* +3 to hit, range 180/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

SAND STRIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	7 (-2)	11 (+0)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages —

Challenge 1 (200 XP)

Desert Endurance. The sand strider isn't affected by extremely hot temperatures.

Keen Sight and Smell. The sand strider has advantage on Wisdom (Perception) checks that rely on sight and smell.

ACTIONS

Multiattack. The sand strider makes one bite attack and one kick attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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

SAND STRIDER

THIS LARGE INSECT-LIKE CREATURE RUNS ON THE desert sand. They move quickly and are well-adapted to the harsh, dry climate. Even though there are many predators in this barren land, the speed and agility of these beasts helps them to survive.

Quick Stepper. Sand striders are sought after as mounts by the Jinnan, a group of humans that live in the desert. Explorers also use them to get around the unforgiving environment.

Independent Insect. Sand striders don't bond with their riders very well. Several of these monsters have killed humanoids that got on their bad side.

Deep Resources. This creature stores a surprising amount of water in its unusual frame. This enables sand striders to survive the extremely dry conditions.

WILD ITEMS: TRUE NORTH RING

Ring, uncommon

A copper ring with a stylized blue letter "N." While wearing the ring, you will feel a slight vibration if it's pointed due north.



SCORPLA

ROAMING THE DESERT IS A FRIGHTENING MONSTER known as Scorpla. It is an undead horror created by a Jinnan necromancer. The creature was originally kept in a compound, but it escaped.

Sinister Scorpion. Scorpla roams the desert and not much can stand in its way. Jinnan scouting parties have tangled with it and none have returned.

Desert Mirage. The most common way Scorpla attacks is by hiding in the hot sand. Then it ambushes any victims that wander by. It is a stunning sight when the massive creature emerges from the sand.

Dark Deeds. Most Jinnan aren't evil, but necromancers do exist on the fringes of their society. The grim spellcasters harness energies that passed through Riftgates to create disturbing mutants.

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



SCORPLA

Huge undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	22 (+6)	9 (-1)	18 (+4)	5 (-3)

Skills Perception +9

Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 90 ft., passive Perception 19

Languages —

Challenge 13 (10,000 XP)

Sand Camouflage. Scorpla makes Dexterity (Stealth) checks to hide in sandy terrain with advantage.

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

Turn Immunity. Scorpla is immune to effects that turn undead.

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

ACTIONS

Multiattack. Scorpla makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage, and any Large or smaller target is grappled (escape DC 17). Scorpla has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage and the target must make a DC 16 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.



SUN HORSE

SILENCE HANGS OVER THE SCORCHED DESERT. THEN without warning, a flash of light streaks across the hot sand. A fiery steed known as the sun horse races to its destination. Somehow able to survive the flames, a human is riding the wild mount.

Quest for Fire. The leader of the Jinnan people, the Sun King, is chosen when a young boy is able to ride the sun horse. Of course, a number of boys don't survive the ritual. The chosen one is born with the ability to survive the flames.

Like a Flash. Being able to blast across the desert in spectacular fashion intimidates most other creatures. Keeping up with this speedster is extremely difficult, if not impossible. Therefore, the sun horse has few rivals.

SUN HORSE

Large elemental, unaligned

Armor Class 16 (natural armor)

Hit Points 45 (7d10 + 7)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	7 (-2)	11 (+0)	6 (-2)

Damage Vulnerabilities cold

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 3 (700 XP)

Heated Body. A creature that touches the sun horse or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Illumination. The sun horse sheds bright yellow light in a 30-foot-radius and dim light for an additional 30 feet.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 3 (1d6) fire damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) fire damage.



WEREMEERKAT

AT TIMES TRAVELERS IN THE DESERT MIGHT CATCH sight of a group of meerkats surveying the area. They will be standing up on their hind legs as they keep a lookout for danger. However, these are shapechangers and only appear to be meerkats. Weremeerkats are lycanthropes that inhabit the desolate land.

Diminutive Desert Dogs. The little monsters live in packs in the desert. They are very close and will fight to the death to defend the members of the colony. The lycanthropes make their homes in underground burrows with complex tunnel systems.

Stoic Sentinels. These lycanthropes are renowned for their extraordinary patience. They will wait for hours and hours, watching for the right moment to act.

Downsizing. A creature who is cursed with weremeerkat lycanthropy is in for a shock. At times, the transformations can be spontaneous.



WEREMEERKAT

Small humanoid (human, shapechanger), lawful evil

Armor Class 14

Hit Points 22 (5d6 + 5)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	9 (-1)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 12

Languages Common (can't speak in meerkat form)

Challenge 2 (450 XP)

Keen Sight. The weremeerkat has advantage on Wisdom (Perception) checks that rely on sight.

Nimble Escape. The weremeerkat can take the Disengage or Hide action as a bonus action on each of its turns.

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

Sand Camouflage. The weremeerkat makes Dexterity (Stealth) checks to hide in sandy terrain with advantage.

Shapechanger. The weremeerkat can use an action to polymorph into a tiny meerkat, its hybrid form, or back to its original humanoid form. 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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with weremeerkat lycanthropy.

WILD ITEMS: PACK OF PLENTY

Wondrous item, rare (requires attunement)

This weathered green backpack seems quite ordinary. However, it contains three two-person tents, six bedrolls, a rowboat, and a tinderbox. The magical pack weighs one pound, and only these items can be stored in the pack.



JUNGLE/SWAMP REGION

Themes: Mystery, magic, quests, lost cities, unknown monsters, treasure hunts, exploration

A DARK SWARM OF INSECTS HOVERS OVER THE swamp at sunset. Hungry bats dive into the black cloud for their evening meal. This region hides many dangers with many remaining out of sight. Water meets land and many unique plants and creatures can be found here. The water in these areas doesn't move quickly and can smell rather foul. Fogs and mist obscure large areas of the region. It is also usually hot and humid in this environment.

There are freshwater swamps in some areas, and saltwater variations near the sea. Survival in this region can be a challenge as monsters can be hiding almost anywhere. Reptiles are plentiful in swamps and jungles. Many poisonous creatures also live in this part of the wilderness. Hunting and fishing can be particularly difficult in this region.

INHABITANTS

Dragons, giants, monstrosities, amphibians, reptiles, beasts, humanoids, fey, lycanthropes, undead

TERRAIN

Bogs, fens, ponds, marshes, quicksand, rivers, lakes, streams, ponds, sinkholes

ADVENTURING EQUIPMENT

Backpack, rations, cloak, tinderbox, tent, bedroll, blanket, rope (50 feet), torch, waterskin, pole (10-foot), antitoxin, hunting trap, herbalism kit

JUNGLE/SWAMP ENCOUNTERS

d20 Encounter

- 1 green hag
- 2 shambling mound
- 3 2 ogres
- 4 wight
- 5 1d8 bandits
- 6 giant constrictor snake
- 7 2d4 lizardfolk
- 8 1d6 giant frogs
- 9 1d4 poisonous snakes
- 10 giant toad
- 11 crocodile
- 12 giant spider
- 13 1d6 giant lizards
- 14 1d8 orcs
- 15 1d4 giant poisonous snakes
- 16 troll
- 17 will-o'-wisp
- 18 giant crocodile
- 19 hydra
- 20 adult black dragon

JUNGLE/SWAMP WEATHER

d8 Weather

- 1 heavy rain
- 2 cool and windy
- 3 dry and hot
- 4 hot and humid
- 5 warm and misty
- 6 light rain
- 7 sunny and warm
- 8 wild storm

THE RYSSARAV

THE THREE-EYED RYSSARAV IS THE MOST TERRIFYING creature one could ever encounter in a swamp. This gargantuan monster stalks the foulest, gloomiest areas in the region. It is most often seen after the sun sets in the murky realm.

Bright Eyes. The first sign of the Ryssarav can appear quite harmless at night. Its three large eyes appear as lanterns bobbing in the darkness.

However, these dangerous eyes can blind someone if they look at them too long.

Misty Mysteries. Since nobody actually survives a visit to the Ryssarav's swamp, its legend has grown. Some people say the monster emerges when mists cover the region. The villagers from nearby settlements avoid the area at all cost. However, an old halfling wizard has been sighted near the creature's lair.

THE RYSSARAV

Gargantuan monstrosity (titan), chaotic evil

Armor Class 19 (natural armor)

Hit Points 330 (20d20 + 120)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	22 (+6)	13 (+1)	20 (+5)	20 (+5)

Saving Throws Con +11, Int +6, Wis +10

Skills Perception +10

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, poisoned, prone

Senses darkvision 90 ft., passive Perception 20

Languages Primordial

Challenge 23 (50,000 XP)

Amphibious. The Ryssarav can breathe air and water.

Legendary Resistance (3/Day). If the Ryssarav fails a saving throw, it can choose to succeed instead.

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

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

ACTIONS

Multiattack. The Ryssarav makes four melee attacks.

Claw. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Blinding Gaze (Recharge 5–6). The Ryssarav targets one creature it can see within 90 ft. of it. If the target can see it, the target must succeed on a DC 20 Constitution saving throw or be blinded until magic such as the lesser restoration spell removes the blindness.

Frightful Presence. Each creature of the Ryssarav's choice that is within 120 feet of the Ryssarav 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 a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Ryssarav's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The Ryssarav 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 Ryssarav regains spent legendary actions at the start of its turn.

Detect. Makes a Wisdom (Perception) check.

Claw Attack (Costs 2 Actions). The Ryssarav makes a claw attack.

Mist Breath (Costs 3 Actions). The Ryssarav exhales mist in a 90-foot cone. The area is heavily obscured for 1 minute.





THANSON
2021



MERRIC BLOODMOON

THIS ARROGANT LITTLE WIZARD IS A MASTER IN THE School of Conjuraton. Long ago, Merric fled from his wealthy family and took up residence in a small shack in the swamp. He continued his studies, sneaking back into lizardfolk caves to get what spell components he couldn't find himself.

Aristocrat Gone Wild. At first the wizard hated the living conditions in the swamp and wouldn't have wished it on his worst enemy. But over time Merric has grown to love the region. His henchman, a nasty orc warrior named Rogvar, is always at his side.

Odd Couple. Merric is a companion of the titan known as the Ryssarav. He seems to be the only one who can communicate with the legendary monster.

MERRIC BLOODMOON

Small humanoid (halfling), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 84 (13d6 + 39)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	17 (+3)	24 (+7)	14 (+2)	16 (+3)

Saving Throws Con +7, Wis +6, Int +11

Skills Arcana +11, History +11, Investigation +11, Perception +6, Persuasion +7

Senses passive Perception 16

Languages Common, Halfling, Goblin, Primordial

Challenge 9 (5,000 XP)

Benign Transposition. Merric can use his action to teleport up to 30 feet to an unoccupied space that he can see. Alternatively, he can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, they both teleport, swapping places. Once he uses this feature, he can't use it again until he finishes a long rest or he casts a conjuration spell of 1st level or higher.

Brave. He has advantage on saves against being frightened.

Focused Conjuraton. While Merric is concentrating on a conjuration spell, his concentration can't be broken as a result of taking damage.

Halfling Nimbleness. Merric can move through the space of any creature of Medium size or larger.

Lucky. He can reroll any 1s on attack rolls and ability checks.

Minor Conjuraton. He can use his action to conjure up an inanimate object in his hand or on the ground in an unoccupied space that he can see within 10 feet of him. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet. The object disappears after 1 hour, when he uses this feature again, or if it takes any damage.

Spellcasting. Merric is a 13th-level wizard. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *acid splash, dancing lights, fire bolt, light, poison spray*

1st level (4 slots): *burning hands, mage armor, fog cloud, unseen servant*

2nd level (3 slots): *cloud of daggers, misty step, scorching ray, web*

3rd level (3 slots): *conjure animals, fireball, stinking cloud*

4th level (3 slots): *conjure minor elementals, dimension door, wall of fire*

5th level (2 slots): *cloudkill, conjure elemental*

6th level (1 slot): *arcane gate*

7th level (1 slot): *teleport*

ACTIONS

+3 Dagger. Melee Attack: +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 7 (2d6) poison damage.

BOG HOPPER

Medium fey, chaotic evil

Armor Class 14

Hit Points 60 (8d8 + 24)

Speed 40 ft., swim 30 ft.

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

Skills Perception +3, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 90 ft., passive Perception 13

Languages Sylvan

Challenge 4 (1,100 XP)

Amphibious. The bog hopper can breathe air and water.

Keen Hearing. The bog hopper has advantage on Wisdom (Perception) checks that rely on hearing.

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

Slippery. The bog hopper has advantage on ability checks and saving throws made to escape a grapple.

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

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

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

Swamp Camouflage. The bog hopper has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The bog hopper makes two attacks: one with its bite and one with its horn.

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

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

Shoot Spikes. *Ranged Weapon Attack:* +6 to hit, range 30/80 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 2 (1d4) poison damage.

REACTIONS

Dodge. The bog hopper can use its reaction to add +1 to its AC against a melee attack. It must be able to see the attacker.

BOG HOPPER

A CONCERNED PALADIN COUNTS ALL HIS PARTY MEMBERS as they emerge from a trek through the swamp. The adventurers realize one companion is missing. Then their bearded leader notices several spikes in the cleric's chain mail. Frowning, the older man declares that a bog hopper is at work.

Swamp Stalker. This odd fey creature spends its time hunting in swampy terrain. It is a carnivore and will feed on insects, beasts, humanoids, and any other available meat. They can attack with their horn, jaws, or by shooting poisonous spikes.

Dark Cover. Bog hoppers prefer to hunt in dimly lit areas or at night. These stealthy monsters like to lurk in the water or thick foliage and listen for the movements of any prey.

Wild Fey. Scholars believe that bog hoppers crossed into the world from Feyland. Most experts think the fey horrors came through a Riftgate or one of the other entrances to the fey world. The phrase "those crazy bidders" comes from dealings with these peculiar creatures.





CLONE SHROOM

A DUCHESS WALKS THROUGH HER OPULENT GARDENS after returning from a long voyage. Her companions haven't noticed a drastic change, a permanent sly smile has appeared on her face. She is the victim of a clone shroom, and a monster has taken her place.

Magic Mushroom. It is an evil, magical plant that creates a duplicate of a good-aligned humanoid. Exact

copies of their former selves, the clones are as evil as the clever plant. The fiendish fungus then sends the duplicate back into the world to seed chaos.

Dark Shadows. These curious plants live in the shade in bogs, fens, and swamps. They appear to be identical to other giant mushrooms in the region.

CLONE SHROOM

Large plant, neutral evil

Armor Class 14 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	20 (+5)	16 (+3)	18 (+4)	3 (-4)

Skills Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 17

Languages Sylvan

Challenge 7 (2,900 XP)

False Appearance. While the clone shroom remains motionless, it is indistinguishable from a giant mushroom.

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

Shady Character. While in direct sunlight, the clone shroom has disadvantage on ability checks and saving throws.

Swamp Camouflage. The clone shroom has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The clone shroom makes one bite attack and three pseudopod attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the clone shroom can't grapple another target.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Swallow. The shroom makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed and the grapple ends. While swallowed the target is blinded and restrained, it has total cover against attacks and other effects outside the clone shroom, and it takes 17 (5d6) necrotic damage at the start of each of the clone shroom's turns.

Fungi Clone. The shroom grows a duplicate of a good-aligned creature that died after being swallowed by it. This clone forms inside the shroom and grow to full size and maturity after 30 days. The original creature's soul transfers to the clone. The clone is physically identical to the original and has the same personality, memories, and abilities, but their alignment has changed to evil.

THE CROCODILE QUEEN

Medium humanoid (human, shapechanger),
neutral evil

Armor Class 12 (16 with barkskin)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	19 (+4)	20 (+5)	19 (+4)

Skills Insight +8, Perception +8, Survival +8

Senses darkvision 60 ft., passive Perception 18

Languages Common, Druidic, Sylvan, Draconic

Challenge 7 (2,900 XP)

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

Speak with Plants and Animals. The Crocodile Queen can speak with plants and animals as if they shared a language.

Spellcasting. The Crocodile Queen is a 9th-level druid. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The queen can cast the following spells:

Cantrips (at will): *druidcraft*, *poison spray*, *thorn whip*

1st level (4 slots): *entangle*, *fog cloud*,
 speak with animals, *thunderwave*

2nd level (3 slots): *barkskin*, *darkvision*, *spike growth*

3rd level (3 slots): *call lightning*, *plant growth*,
 speak with plants

4th level (3 slots): *blight*, *giant insect*, *grasping vine*

5th level (1 slot): *scrying*

Shapechanger. The Crocodile Queen can use a bonus action to shapechange into a giant crocodile for up to 1 hour or back into her human form. Any equipment she is wearing or carrying is transformed. She reverts to her true form if she dies.

ACTIONS

Poisoned Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 10 (3d6) poison damage.

WILD ITEMS: PENNER'S POT

Wondrous item, rare (requires attunement)

This appears to be a simple, old black pot. Once a day, if someone touches the pot to a flame a delicious meal for two appears in the pot.

THE CROCODILE QUEEN

DEEP INSIDE THE DARKEST, MOST SINISTER SWAMP lives the Crocodile Queen. Luckily very few humanoids will ever come into contact with her. However, she will sneak into human settlements and take what she wants. Every few years she will steal a baby girl. A week later, the Crocodile Queen will give birth to a daughter and replace the stolen child. Once her daughter transforms into a hag at thirteen years-old, the queen will decide whether or not she'll raise her.

Swamp Hag. The Crocodile Queen is a wicked, ancient creature. Extremely arrogant, she is confident that nobody will challenge her for control of the expansive swamp.

Creepy Court. Her lair is an eerie cave located far off the beaten track. Giant undead crocodiles (page 83), giant crocodiles, evil druids, evil necromancers, and other creatures patrol her territory.



DEMON TURTLE

SWIMMING THROUGH THE SWAMP IS AN EXTREMELY large creature. Although most of it is below the surface, its large, domed patterned shell is still visible. The demon turtle blends in especially well in murky swamps. Sometimes these fiends are mistaken for large mounds of earth.

Shell Shocked. Their distinctive shell patterns can warn of danger but are often covered by dirt. The shell is extremely strong and provides the monster with ample protection.

Toxic Turtle. Most demon turtles have been found in warm swamps, but they have been discovered in other regions as well. They are survivors and use violence to get what they want.

Swamp Snacks. Demon turtles feed on whatever they can find in the gloomy region. They usually take over an entire swamp and live at its center.

DEMON TURTLE

Huge fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	12 (+1)	14 (+2)	5 (-3)

Skills Perception +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 15

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Amphibious. The demon can breathe air and water.

Swamp Camouflage. The demon has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The demon makes one bite attack and one tail attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage and 7 (2d6) poison damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and 7 (2d6) poison damage.

Stunning Call (3/day). The demon calls out loudly and any creatures in a 90-foot cone must make a DC 15 Constitution saving throw or take 10 (3d6) force damage and be deafened for 1 minute.





EVIL KNEASEL THE SWAMP WEASEL

Tiny fey, chaotic evil

Armor Class 15

Hit Points 17 (5d4 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6(-2)	20(+5)	12(+1)	15(+2)	14(+2)	12(+1)

Skills Acrobatics +7, Sleight of Hand +7, Stealth +7

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

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

Evasion. If Evil Kneasel is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, the weasel instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Innate Spellcasting. Evil Kneasel's innate spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *mending, message, poison spray*

1/day each: *invisibility, jump, knock*

Keen Hearing and Sound. Evil Kneasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

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

REACTIONS

Uncanny Dodge. Evil Kneasel halves the damage that he takes from an attack that hits him. The weasel must be able to see the attacker.



EVIL KNEASEL THE SWAMP WEASEL

AN UNSTABLE WOODEN CONTRAPTION HURTTLES OUT of control off a tree branch. Piloting the odd vehicle is a grinning weasel. The weird apparatus flies through the air and crashes into a swamp. Dusting himself off, the weasel chuckles and dashes off.

Something Familiar. Evil Kneasel used to be the trusted familiar of Oswald Myrr. He enjoyed his place in one of the legendary wizard's towers.

Appetite for Destruction. Evil is a reckless individual and doesn't worry about his safety. If his twisted mind thinks of something crazy, he'll try it.

Riftgate Rascal. After he escaped from Oswald's tower, the weasel headed for the closest Riftgate. Having no fear, Evil Kneasel raced through the portal and now travels around the World of Myrr.

OSWALD'S NOTES: WICKED WEASEL

I found a new familiar: a swamp weasel. I've named him Evil Kneasel, and he's a rascal. I'm going to try to find a way to imbue him with some intelligence and magical ability.

FROG PRINCE

WALKING THROUGH A MURKY SWAMP, A PARTY OF adventurers hears something coming. Ducking behind a tree the heroes watch a giant frog turn into an attractive young man.

Peculiar Prince. The frog prince is a cursed creature. A nasty hag known as the Crocodile Queen cursed the handsome prince when he attempted to marry one of her daughters. Now the prince is lost in the queen's enormous swamp.

Back to Reality. This sensitive, romantic fellow wants his old life back. He is desperate and will do anything to reclaim his noble title.

WILD ITEMS: FROG-GET-ABOUT-IT POTION

Potion, rare

When you consume this cursed potion, you turn into a frog for 1d4 hours. A *remove curse* spell or similar magic will end this effect. It takes 1d20 minutes to remember who you were before you drank the potion. Your statistics remain the same, with the following exceptions:

- Your size becomes Tiny.
- Your AC becomes 11 (natural armor).
- Your hopping (er, walking) speed becomes 20 ft.
- You gain a swimming speed of 20 ft.



FROG PRINCE

Medium humanoid (human, shapechanger), chaotic neutral

Armor Class 13

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	13 (+1)	19 (+4)

Skills Perception +3, Persuasion +6, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Amphibious. The frog prince can breathe air and water.

Shapechanger. The frog prince can use an action to polymorph into a frog, giant frog, or back into his true human form. His statistics, except for size, are the same in each form. Any equipment he is wearing or carrying is transformed. He reverts to his true form if he dies.

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

Swamp Camouflage (in frog or giant frog form). The frog prince has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The frog prince makes two melee attacks.

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

Frog Kiss. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) poison damage and the target must make a successful DC 12 Wisdom saving throw or turn into a frog for 1 hour. A kiss from an ally or any magic that removes curses, ends this effect immediately. If the target is killed in frog form, it reverts to its true form.

Ribbit (3/day). The frog prince can ribbit loudly and any creatures within 30 ft. must make a successful DC 12 Wisdom saving throw or take 7 (2d6) force damage.

GIANT UNDEAD CROCODILE

Huge undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	1 (-5)	8 (-1)	3 (-4)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 6 (2,300 XP)

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

Swamp Camouflage. The undead crocodile has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Turn Defiance. The undead crocodile has advantage on affects that turn undead.

ACTIONS

Multiattack. The undead crocodile makes two melee attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Swallow. The undead crocodile makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends.

The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the undead crocodile, and it takes 9 (2d8) necrotic damage at the start of each of the undead crocodile's turns. The undead crocodile can have only two targets swallowed at a time. If the undead crocodile dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

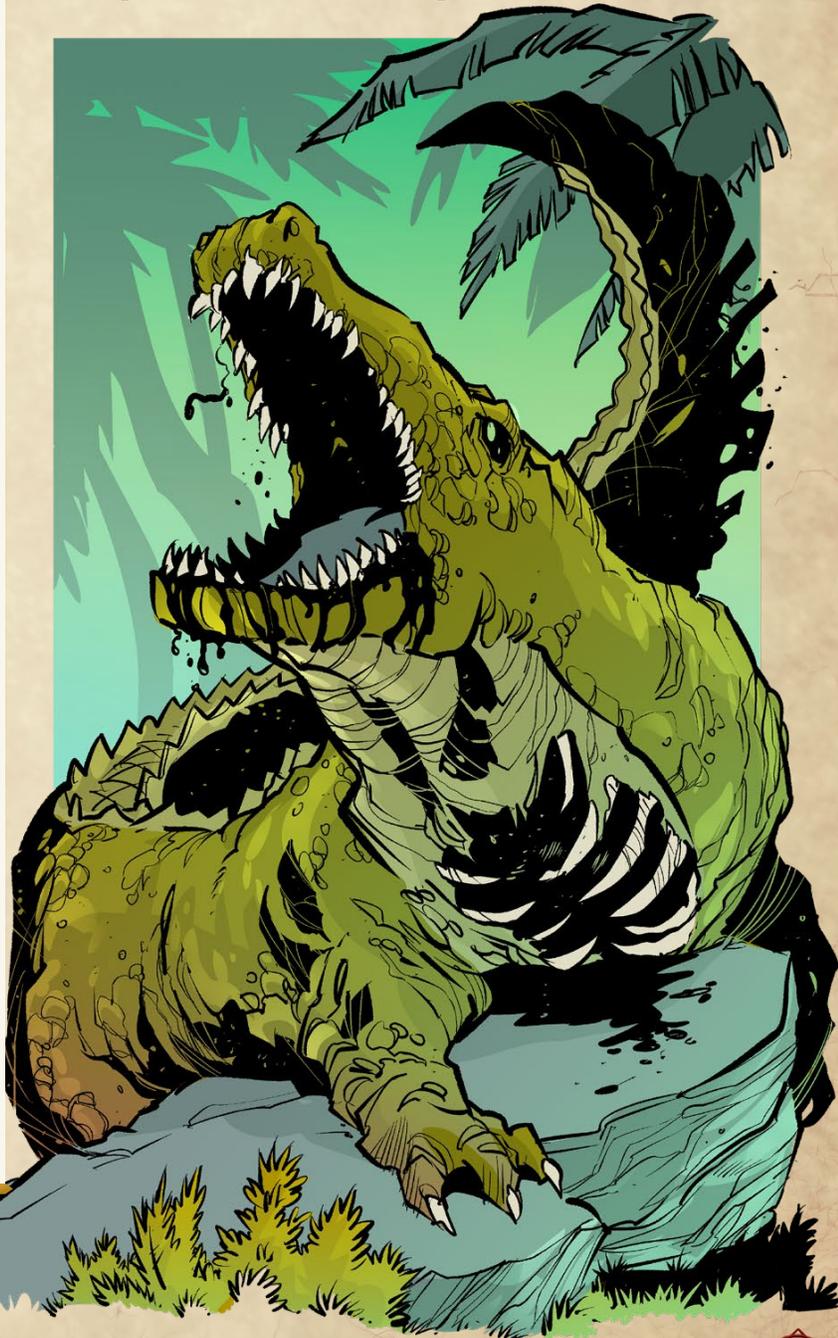
GIANT UNDEAD CROCODILE

SOMETHING ENORMOUS SWIMS TOWARDS A HUNTER'S boat. Feeling quite worried, the man starts rowing frantically in the opposite direction. He knows he just saw a giant undead crocodile.

Repulsive Reptile. Necromancers loyal to the Crocodile Queen create these hideous monsters. Many of the disgusting creatures encircle her territory.

Creepy Creature. Lizardfolk abhor these mutant reptiles and will attack them on sight. The reptilian humanoids feel these monsters are twisted versions of sacred beasts and must be destroyed.

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



MARSH HULK

The Marsh Hulk was exiled to Hell many years ago by a powerful paladin. Eventually it discovered a Riftgate and returned to its home world. It is an ugly, loathsome fiend bent on revenge. Even the sight of the monster causes most creatures to flee.

Party Crasher. Perpetually angry and resentful, this fiend hates celebrations of any kind. It will creep into these joyous events and viciously attack all the participants.

Home Cooking. The tormented fiend still lives at home with its mother. They live in an underground cave near a gloomy swamp. The two fiends swim through the murky waters and search for prey.



MARSH HULK

Large fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	9 (-1)	16 (+3)	14 (+2)

Skills Athletics +10, Perception +7, Stealth +7, Survival +7

Damage Vulnerabilities thunder

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

Condition Immunities poisoned

Senses darkvision 90 ft., passive Perception 17

Languages Common, Infernal

Challenge 10 (5,900 XP)

Amphibious. The Marsh Hulk can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the Marsh Hulk and can see him must make a DC 14 Wisdom saving throw. On a failed save, the creature is frightened 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. If the target's saving throw is successful or the effect ends for it, the target is immune to the Marsh Hulk's Horrific Appearance for the next 24 hours.

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

Swamp Camouflage. The Marsh Hulk has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The Marsh Hulk makes three attacks: one with its bite and two with its fists.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 6) piercing damage,

Fist. *Melee Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 4 (3d8 + 6) bludgeoning damage. Any Medium or smaller target is also grappled (escape DC 17). The Marsh Hulk can grapple one Medium or smaller creature with each hand.

MURDER HORNET

Small beast, chaotic evil

Armor Class 13

Hit Points 22 (4d6 + 8)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	5 (-3)	6 (-2)	1 (-5)

Damage Vulnerabilities fire

Senses passive Perception 8

Languages —

Challenge ½ (100 XP)

Assassinate. During its first turn, the murder hornet has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the murder hornet scores against a surprised creature is a critical hit.

ACTIONS

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

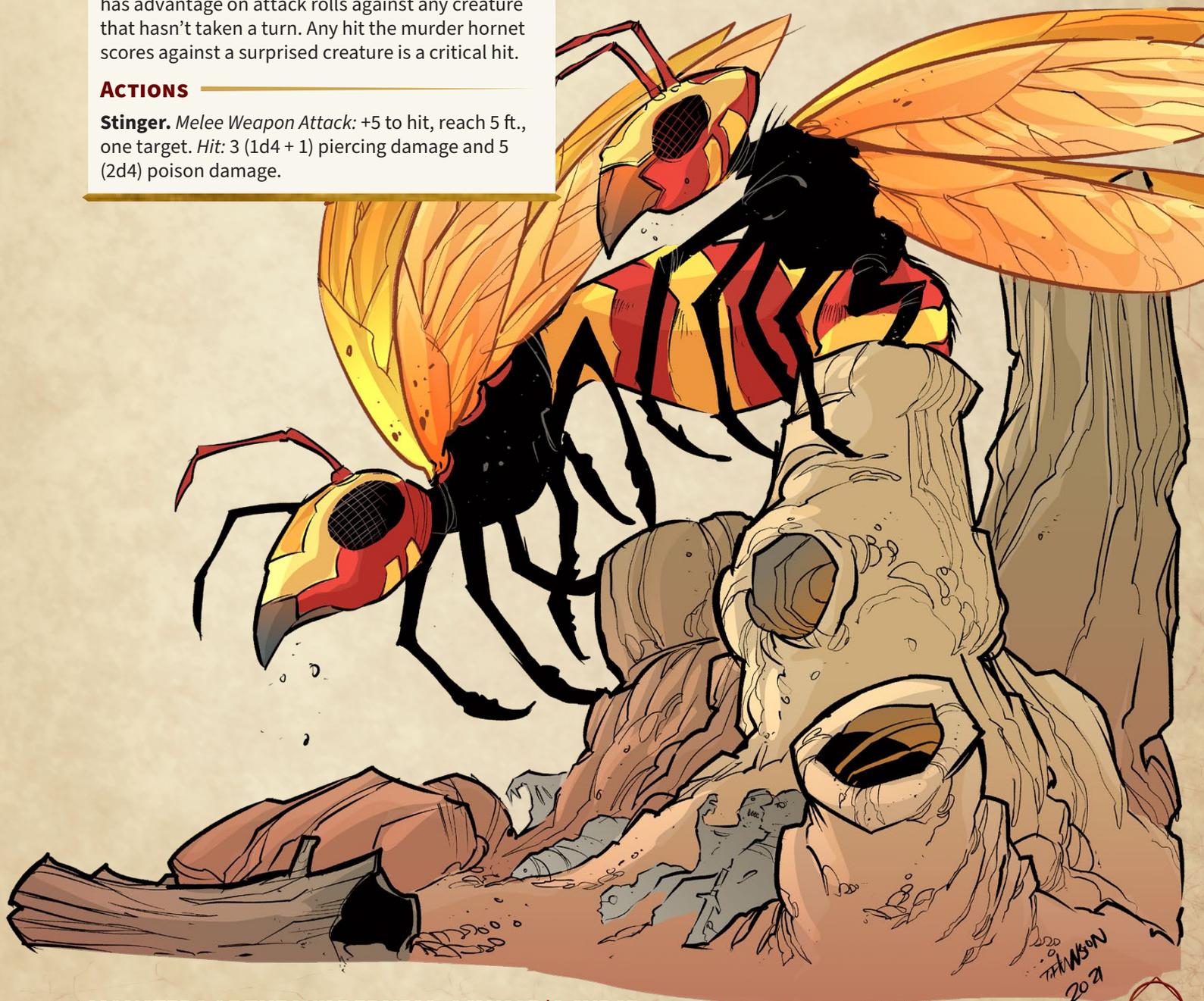
MURDER HORNET

AN ODD SOUND FILLS THE AIR AND A PARTY OF ADVENTURERS STOPS IN ITS TRACKS. They all see extremely large hornets flying over a bog, heading in their direction. Murder hornets are much larger than their tiny cousins and easy to detect.

Potent Poison. This creature can spoil any visit to the swamp or jungle region. Their stinger injects a strong poison into victims.

Evil Queen. A different queen murder hornet leads each colony. The hornets will fight to the death to protect their queen. Dozens of the monsters will make a home together.

Nesting Place. Murder hornets dig their nests in the ground or take over the homes of other beasts. The poisonous beasts will wrap up corpses in sticky saliva to save for later meals.





SALAMAN

LIVING ON THE REMOTE CONTINENT OF TYRANOS ARE a race of strange reptilian humanoids. Even though salamans are smaller than some of the terrifying monsters in the wilderness, they have gained more and more power.

Smart Salamanders. These humanoids are clever, disciplined, and are able to use many tools. They live in stone and mud buildings in the steamy jungle. Part of these areas are underwater as the humanoids live on land and in the water. The lairs are filled with living quarters, dining chambers, storage rooms, and sacred spaces.

Lizardfolk Rivals. Salamans hate all lizardfolk and are involved in a seemingly endless war with them. Both races control large parts of the lost world of Tyranos. However, large reptilian creatures make the land a challenging place to live.

SALAMAN

Medium humanoid (salaman), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages Salaman

Challenge 1 (200 XP)

Amphibious. The salaman can breathe air and water.

Slippery. The salaman has advantage on ability checks and saving throws made to escape a grapple.

Swamp Camouflage. The salaman has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The salaman makes two melee attacks: one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and 2 (1d4) poison damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range 15/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage and 3 (1d6) acid damage.

SALAMAN KING

IN THE DARK UNDERGROUND TEMPLES OF THE SALAMAN, strange rituals are actively taking place. Leading these rites is their resourceful king.

Lead Lizard. This king usually works cooperatively with a council of salaman elders. However, he will decide to make his own decisions if it suits him.

War Council. The salaman king leads his troops in battle and they attack in an organized fashion. An endless war rages with the lizardfolk and the salaman are always on guard. Many assassins have been sent by their enemy to eliminate the slippery sovereign.

Sunken Temple. The salaman king lives in a large, sunken stone temple. Reptiles and many salaman guard their supreme leader.

SALAMAN KING

Medium humanoid (salaman), lawful evil

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	12 (+1)	14 (+2)	12 (+1)

Skills Insight +4, Perception +4 Stealth +5

Damage Resistances poison

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages Salaman

Challenge 4 (1,100 XP)

Amphibious. The salaman can breathe air and water.

Slippery. The salaman has advantage on ability checks and saving throws made to escape a grapple.

Swamp Camouflage. The salaman has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The salaman makes two melee attacks: one bite attack and one attack with its rod.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage.

Rod of the Reptile. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage and 10 (3d6) acid damage.



SALAMAN SHAMAN

STRANGE SMOKE SIGNALS FLOAT ABOVE THE JUNGLE canopy. Drumming also echoes through the area. A salaman shaman floats along a lazy river with his drum on his stomach. As he drums, he seems unaware of his surroundings.

Spellcasting Salamander. These spiritual leaders of the salaman are just below the king and his elders in their society's hierarchy. However, they are respected by the leadership and their advice is always valued.

Strange Ways. Salaman shaman surprise other salamans constantly with their unusual behaviors. The wise humanoids make the most unusual sounds and facial expressions. They always laugh at the wrong point when someone else is telling a story.

Jungle Alchemy. Many different poisons and unusual substances are used by these shamans. They always poison their weapons with toxins they find in the wilderness.

FORAGING FOR FOOD

Make a Wisdom (Survival) check to gather food and water:

Food Sources	DC
Scarce	20
Limited	15
Abundant	10

SALAMAN SHAMAN

Medium humanoid (salaman), lawful evil

Armor Class 13 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	12 (+1)	16 (+3)	13 (+1)

Skills Insight +5, Nature +3, Medicine +5, Perception +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 15

Languages Salaman

Challenge 2 (450 XP)

Amphibious. The salaman can breathe air and water.

Innate Spellcasting. The salaman'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: *blade ward*, *detect magic*, *poison spray*
1/day each: *darkness*, *entangle*, *fog cloud*

Slippery. The salaman has advantage on ability checks and saving throws made to escape a grapple.

Swamp Camouflage. The salaman has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and 7 (2d6) poison damage.



SCREECH LEECH

Tiny beast, unaligned

Armor Class 12

Hit Points 21 (6d4 + 6)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	14(+2)	12(+1)	2(-4)	8(-1)	1(-5)

Condition Immunities charmed, deafened
Senses blindsense 30 ft., passive Perception 9
Languages —
Challenge ½ (100 XP)

Amphibious. The screech leech can breathe air and water.

Swamp Camouflage. The screech leech has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Blood Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the screech leech attaches to the target. While attached, the screech leech doesn't attack. Instead, at the start of each of the screech leech's turns, the target loses 5 (1d6 + 2) hit points due to blood loss.

The screech leech can detach itself by spending 5 feet of its movement. It does so after it drains 15 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the screech leech.

Screech (1/day). The leech screeches loudly. Each creature within 30 feet of the screech leech that can hear the screech must succeed on a DC 12 Constitution saving throw or be stunned until the end of the leech's next turn.

SCREECH LEECH

SWIMMING IN A SWAMP MIGHT NOT BE THE BEST idea. Especially when the screech leech is around. This blood-thirsty beast is always on the hunt in swamps, rivers, and lakes.

Born Sucker. These monsters feed on the blood of any creature they can find. Screech leeches can also send out a piercing cry to stun victims.

Armed to the Teeth. Gifted with razor sharp teeth, these beasts drain a large amount of blood in a short period of time. If one attaches itself to another creature the host is very aware of its presence. Finding one of these large leeches on one's body is a very unpleasant experience.

Shocking Sounds. Some monster hunters say that the screech leech's spooky call is worse than its bite. A few alchemists are reported to use these beasts to make healing potions.

WILD ITEMS: RAIN CLOAK

Wondrous item, common

This appears to be a simple blue cloak with a green hood. While you wear this cloak, you remain completely dry.





THE SWAMP CREATURE

CATTLE ARE DEAD, THE FOOD STORES HAVE BEEN robbed. Odd tracks lead into the nearby swamp. Everyone suspects the swamp creature is active in their area.

Rotten Roots. This evil creature brings all kinds of misery when it makes a home near a settlement. Once a young druid, it was cursed by dark energies from a Riftgate. Now it has become a monster, part human and part plant.

Stealthy Survivor. The swamp creature is trying to survive, trapped in a nightmare. It can assume its human shape and slip into almost any community. At times it changes into its plant form spontaneously. It loses more of its mind every day it is under the curse.

Lost Boy. Many scholars debate about the origins of this strange monster. Nobody realizes it was created because of a Riftgate. The young man's family is still hunting for their lost son.

THE SWAMP CREATURE

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 13 in humanoid form, 15 (natural armor) in hybrid form

Hit Points 119 (14d8 + 56)

Speed 30 ft., (30 ft., swim 30 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	18 (+4)	9 (-1)

Skills Perception +7, Survival +7

Condition Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 17

Languages Common, Primordial

Challenge 9 (5,000 XP)

Amphibious (Hybrid form only). The swamp creature can breathe air and water.

Innate Spellcasting. The swamp creature's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *speak with plants*, *thorn whip*
2/day each: *cure wounds*, *entangle*, *plant growth*, *speak with plants*

1/day each: *darkvision*, *spike growth*

Regeneration. The swamp creature regains 10 hit points at the start of each of its turns if it has at least 1 hit point.

Shapechanger. The swamp creature can use its action to polymorph into a plant-humanoid hybrid or back into its true form, which is humanoid. Its statistics, other than its AC, 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.

Swamp Camouflage (Hybrid form only). The swamp creature has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The swamp creature makes two attacks: only one of which can be a bite attack.

Bite (Hybrid form only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Unarmed Attack. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, and the target is grappled (escape DC 16). The swamp creature can only grapple one Medium or smaller creature at a time.



FOREST REGION

Themes: Magic, quests, travel, mystery, hidden cities, exploration, the unconscious, enchantment, solitude, unlimited possibilities, sanctuary

BEAUTIFUL GREEN WOODS CAN STRETCH FOR miles over hills and mountains. The region is the home of many creatures and hides many secrets.

Forests can vary from peaceful, blissful glades to terrifying, dark woods filled with numerous horrors. Rivers, streams, lakes, and ponds are found throughout many of these areas. A number of humanoid societies are located almost entirely in this abundant region. Elves and fey are plentiful and beasts are everywhere. Many of these creatures hunt for game such as deer and elk in the woods. However, there are humanoids that use the forest only as a resource and upset the natural balance.

Some forests are denser than others, and others have heavy amounts of rainfall. Forests can be found in cold, snowy areas as well as hot, tropical zones. Evergreen trees dominate some regions, while others are filled entirely with deciduous trees.

INHABITANTS

Fey, humanoids, beasts, treants, giants, dragons, unicorns, hags, witches, undead, lycanthropes, rangers, hunters, fisherfolk, bandits

TERRAIN

Expansive forests, rainforests, mountains, hills, caves, lakes, rivers, streams, creeks, ponds

ADVENTURING EQUIPMENT

Backpack, rations, cloak, tinderbox, bedroll, blanket, rope (50 feet), torch, fishing tackle, tent, waterskin, hunting trap, herbalism kit

FOREST ENCOUNTERS

d20 Encounter

- 1 treant
- 2 2 ogres
- 3 3 dryads
- 4 1d8 goblins
- 5 satyr
- 6 giant owl
- 7 1d8 scouts (elves)
- 8 1d4 boars
- 9 1d8 sprites
- 10 6 elk
- 11 faerie dragon
- 12 1d6 giant spiders
- 13 swarm of bats
- 14 2 black bears
- 15 1d4 wolves
- 16 troll
- 17 awakened tree
- 18 1d4 centaurs
- 19 druid
- 20 young green dragon

FOREST WEATHER

d8 Weather

- 1 heavy rain
- 2 warm and sunny
- 3 cold and cloudy
- 4 partly cloudy
- 5 light rain
- 6 sunny and mild
- 7 cool and foggy
- 8 wild storm

THE ARBORIAN

LIVING IN THE MOST REMOTE OF FORESTS IS A POWERFUL titan. It closely resembles a giant beast. However, this is no beast, but a terrifying monstrosity known as the Arborian.

Towering Titan. Most creatures that encounter the Arborian flee at the sight of it. It is so tall it dwarfs any giants. The creature can see above the canopy and is able to see survey the area for miles.

All Time High. The Arborian breathes out a strange, colorful cloud. It is filled with gas that causes euphoria. These strange fumes make victims act in abnormal ways.

Resting Place. The Arborian sleeps underneath an enormous, old tree deep in the woods. Beasts and forest dwellers make sure to stay far away from the titan. Rolan Xiloscient (page 94), a powerful elf mage, is the only creature on good terms with this terror.

THE ARBORIAN

Gargantuan monstrosity (titan), chaotic evil

Armor Class 18 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	20 (+5)	18 (+4)	14 (+2)	25 (+7)

Saving Throws Con +12, Wis +9, Cha +14

Skills Deception +14, Perception +9, Persuasion +14

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

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages Terran, Sylvan

Challenge 20 (25,000 XP)

Legendary Resistance (3/Day). If the Arborian fails a saving throw, it can choose to succeed instead.

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

Siege Monster. The Arborian does double damage to objects and structures.

ACTIONS

Multiattack. The Arborian makes three melee attacks: one with its bite and two with its hooves.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

Hooves. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Euphoria Breath (Recharge 5–6). The Arborian exhales a cloud of euphoria gas in a 90-foot cone.

Any creatures in that area must succeed on a DC 18 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d10 at the start of each turn to determine its behavior during the turn:

d10 Effect

1–3 The target takes no action or bonus action and uses all of its movement to move in a random direction

4–6 The target doesn't move and can't take any actions

7–10 The target falls under the affects of a sleep spell

Frightful Presence. Each creature of the Arborian's choice that is within 120 feet of the Arborian and aware of it must succeed on a DC 22 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 a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Arborian's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The Arborian 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 Arborian regains spent legendary actions at the start of its turn.

Detect. Makes a Wisdom (Perception) check.

Entangle (Costs 2 Actions). Casts the entangle spell (DC 16).

Stomp (Costs 2 Actions). *Melee Weapon Attack:* +14 to hit, reach 10 ft., one prone target. *Hit:* 23 (3d10 + 7) bludgeoning damage.







ROLEN XILOSCIENT

THIS OPINIONATED, AGGRESSIVE ELF DOESN'T BACK down from anyone. He is a master of the School of Enchantment. Rolen spends much of his time experimenting with magic in his forest home.

Aloof Elf. The high elf isn't too interested in the opinions of others. He doesn't get along with many of the other members of the Wizard Council. Rolen doesn't even keep a home in Zogg anymore, preferring to live in the woods on the beautiful continent of Naern.

ROLEN XILOSCIENT

Medium humanoid (high elf), chaotic neutral

Armor Class 13 (16 with mage armor)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	22 (+6)	16 (+3)	9 (-1)

Saving Throws Int +10, Wis +7

Skills Arcana +10, History +10, Nature +10, Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish, Sylvan, Giant

Challenge 8 (3,900 XP)

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

Hypnotic Gaze. As an action, he can choose one creature that he can see within 5 feet of him. If the target can see or hear him, it must succeed on a Wisdom saving throw against DC 18 or be charmed by him until the end of his next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed.

On subsequent turns, he can use his action to maintain this effect, extending its duration until the end of his next turn. However, the effect ends if he moves more than 5 feet away from the creature, if the creature can neither see nor hear him, or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, he can't use this feature on that creature again until he finishes a long rest.

Instinctive Charm. When a creature he can see within 30 feet of him makes an attack roll against him, he can use his reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw against DC 18. On a failed save, the attacker must target the creature that is closest to it, not including him or itself. If multiple creatures are closest, the attacker chooses which one to target. On a successful save, he can't use this feature on the attacker again until he finishes a long rest. He must choose to use this feature before knowing whether the attack hits or misses. Creatures that can't be charmed are immune to this effect.

Spellcasting. Rolen is a 12th-level wizard. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, light, message, prestidigitation*

1st level (4 slots): *charm person, mage armor, magic missile, sleep*

2nd level (3 slots): *crown of madness, hold person, misty step, suggestion*

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

4th level (3 slots): *banishment, blight, confusion*

5th level (3 slots): *dominate person, modify memory*

6th level (1 slot): *mass suggestion*

Split Enchantment. When he casts an enchantment spell of 1st level or higher that targets only one creature, he can have it target a second creature.

ACTIONS

+3 Longsword. Melee Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

BABA YAGA

ADVENTURERS HEAD TO THEIR TENTS AFTER A delicious meal. As they are beginning to lie down for the night, the ranger in their party hears an unusual raven's call. He shouts a warning to his companions, "something wicked is coming this way!"

Wild Witch. Baba Yaga is one of the most famous witches in the world. The cunning, clever old woman is hideously ugly. Some say she is related to hags as she enjoys dining on humanoids.

The Little Grandmother. Even though she is truly a horrifying monster, many folks seek her out. Baba Yaga's wisdom is legendary, and sages, scholars, and explorers seek her advice. However, there is a price to be paid for her assistance. The witch will ask for a favor in return, usually in the form of a dangerous quest.



BABA YAGA

Medium humanoid (human), neutral evil

Armor Class 17 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	21 (+5)	25 (+7)	23 (+6)	19 (+4)

Saving Throws Con +10, Int +12, Wis +11, Cha +9

Skills Arcana +12, Deception +9, Insight +11, Perception +11, Persuasion +9

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

Condition Immunities charmed, paralyzed

Senses truesight 120 ft., passive Perception 21

Languages Common, Abyssal, Elvish, Infernal, Sylvan

Challenge 13 (15,000 XP)

Assassinate. Baba Yaga has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit she scores against a creature that is surprised is a critical hit.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of Baba Yaga and can see her true form must make a DC 18 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Baba Yaga is within line of sight, 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 Baba Yaga's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the witch's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against Baba Yaga.

Innate Spellcasting. Baba Yaga's innate spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *comprehend languages, dancing lights, detect magic, minor illusion, vicious mockery*

2/day each: *blight, charm person, dispel magic, fear, fireball, misty step, ray of enfeeblement, sleep, witch bolt*

1/day each: *circle of death, darkness, detect thoughts, finger of death, hallucinatory terrain, hex, see invisibility, silence*

Magic Resistance. Baba Yaga has advantage on saving throws against spells and other magical effects.

Mimicry. Baba Yaga can mimic the sounds of beasts or humanoids.

Regeneration. Baba Yaga regains 10 hit points at the start of her turn if she has at least 1 hit point.

ACTIONS

Multiattack. Baba Yaga makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 13 (3d8) necrotic damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 13 (3d8) necrotic damage.

BABA YAGA'S HUT

A CLUMP OF TREES IS PARTED ON THE EDGE OF THE woods and a wooden hut with long chicken legs appears. It pauses for a moment and then races through the woods. This is Baba Yaga's hut, the mobile home of the infamous witch.

Dead and Breakfast. Some legends speak of people who found their way into the hut and never came out. Whether these unfortunates died, or if they're still inside is an open question.

Spacious Home. Baba Yaga's Hut is filled with numerous chambers, as well as her minions. It is much larger inside than it appears on the outside. There are sleeping quarters, sitting rooms, grand halls, gardens, servants' quarters, alchemical storage rooms, and more.

Mortar and Pestle. The witch also stores her magical mortar inside her hut. When Baba Yaga flies around in this smaller construct, she sweeps the air with a birch broom to cover up the tracks she leaves behind.



BABA YAGA'S HUT

Huge construct, unaligned

Armor Class 16 (natural armor)

Hit Points 92 (8d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 90 ft., passive Perception 8

Languages —

Challenge 5 (1,800 XP)

Immutable Form. Baba Yaga's Hut is immune to any spell or effect that would alter its form.

Magic Resistance. Baba Yaga's Hut has advantage on saving throws against spells and other magical effects.

Unhealthy Boundaries. When Baba Yaga's Hut sits on the ground, a fence made of human bones rises up out of the ground and surrounds the construct. Menacing human skulls decorate the ghostly fence.

ACTIONS

Multiattack. Baba Yaga's Hut makes two kick attacks with its chicken legs.

Kick. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Entrap. Baba Yaga's Hut front door is unlocked, but once inside it locks. Any creature inside must succeed in a Strength contest or remain trapped inside for 1d8 hours.

BLACK STAG

Large fey, chaotic evil

Armor Class 15 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	14 (+2)	13 (+1)	12 (+1)

Skills Investigation +4, Perception +3, Stealth +3

Senses darkvision 90 ft., passive Perception 13

Languages Sylvan

Challenge 3 (700 XP)

Brave. The black stag has advantage on saving throws against being frightened.

Charge. If the black stag moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Creeping Darkness. If the black stag spends a week in a forest, the trees and plants will slowly start to die. This process can be stopped by the presence of a good-aligned druid or a unicorn.

Innate Spellcasting. The black stag's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *darkness*, *silent image*

Shifting Shadows. All the shadows within a mile of the black stag move independently.

ACTIONS

Multiattack. The black stag makes two ram attacks, or one hooves attack on a prone creature.

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

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 17 (3d8 + 4) bludgeoning damage.



BLACK STAG

While walking through the woods a sense of uneasiness fills your gut. Then you notice shadows around you seem to be moving independently. The cleric in your adventuring party suspects that the black stag is near. Then the druid notices that something is wrong with the trees and plants.

Double Trouble. These evil fey usually spread fear and hate in the darkest part of Feyland. However, some have now passed through Riftgates into the ordinary world.

Sickening Shadows. When a black stag arrives, forests start to rot and turn an inky, black color. After they've decomposed, the cruel fey will search for new woods to corrupt and destroy.

Horrible Henchmen. At times evil druids and other nefarious characters fall into league with this fey. If it's in a good mood, the black stag will even let these villains use it as a mount.

BRIAR MOON

LEGEND SAYS FEY ENERGIES PASSED THROUGH A RIFT-gate and blessed a baby. The child was imbued by these forces and born a fey. Briar Moon is destined to cleanse the wilderness of evil. She was feared by those in her village because of strange events surrounding her birth. Her home was then destroyed by cultists, and she was hidden away by forest creatures.

Wild Guardian. Briar Moon has fled into the wilderness to fulfill her destiny. She is deeply connected to nature and fearlessly fights evil of any kind.

Natural Warrior. Seeing herself as part of the natural world, Briar is at home in the wild. She uses her magic and her powerful sword against evil foes. The Sword of Power is legendary and many creatures would love to get their hands on it.

WILD ITEMS: THE SWORD OF POWER

Weapon (greatsword), legendary (requires attunement)

This +2 golden greatsword has runes lining its deadly blade. It does an extra 1d10 damage to fiends and undead. While wielding this sword, you can also cast the *entangle* spell (DC 16) three times a day.



BRIAR MOON

Medium fey, chaotic good

Armor Class 13 (16 with barkskin)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	12 (+1)	20 (+5)	19 (+4)

Skills Athletics +5, Insight +8, Perception +8, Stealth +6, Survival +8

Senses darkvision 60 ft., passive Perception 18

Languages Common, Elvish, Sylvan, Primordial

Challenge 6 (2,300 XP)

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

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

At will: *barkskin*, *druidcraft*, *produce flame*, *shillelagh*, *thorn whip*

3/day each: *faerie fire*, *fog cloud*, *moonbeam*, *pass without trace*, *speak with animals*, *thunderwave*

1/day each: *call lightning*, *dispel magic*

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

Speak to Beasts and Plants. Briar can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on each of her turns, Briar can use 10 feet of her movement to step magically into one living tree within 5 feet of her and emerge from a second living tree within 60 feet of it that she can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Multiattack. Briar makes two melee or ranged attacks.

Sword of Power. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. (See insert)

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

CREEPING SHADOW

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	14 (+2)	11 (+0)

Skills Perception +4, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 90 ft., passive Perception 14

Languages the languages it knew in life

Challenge 4 (1,100 XP)

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

Faultless Tracker. The creeping shadow is given its quarry by an evil creature. The creeping shadow knows the direction and distance to its quarry as long as the two of them are in the same forest.

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

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

ACTIONS

Multiattack. The creeping shadow makes two attacks: only one of which can be a bite attack.

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

Unarmed. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage, and target is grappled (escape DC 13). The creeping shadow has two hands. Each hand can grapple one Medium or smaller target.

CREEPING SHADOW

CLIMBING OVER A LARGE FALLEN TREE, A PARTY OF heroes moves cautiously through the forest. The paladin lifts the halfling rogue over the natural obstacle. Just then, a gnome druid sees something out of the corner of his eye. He thought he saw a creeping shadow, one of the last creatures one would ever want to lay their eyes on.

Stealthy Stalker. These callous undead monsters hunt down their prey in the shadowy regions of the woods. The creeping shadow will track its victims for hours, days, or weeks. It is very patient and will wait for just the right moment to strike.

Shady Character. This creature is usually created to hunt someone by a necromancer, witch, or hag. However, the creeping shadow is a coward and will flee any fight that isn't going its way.

Lost Souls. This undead horror is made from the souls of those who perished in the darkest areas of the forest. Some folks swear they hear many different voices coming from the monster.

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



DIMSPRIGGAN

TONS OF FLYING INSECTS POUR INTO A CLUSTER OF tents, chasing away the inhabitants. Appearing out of thin air in the clearing, a dimspriggan begins ripping people to shreds.

Grove Guardian. Most dimspriggans are found in ruins guarding a hoard of treasure. As the guardian of the treasure, they will kill anyone who enters their territory. They are wicked, mischievous fey who also enjoy spreading misery and destruction. Dimspriggans love chasing newcomers out of the woods, making sure the scared explorers will never return again.

Dark Cloud. The clouds of insects breathed out by dimspriggans make a great deal of noise. Deep, buzzing sounds continue to haunt any survivors long after an encounter with these fey.



DIMSPRIGGAN

Large fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	15 (+2)	11 (+0)	16 (+3)	7 (-2)

Skills Perception +6, Stealth +6

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses darkvision 60 ft., passive Perception 16

Languages Sylvan

Challenge 5 (1,800 XP)

False Appearance. If the dimspriggan remains motionless it appears to be a normal tree.

Innate Spellcasting. The dimspriggan'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: *thorn whip*

2/day: *invisibility*

Regeneration. The dimspriggan regains 10 hit points at the start of its turn as long as it has at least 1 hit point.

Tree Stride. Once on each of its turns, the dimspriggan can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Huge or bigger.

ACTIONS

Multiattack. The dimspriggan makes two claw attacks.

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

Breathe Insect Cloud (Recharge 2-3). Swarming, biting locusts fill a 30-foot-radius sphere centered on the dimspriggan. The sphere spreads around corners. The sphere remains for 1 minute, and the terrain is lightly obscured. The sphere's area is also difficult terrain. When the area appears, each creature in it must make a DC 14 Constitution saving throw. A creature takes 5 (1d10) piercing damage on a failed save, or half as much damage on a successful save. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

FAUN OF THE DEAD

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	3 (-4)	9 (-1)	7 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

Fear Aura. Any beast or humanoid that starts its turn within 15 feet of the faun must succeed on a DC 13 Wisdom saving throw or be frightened until the start of their next turn.

Undead Fortitude. If damage reduces the faun to 0 hit points, it must make a Constitution saving throw with a DC of 2 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the faun drops to 1 hit point instead.

ACTIONS

Multiattack. The faun makes two melee attacks.

Double-Bladed Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

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

FAUN OF THE DEAD

SEVERAL BROWNIES ARE PICKING GLOWING BERRIES in the woods. One of them hears a branch break and alerts the others. Then they see it. A horned creature is slowly creeping through the dense foliage towards them. "It's the Faun of the Dead!" screams one of the little fey and they all faint.

Broken Heart. The faun had a fallout with his family and then its lover married someone else. An emotional wreck, it wandered into the most dangerous part of the woods. Zombies quickly killed it and a fey necromancer raised it to join the evil Unseelie Court.

New World. Stumbling around Feyland, the monster accidentally passed through a Riftgate into the ordinary world. It is even more confused now, lost in an alien landscape. Its beautiful, yet sad memories of Feyland still rest within its tortured soul.

Scary Faerie. The faun is on the war path and won't stop until it is destroyed. Most creatures in the forest will flee the moment they see it.

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



GLOOM OWL

THE SOUND OF LARGE WINGS FLAPPING CUTS through the night air. Other creatures in the forest are alerted that a gloom owl is on the move. Small beasts scatter, looking for cover from the dangerous predator.

Aggressive Fey. Gloom owls are extremely aggressive and act in a hostile fashion to every creature except grim squirrels (page 103). The tiny fey warriors help the owls hunt for food and have been loyal to them for many years.

Air Cavalry. These creatures are allies of the evil squirrels and work together to create a formidable air force. The sight of dive-bombing owls with squirrel

riders can scare much bigger creatures. Two or three of the squirrels usually ride each owl.

Tree House. Gloom Owls make their homes in large cavities of huge trees. Some of these homes are also filled with the remains of their victims and hidden treasures.



GLOOM OWL

Medium fey, chaotic evil

Armor Class 13

Hit Points 32 (5d8 + 10)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	15 (+2)	16 (+3)	11 (+0)

Skills Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages Sylvan

Challenge 2 (450 XP)

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

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

ACTIONS

Multiattack. The gloom owl makes one bite attack and one talons attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Hoot of Horror (1/day). The gloom owl lets out a deep hoot in a 30-foot cone. Any creature in the area must succeed on a DC 12 Constitution save or take 4 (1d8) psychic damage.

WILD ITEMS: FLUTE OF FORAGING

Wondrous item, uncommon

When you play this dark brown wooden flute, golden notes come to life and float over any edible plants within 100 ft. You add +2 to any Wisdom (Survival) checks for foraging.

GRIM SQUIRREL

Tiny fey, lawful evil

Armor Class 14

Hit Points 7 (2d4 + 2)

Speed 35 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	18(+4)	12(+1)	11(+0)	12(+1)	7(-2)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge ½ (100 XP)

Keen Hearing. The grim squirrel has advantage on Wisdom (Perception) checks that rely on hearing.

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

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

ACTIONS

Barksword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 piercing damage.

Nut Sling. *Ranged Weapon Attack:* +6 to hit, reach 20/40 ft., one target. *Hit:* 2 bludgeoning damage.

GRIM SQUIRREL

A GROUP OF FEY WARRIORS WALKS QUIETLY THROUGH the moonlit woods. They watch a nearby elf village and signal two scouts to move into position. Grim squirrels are raiding the village in the middle of the night. Elves, humans, halflings, orcs, goblins, and many other humanoids hate these unpleasant little creatures.

Fearless Fey. Grim squirrels are often underestimated. The tiny fey are rather dangerous in large groups. Armed with swords and slings, the squirrels take on much larger foes.

Hidden Hideouts. These evil fey live in hollow trees and have their headquarters in a large burrow. They carefully store their food and treasure and have enough extra supplies to stay in their lair for a long time.

Flying Mounts. Noble and elite warriors ride gloom owls as their mounts. The bold owls enable these dark fey to conduct daring raids.

OSWALD'S NOTES: THE FEY QUEEN

Not long after discovering the continent of Myrr I met the Queen of the Faeries. I call her Nox (some folks call her Titania), and we have fallen in love. I'm naming the new city we've built after her.



MOTHPMAN

A TALL, GRAY CREATURE WITH TWO GLOWING RED eyes flies in front of a carriage. The two young couples inside scream and run for their lives. Soon the tale of the Mothman reaches their small town. The witnesses explain they saw a large humanoid with a 10-foot wingspan.

Otherworldly Creature. This monster is not from the ordinary world. The Mothman passed through one of Oswald Myrr's Riftgates and got lost.

Mind-Altering. There is no doubt the monster is dangerous, but the most horrifying effect is psychological. Somehow the Mothman is able to enter the minds of multiple creatures and torment them.

Homesick Horror. The Mothman longs to return home to its world. It has attempted to use Riftgates to get there. But the portals are rare, and the creature can't seem to find its way home. It has become frustrated and plans to enlist the aid of a spellcaster.



MOTHPMAN

Medium aberration, neutral evil

Armor Class 15

Hit Points 71 (11d8 + 22)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	14 (+2)	16 (+3)	15 (+2)	9 (-1)

Skills Insight +5, Perception +5, Stealth +8

Damage Immunities psychic

Senses darkvision 60 ft., passive Perception 15

Languages all, telepathy 120 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The Mothman's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *charm person, detect evil and good, dissonant whispers, minor illusion*

1/day each: *crown of madness, enthrall, hypnotic pattern, silence*

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

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

ACTIONS

Multiattack. The Mothman makes two attacks: one bite attack and one claws attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) necrotic damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) necrotic damage.

Haunt Mind (Recharge 5–6). The Mothman chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 15 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and is haunted by paranoid visions for one week. Constructs and undead are immune to this effect.

PHOOKA

Small fey (shapechanger), chaotic neutral

Armor Class 13

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	16 (+3)	13 (+1)	17 (+3)

Skills Deception +5, Perception +3, Persuasion +5, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 2 (450 XP)

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

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

Cantrips (at will): *druidcraft*, *thorn whip*
1/day each: *dancing lights*, *invisibility*

Shapechanger. The phooka can use an action to shapechange into a human, goblin, horse, cat, rabbit, raven, fox, wolf, goat, or dog. It usually shapechanges into a horse.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Fey Charm. The phooka targets one humanoid or beast that it can see within 30 feet of it. If the target can see the phooka, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the phooka as a trusted friend to be heeded and protected.

Each time the phooka or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts for 10 minutes or until the phooka dies, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the phooka's Fey Charm for the next 24 hours. The phooka can have no more than one humanoid and up to 3 beasts charmed at a time.

PHOOKA

THE PHOOKA IS A MICHEVOUS FEY SHAPECHANGER. Its true form is a small black creature, a strange combination of a rabbit, goat, and fox. These tricksters crossed into the world from Feyland. They aren't popular in either realm.

Off the Beaten Path. These fey often surprise travelers on remote forest trails. Phookas move through the trees and spy on their victims before they reveal themselves. However, the form they choose won't be anything like their true self.

Terrible Trickster. This creature enjoys playing elaborate jokes on humanoids. They will be patient and draw their victims into difficult situations.

Rocky Ride. One of the phooka's favorite trick is talking a humanoid into riding them in horse form. The fey takes the foolish victim on a wild, dangerous ride and then returns them back to the place they started from.

VARIANT: GRIM PHOOKA

These phooka are chaotic evil in alignment, otherwise their statistics are the same.

Grim phookas only play the cruelest, most dangerous tricks on other creatures.



TILMANEN 2021

PUMPKIN KING

THE MOST DANGEROUS TRICKSTER IN THE WOODS IS the Pumpkin King. He rules a gloomy, eerie forest far from most settlements. This fey is like an out-of-control teenager and causes chaos wherever he goes. In one hand he wields a great black scythe, in his other he holds a flaming pumpkin.

Forgotten Fey. The pumpkin king longs to return to Feyland and the Unseelie Court. He was banished long ago for challenging the power of the Queen of the Darkness.

Rotten Plans. Together with his minions, the king wants to spread darkness from his forest across the world. Until he can return home, he wants to create a never-ending dark wood.

Dark Castle. Several oddballs have joined the pumpkin king in a bizarre version of a royal court. Black stags, other evil fey, rogues, and foul spellcasters have allied with the pumpkin king. They live together in an abandoned castle far from any forest trails.



PUMPKIN KING

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	18 (+4)	20 (+5)	21 (+5)

Skills Deception +9, Perception +9, Stealth +8

Senses darkvision 60 ft., passive Perception 19

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

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

Innate Spellcasting. The pumpkin king'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*, *minor illusion*, *vicious mockery*
3/day each: *charm person*, *crown of madness*,
darkness, *faerie fire*, *hold person*, *sleep*,
thunderwave

1/day each: *animate dead*, *dispel magic*, *feign death*,
mislead, *see invisibility*, *silence*

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

ACTIONS

Multiattack. The pumpkin king makes one attack with its scythe and two pumpkin attacks.

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

Flaming Pumpkins. *Ranged Weapon Attack:* +8 to hit, range 40/120 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 7 (2d6) fire damage. (See sidebar.)

WILD ITEMS: FLAMING PUMPKIN

Weapon, very rare

This item resembles an ordinary pumpkin, which you can activate with a magic word. *Ranged Weapon Attack:* +8 to hit, range 40/120 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 7 (2d6) fire damage.

THREE SKULLS

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	15 (+2)	19 (+4)	18 (+4)	11 (+0)

Skills Perception +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish

Challenge 8 (3,900 XP)

Detect Life. Three Skulls can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. It knows the direction they're in but not their exact locations.

Innate Spellcasting. Three Skull's innate spellcasting ability is Intelligence (spell save DC 16, +8). It can innately cast the following spells, requiring no material components:

At will: *chill touch*, *poison spray*, *ray of frost*

3/day each: *fog cloud*, *ray of sickness*, *witch bolt*

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

Magic Resistance. Three Skulls has advantage on saving throws against spells and other magical effects.

Turn Immunity. Three Skulls is immune to effects that turn undead.

ACTIONS

Multiattack. Three Skulls makes two melee attacks.

Corrupting Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) necrotic damage.

Skull Gaze. Three Skulls can use a bonus action to switch what skull is activated.

Father Skull: Frightening Gaze. Three skulls fixes its gaze on one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw against this magic or become frightened for 1 minute.

Mother Skull: Paralyzing Gaze. Three skulls fixes its gaze on one creature it can see within 30 feet of it. The target must succeed on a DC 15 Constitution saving throw against this magic or become paralyzed for 1 minute.

Grandmother Skull: Weakening Gaze. Three skulls fixes its gaze on one creature it can see within 30 feet of it. The target must succeed on a DC 15 Constitution saving throw against this magic or have their Strength score reduced by 1d4. The target dies if this reduces its Strength to 0.

THREE SKULLS

A HORRIBLE FAMILY OF THREE DIED A TRAGIC DEATH. The trio of wealthy nobles lived in a wilderness manor and exploited the forest every way they could. Eventually, the woodland creatures rose up and destroyed them.

Return Engagement. However, a diabolical necromancer brought all three nobles back in the same form. These three twisted souls are contained in the bizarre form of Three Skulls. The four-armed horror now haunts their former forest home.

Three Faces. This undead creature carries two extra skulls in its hands. It can swap the skulls and acquire new powers.

Undead Nature. Three Skulls doesn't require air, food, drink, or sleep.



TWIGGY STARDUST

Medium fey, chaotic good

Armor Class 16 (+2 leather armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	13 (+1)	17 (+3)	20 (+5)

Skills Insight +6, Nature +4, Performance +8, Persuasion +8

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 6 (2,300 XP)

Bardic Inspiration (5/day). Twiggy can inspire others through stirring words or music. They can use a bonus action to choose one creature within 60 feet who can hear them. That creature gains one Bardic Inspiration die, a d8. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes.

Countercharm. As an action, they can start a performance that lasts until the end of their next turn. During that time, Twiggy and any friendly creatures within 30 feet of them have advantage on saving throws against being frightened or charmed. A creature must be able to hear Twiggy to gain this benefit.

Cutting Words. When a creature that they can see within 60 feet of them make an attack roll, an ability check, or a damage roll, Twiggy can use their reaction to expend a Bardic Inspiration. Rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll.

Fey Ancestry. They have advantage on saving throws against being charmed, and magic can't put them to sleep.

Spellcasting. Twiggy is an 8th-level bard. Their spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Twiggy can cast the following spells:

Cantrips (at will): *dancing lights, friends, prestidigitation, vicious mockery*

1st level (4 slots): *charm person, cure wounds, disguise self, healing word*

2nd level (3 slots): *calm emotions, enthrall, suggestion*
3rd level (3 slots): *dispel magic, hypnotic pattern, tongues*

4th level (2 slots): *dimension door, hallucinatory terrain*

ACTIONS

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Healing Message (2/day). Twiggy can use a bonus action on their turn to target up to four creatures within 60 feet of them. If the target can hear Twiggy, the target regains 13 (3d8) temporary hit points and is freed from any blindness, or deafness.

TWIGGY STARDUST

TWIGGY WAS SENT TO THE WORLD TO WARN OF A coming disaster. A seer told the eternally curious fey about a curse unleashed upon a faraway land. Twiggy used a Riftgate hidden in an ancient tree to travel to the everyday world.

Fey Homeland. The imaginative creature hails from the mysterious Feyland. They are an extremely talented musician and deeply connected to nature.

Fervent Following. Twiggy has become popular in the many forests of the world. They put on performances to warn about the curse. The fey has gained a legion of fans who would do anything for them.



TWISTED SISTERS

Large plant, neutral evil

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	10 (+0)	13 (+1)	5 (-3)

Skills Perception +3, Stealth +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

False Appearance. If the twisted sisters remains motionless it appears to be a clump of trees.

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

ACTIONS

Multiattack. The twisted sisters makes two melee attacks.

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

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained. The twisted sisters can constrict up to two Medium or smaller targets.

TWISTED SISTERS

NAVIGATING A DENSE FOREST CAN BE CHALLENGING at times. If the twisted sisters is nearby, that could become a life-or-death struggle. These ancient trees might be the last thing a visitor to the forest ever sees.

Grim Grove. This monster resembles a natural grouping of withered, gnarled trees. As long as they remain still, they will surprise any prey.

Tight Squeeze. If any creature gets near them, the trees will slowly encircle it. Then the trees will strike out and constrict the unsuspecting victim with their branches.

Terrible Teamwork. The twisted sisters works with other evil creatures that can communicate with plants. However, the plant doesn't always remain loyal to its new allies.



WITCH OF THE NINE

Medium fey (shapechanger), chaotic evil

Armor Class 13 (16 with barkskin)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

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

Skills Deception +6, Insight +6, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Sylvan, Abyssal

Challenge 8 (3,900 XP)

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

Innate Spellcasting. The witch's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *charm person*, *detect evil and good*, *minor illusion*

3/day each: *entangle*, *fog cloud*, *fly*, *hold person*, *scorching ray*, *sleep*, *thorn whip*

1/day each: *barkskin*, *call lightning*, *dispel magic*, *pass without trace*

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

Shapechanger. The witch can use an action to polymorph into a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment the witch is carrying or wearing is also transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The witch makes two melee attacks.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Breath Attack (Recharge 2–3). The witch exhales fire in a 15 ft. cone, each creature in this area must make a DC 15 Dexterity saving throw. A creature takes 10 (3d6) fire damage on a failed save, and half as much damage on a successful one.

WITCH OF THE NINE

NINE WILD WITCHES APPROACH A FAST-FLOWING river in the forest. The women are clad in black robes and together they are carrying an unconscious victim. The evil women reach the river and hurl the handsome young nobleman into the river.

Spreading Misery. These horrid witches have cursed the land and work to destroy the civilized world. They target the leaders of each territory, especially monarchies.

Shining Fortress. All nine witches live in a mountain castle in the woods. Within the walls of the old fortress the witches hide a powerful cauldron and their sizeable treasure hoard.

Wicked Witches. Many of the kingdoms affected by the witches' terrible acts want them hunted down. There are a number of bounties on the witches and several adventurers have sought out these horrid creatures.





HILLS/LAKES REGION

Themes: Travel, trade, rural settlements, mystery, quests, exploration, mining, fishing, military campaigns, strategic locations, sacred spaces

THE HILLS AND LAKES REGIONS ARE OFTEN some of the most beautiful environments. At the same time, a number of dangerous monsters and humanoids make their homes there. A large number of settlements are built on hills for strategic reasons. The view of the surrounding area helps guard against attacks by monsters or other humanoid forces. Military forces positioned above can make use of the elevated firing position and extra waves of soldiers can be hidden behind the crest of the hill. Many castles, forts, guard towers, keeps, and fortresses use hills for this reason as well.

Having a village or town on a hill also protects the citizens and properties from floods. Hills also have spiritual significance for sites of sacred stones or gatherings of druids and other worshippers.

INHABITANTS

Giants, beasts, fey, dwarves, gnomes, halflings, humans, orcs, goblins, lycanthropes, undead

TERRAIN

Hills, knolls, hillocks, lakes, rivers, streams, ponds, rapids, waterfalls, grasslands

LANDMARKS

Castles, fortresses, keeps, towns, villages, farms, ranches, inns, wilderness manors, bandit forts, watchtowers, cabins, huts, temples, mills, stone circles, burial mounds, tombs, mines, caves, wells

ADVENTURING EQUIPMENT

Backpack, rations, cloak, tinderbox, bedroll, blanket, rope (50 feet), torch, fishing tackle, hunting trap, waterskin, tent, iron pot, bag of caltrops (20), climber's kit, herbalism kit, miner's pick

HILLS/LAKES ENCOUNTERS

d20 Encounter

- | | |
|----|---------------------|
| 1 | roc |
| 2 | chimera |
| 3 | 1d6 harpies |
| 4 | bulette |
| 5 | 1d10 bandits |
| 6 | 1d8 dire wolves |
| 7 | 1d6 orcs |
| 8 | 1d10 goblins |
| 9 | 3 swarms of insects |
| 10 | 1d8 goats |
| 11 | 1d6 scouts |
| 12 | 1d4 wolves |
| 13 | 1d6 blood hawks |
| 14 | giant boar |
| 15 | worg |
| 16 | 1d4 brown bears |
| 17 | wereboar |
| 18 | 3 hill giants |
| 19 | wyvern |
| 20 | ettin |

HILLS/LAKES WEATHER

d6 Weather

- | | |
|---|------------------------|
| 1 | hot and sunny |
| 2 | heavy rain and fog |
| 3 | cool and partly cloudy |
| 4 | light rain and misty |
| 5 | windy and cool |
| 6 | cold and cloudy |
| 7 | wild storm |
| 8 | cold and snowy |

THE HAKKON

NUMEROUS BOULDERS ARE SMASHED TO PIECES AS A gigantic creature smashes through the wilderness. Its five heads look in every direction. Several halfling scouts flee with looks of utter terror on their little faces. Charging over the hills after them is the massive five-headed monster. The Hakkon is the largest creature known to exist in the hills.

Seismic Shift. When the bulky Hakkon is on the move, the ground shakes. Many inhabitants in the

hills believe these monstrosities are responsible for earthquakes. Even the beasts in the area will run for their lives when the titan arrives.

Clash of the Titans. This monster is rumored to be from a faraway land. Oswald Myrr found evidence that numerous titans have arrived from this mysterious realm. The wizard knows that it would be disastrous if more creatures like the Hakkon entered the world.

THE HAKKON

Gargantuan monstrosity (titan), chaotic evil

Armor Class 20 (natural armor)

Hit Points 330 (20d20 + 120)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	22 (+6)	11 (+0)	14 (+2)	7 (-2)

Saving Throws Con +13, Wis +9

Skills Perception +9

Damage Immunities cold, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, paralyzed, poisoned, prone

Senses darkvision 120 ft., passive Perception 19

Languages Terran

Challenge 22 (41,000 XP)

Legendary Resistance (3/Day). If the Hakkon fails a saving throw, it can choose to succeed instead.

Magical Weapons. The Hakkon's weapon attacks are magical.

Multiple Heads. The Hakkon has five heads. While it has more than one head, the Hakkon has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the Hakkon takes 40 or more damage in a single turn, one of its heads dies. At the end of each turn, it regrows one head if any have died since its last turn. The Hakkon regains 20 hit points for each head regrown in the way.

Reactive Heads. For each head the Hakkon has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Siege Monster. The Hakkon does double damage to objects and structures.

Wakeful Monster. While the Hakkon sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The Hakkon makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Earth Shake (Recharge 5–6). The Hakkon can stamp on the earth and cause it to shake. Any creatures within 90 ft. of the monster must make a successful DC 20 Dexterity save or be knocked prone.

LEGENDARY ACTIONS

The Hakkon 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 Hakkon regains spent legendary actions at the start of its turn.

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

Tail Attack (Costs 2 Actions). *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

Swat Away (Costs 3 Actions). The Hakkon makes a tail attack. If the attack hits, the target must succeed on a DC 20 Strength saving throw or be pushed back 15 ft. If the target fails the save by 5 or more, the target falls prone.





JACOB LADDA

JACOB IS A SOFT-SPOKEN MEMBER OF THE WIZARD Council. He is incredibly calm and doesn't speak much. The old wizard is a master of the School of Necromancy.

Undead Army. Jacob has ambitious plans. However, he is extremely patient. The necromancer has been creating an unseen army for over thirty years. It now contains wights, zombies, ogre zombies, skeletons, and numerous other undead abominations. He has also begun to communicate with the Hakkon and hopes it will join his army.

Hilltop Headquarters. Jacob lives in a hilltop wilderness compound. Inside is a beautiful manor, barracks for his undead soldiers, stables, a forge, and an armory. Hidden underground passages lead to tunnels that can access different areas in the hills. The entire place is built to withstand an attack by a large military force.

JACOB LADDA

Medium humanoid (human), neutral evil

Armor Class 13 (16 with mage armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	15 (+2)	26 (+8)	16 (+3)	7 (-2)

Saving Throws Con +6, Wis +7, Int +12

Skills Arcana +12, History +12, Perception +7, Stealth +7

Senses passive Perception 17

Languages Common, Dwarvish, Giant, Gnomish, Orcish, Terran

Challenge 9 (5,000 XP)

Grim Harvest. Once per turn when Jacob kills one or more creatures with a spell of 1st level or higher, he regains hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. He doesn't gain this benefit for killing constructs or undead.

Inured to Undeath. He has resistance to necrotic damage, and his hit point maximum can't be reduced.

Spellcasting. Jacob is a 13th-level wizard. His spellcasting ability is Intelligence (spell save DC 20, +12 to

hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, fire bolt, poison spray, shocking grasp*

1st level (4 slots): *false life, mage armor, magic missile, ray of sickness*

2nd level (3 slots): *blindness/deafness, darkvision, ray of enfeeblement*

3rd level (3 slots): *animate dead, fireball, vampiric touch*

4th level (3 slots): *blight, dimension door, greater invisibility*

5th level (2 slots): *animate objects, wall of stone*

6th level (1 slot): *eyebite*

7th level (1 slot): *finger of death*

Undead Thralls. When he casts *animate dead*, he can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate. Whenever he creates an undead using a necromancy spell, it has additional benefits:

The creature's hit point maximum is increased by 13 hit points.

The creature adds +4 to its weapon damage rolls.

ACTIONS

+2 Dagger. Melee Attack: +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 17 (5d6) poison damage.

THE BEASTMASTER

THE BEASTMASTER IS A HUMAN WHO HAS THE ability to change into a large bear. A cousin of the werebears, he gets along with most non-evil lycanthropes. The tall, muscled man protects the hill region from evil creatures. He especially dislikes goblins, orcs, and worgs.

Wild Man. The Beastmaster usually appears as a strongly built man with a black beard and long black hair. He resides in a large home in the hills.

Wilderness Home. Many animals live at the Beastmaster's wooden lodge. Dogs, goats, sheep, and other beasts live with the solitary human. However, they are no ordinary beasts. Their time with the extraordinary shapechanger has raised their awareness and intellectual capacity.

Friends in Need. A few adventurers have sought refuge at the Beastmaster's lodge. These heroes reported that the shapechanger was a kind but aloof host.



THE BEASTMASTER

Medium humanoid (human, shapechanger), chaotic neutral

Armor Class 14 (hide) in humanoid form, 15 (natural armor) in bear form
Hit Points 133 (14d8 + 70)
Speed 30 ft., (40 ft., climb 40 ft. in bear form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	12 (+1)	19 (+4)	9 (-1)

Skills Athletics +8, Animal Handling +7, Perception +7, Survival +7

Senses passive Perception 17

Languages Common, Primordial (can't speak in bear form)

Challenge 7 (2,900 XP)

Animal Awareness. Any beasts that spend at least a week in his company have their Intelligence and Wisdom scores raised to a minimum of 10.

Brave. The Beastmaster has advantage on saving throws against being frightened.

Keen Hearing, Sight, and Smell. The Beastmaster has advantage on Wisdom (Perception) checks that rely on hearing, sight, and smell.

Reckless. At the start of his turn, the Beastmaster can gain advantage on all melee weapon attack rolls, during that turn, but attack rolls against him have advantage until the start of his next turn.

Shapechange. The Beastmaster can use his action to polymorph into a Large bear, or back to his true form, which is humanoid. His statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Speak with Beasts. The Beastmaster can communicate with beasts as if they shared a language.

ACTIONS

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

Bite (Bear Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw (Bear Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

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

Summon Bears (1/day). The Beastmaster can summon 1d4 brown bears. They arrive in 1d4 turns and obey the Beastmaster's commands.

DEMON GOAT

GOATS ARE ONE OF THE OLDEST DOMESTICATED ANIMALS in the world. Their milk, skin, meat, and fur have been used for many years to support humanoid communities. This goat is an exception, a horrifying fiend that prowls the hills.

Horned Horror. Like other goats, these monsters will eat absolutely anything and everything. Searching through the contents of their stomachs one can discover coins or even magic items.

Night Terror. The demon goat is most active at night. Hiding in the inky blackness it can surprise most prey because of its ability to see in the dark.

Alchemical Aids. Some witches, hags, cultists, and alchemists use the parts of a demon goat to create bizarre potions. Its milk is said to enable the drinker to speak Abyssal for a day. At times, evildoers will hire an unsuspecting party to kill a demon goat in order to use the fiend as an alchemical resource.

WILD ITEMS: TRAVIS' TREEHOUSE

Wondrous item, rare (requires attunement)

A miniature treehouse on a tiny tree. You can use an action to speak a command word and a full-size wooden treehouse appears 20 ft. up the nearest tree. It is the size of a four-person tent and has a rope ladder. The command word can then be uttered to return the treehouse to its normal size if it's empty. The treehouse has an AC of 15 and 40 hit points.

DEMON GOAT

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	17 (+3)	11 (+0)	12 (+1)	3 (-4)

Skills Perception +3

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 90 ft., passive Perception 13

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.

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

ACTIONS

Multiattack. The demon makes two attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage.



GRABBIT

Large fey, neutral evil

Armor Class 14

Hit Points 66 (7d10 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	18 (+4)	11 (+0)	15 (+2)	6 (-2)

Skills Perception +3

Senses darkvision 90 ft., passive Perception 13

Languages Sylvan

Challenge 4 (1,100 XP)

Innate Spellcasting. The grabbit's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *knock*

3/day each: *invisibility*

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

Standing Leap. The grabbit'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 grabbit makes two attacks: only one of which can be a bite attack.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage and the target grappled (escape DC 14).

OSWALD'S NOTES: FEY FRIENDS

I've decided to travel to the continent of Naern and live closer to Nox. Her Seelie Court can help me with my experiments and I can get far away from any meddling humans.

GRABBIT

SEVERAL PEOPLE HAVE GONE MISSING FROM AN ISOLATED village in the hills. The only clues are large rabbit-like footprints in the mud. An elder says she believes a grabbit is at work. The giant purple fey are a sight to behold, however many folks don't believe the stories about them.

Kidnapping Rabbits. These foul fey are infamous for kidnapping people from rural areas. They are often hired by witches, hags, necromancers, and other evildoers.

Disappearing Act. The grabbit is able to get around by using its ability to turn invisible. Many villagers question their vision when they see the giant purple rabbit suddenly appear in front of them.

Feared Fey. Other fey aren't fond of these cowardly scoundrels. The Seelie Court sends out fey rangers to hunt them down when they're spotted. At times, the trackers will follow grabbits into the ordinary world.



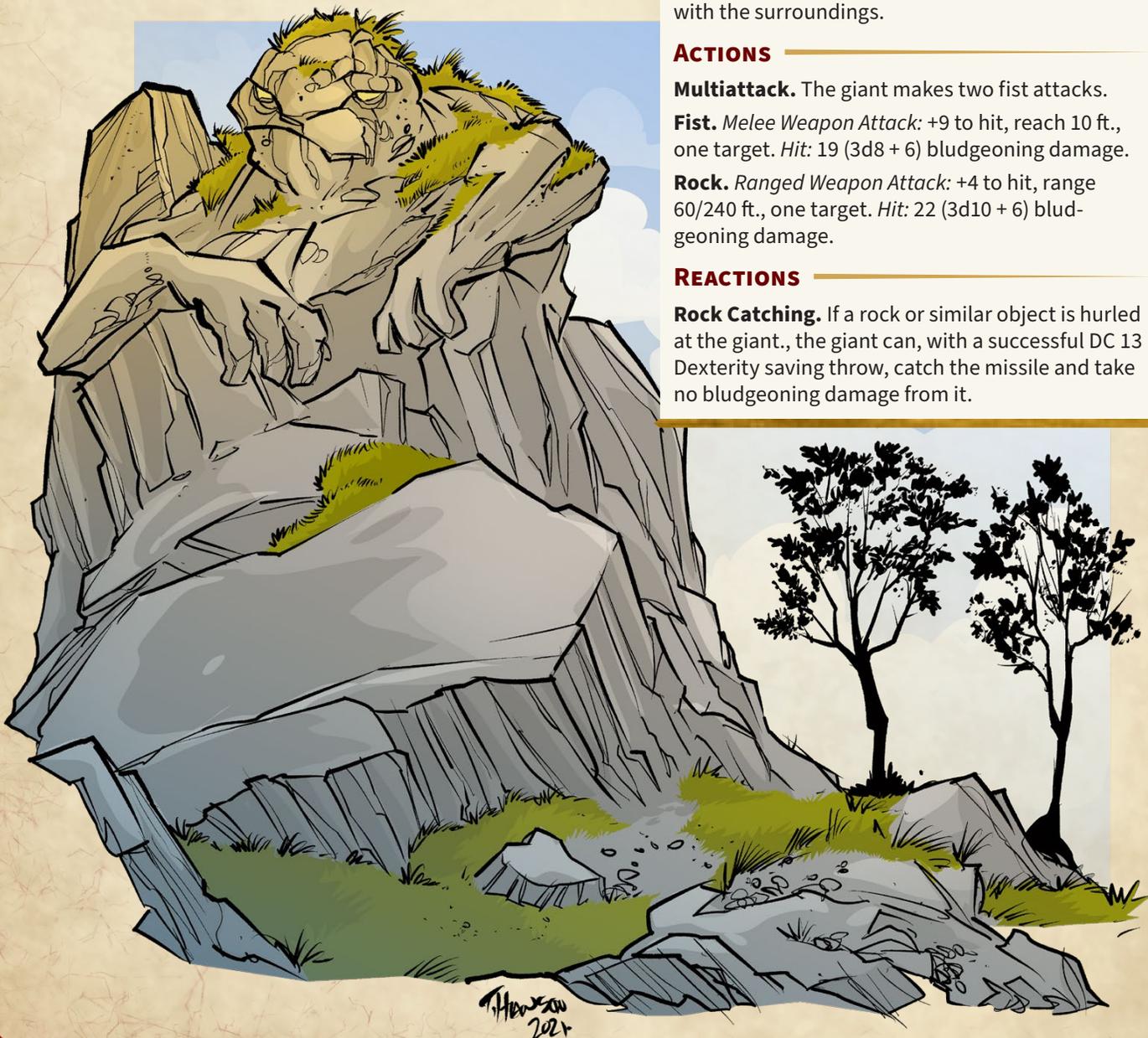
GRIM GIANT

A STORM CRACKLES OVER LARGE, ROLLING HILLS. Thunder booms and lightning paints the sky. Suddenly, one of the hills begins to move. A creature had been lying down on the crest and it slowly stands up. The grim giant uses the terrain of this region to hide its bulk.

Mister Crouch. These giants can crouch down on the top of hills for hours and hours. They are smarter than most their kind and are very aware of their surroundings.

Surprise Party. Grim giants will often ambush caravans of wagons or attack villages at night. They are more aggressive than most of their giant cousins.

Hungry Hunters. Able to hunt large prey, these giants are a threat to the entire region. However, if they can't find bigger prey, they will eat cattle, horses, and other beasts.



GRIM GIANT

Huge giant, neutral evil

Armor Class 14 (hide armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	10 (+0)	14 (+2)	8 (-1)

Skills Athletics +9, Perception +5, Stealth +4

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant

Challenge 7 (2,900 XP)

Hill Camouflage. The giant has advantage on Stealth (Dexterity) checks to hide at the top of hills, or similar terrain. It crouches down and blends in with the surroundings.

ACTIONS

Multiattack. The giant makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +4 to hit, range 60/240 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 13 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

HILL HOUND

Large undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 35 ft.

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

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

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

Turn Resistance. The hill hound has advantage on saving throws against any effect that turns undead.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) necrotic damage.

Howl of the Hills (Recharge 2–3). Each creature within 60 ft. of the hound and is able to hear it must succeed on a DC 13 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 hound's Fearful Presence for the next 24 hours.

HILL HOUND

YEARS AGO, AN EVIL NOBLE SOLD HIS SOUL TO A devil. During his life he did monstrous things, including killing his wife. The night he died; a large black dog appeared outside his tomb. This is the hill hound, created by a devil from the twisted soul of the evil man. Distant howls and strange sightings haunt the area near the man's country estate.

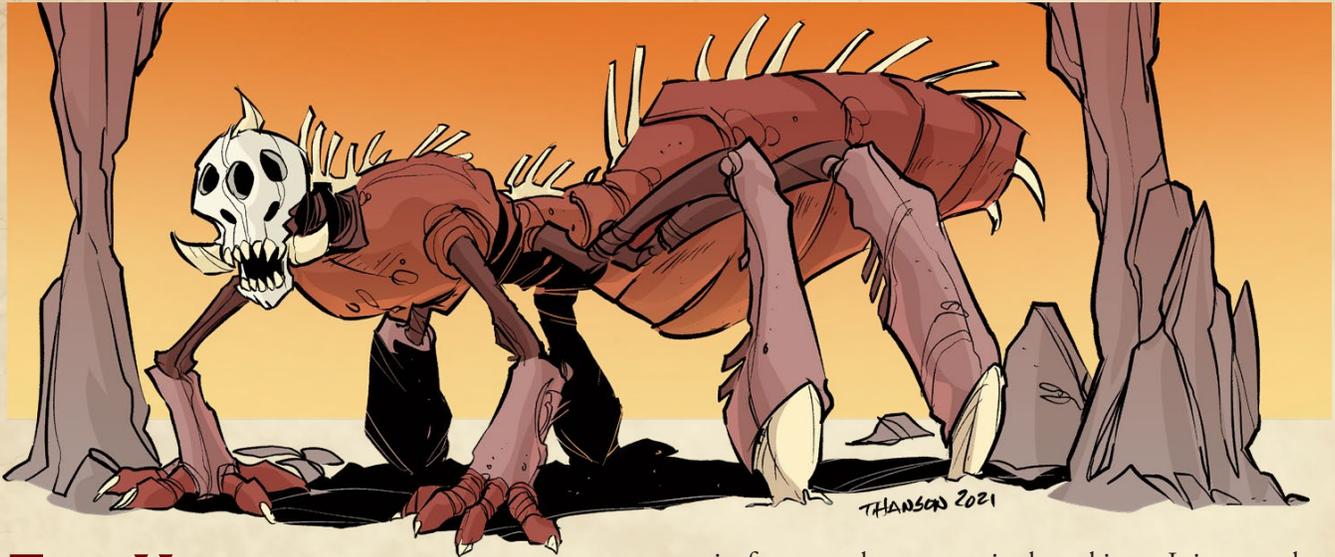
Devilish Deeds. When the noble had gained assistance from the fiend, his soul was the eternal payment. Now in its undead form, the hound carries out the wishes of the nefarious devil.

Family Curse. What the noble didn't know was the deal included all of his family. He didn't read the fine print in the contract. Now all his family and future generations come back from the dead as hill hounds.

Moor Problems. These hounds are active on a particularly gloomy moor with imposing hills. Gray clouds seem to hang permanently over the place. The barren land is also dotted with patches of dangerous quicksand.

Undead Nature. A hill hound doesn't require air, food, drink, or sleep.





THE HUNTER

THE HUNTER ARRIVED IN THIS WORLD FROM A FAR-
away land. It crossed through a Riftgate into the hills.
A highly intelligent, resourceful monster; it has quick-
ly left a trail of destruction in its wake. It is eager to
find any way back home.

Six-Legged Freak. It has six legs and can stand up
on its back two legs. The Hunter is also able to use

its front two legs to manipulate objects. It is natural-
ly a subterranean creature and lives in an extensive
underground lair. At times it will keep victims tied up
in the massive cavern. An intricate system of tunnels
enables it to travel around the region.

Unwanted Disruptions. The Hunter is able to
harness psionic power to disrupt ranged weapons and
spells. Archers and spellcasters are very surprised when
encountering this monster.

THE HUNTER

Large aberration, chaotic evil

Armor Class 19 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	19 (+4)	18 (+4)	19 (+4)	6 (-2)

Skills Acrobatics +10, Athletics +10, Perception +9,
Stealth +10, Survival +9

Damage Resistances bludgeoning, piercing, and
slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhausted,
frightened, poisoned

Senses darkvision 90 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 13 (10,000 XP)

Fear the Reaper. Any beasts stay at least a mile away
from the Hunter. The instinctively fear the aberration,
sensing its dark power.

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

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

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

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

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

ACTIONS

Multiattack. The Hunter makes one bite attack and
two claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft.,
one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft.,
one target. *Hit:* 14 (2d8 + 5) slashing damage.

Telekinetic Control. The Hunter can target up to
three creatures within 90 feet and cause their ranged
weapons to malfunction and disrupt spellcasting.
Creatures targeted must make successful DC 18
Wisdom saves or have their ranged weapons, or
spells of 4th level or lower fail. Creatures can repeat
the saving throw again at the end of each of the
Hunter's turns.

REACTIONS

Bloody Rampage. When the Hunter takes damage,
it makes one attack with its unarmed attack against a
random creature within its reach.

JACKOLOPS

Small aberration, chaotic evil

Armor Class 14

Hit Points 40 (9d6 + 9)

Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	12 (+1)	7 (-2)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +4

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Jackolops, telepathy 120 ft.

Challenge 3 (700 XP)

Charge. If the jackolops moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Mimicry. The jackolops can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Nimble Escape. The jackolops can take the Disengage or Hide action as a bonus action on each of its turns.

Pack Tactics. The jackolops has advantage on a melee attack roll against a creature if at least one of the jackolops' allies is within 5 feet of the creature and the ally isn't incapacitated.

Standing Leap. The jackolops' long jump is up to 15 feet and its high jump is up to 10 feet, with or without a running start.

Telepathic Ray. The jackolops uses a green telepathic ray from its eye to communicate with other jackolopses.

ACTIONS

Multiattack. The jackolops makes two attacks: one bite attack and one ram attack.

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

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

Eye Ray. The jackolops can target one creature with a red ray from its eye within 60 feet of it. The targeted creature must make a DC 14 Constitution saving throw or take 10 (3d6) force damage.

JACKOLOPS

A PARTY OF ADVENTURERS FLEES FOR THEIR LIVES, screaming as they run over the crest of a hill. Pursuing them are a pack of bizarre monsters blasting them with red rays from their eyes. Rampaging jackolopses have scared the living daylights out of the heroes.

Rampant Rabbit. The chaotic, killer rabbits can cause pandemonium when they arrive on the scene. Working with others of their kind, they are formidable opponents. Some evildoers have begun to use packs of jackolopses to protect their territories.

One-Eyed Menace. Jackolops can take over large parts of the hills. They are a threat to hunters and farmers alike. Their homes are large hidden burrows, although their sentries can giveaway the location.

Odd Origin. Some folks believe these monsters were banished from Feyland. Others believe they hail from another plane of existence. There are also rumors that jackolops were created by Oswald Myrr to guard his many properties.



KELPIE

ONE OF THE MOST UNUSUAL CREATURES TO ENCOUNTER in a lake or river is the kelpie. This dark horse appears harmless at first glance. However, the nasty fey will attempt to drown anyone who gets close. Its true form is a fey humanoid that appears quite human.

Soaked to the Bone. When in horse form it always appears wet. In addition, the humanoid form of the kelpie has smooth, wet, and cold skin. These are clues that point to the creature's true nature.

Bridled Rage. Some humanoids will attempt to ride these fey. This is a challenging task and can result in the rider being drowned. If a kelpie is successfully tamed, it only lasts for a brief period of time.

Water Horses. Horses born from the mating of kelpies and horses can breathe underwater.



KELPIE

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	13 (+1)	16 (+3)	12 (+1)

Skills Perception +5

Damage Resistances cold, poison

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 2 (450 XP)

Amphibious. The kelpie can breathe air or water.

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

Mounting Challenges. The kelpie can be tamed briefly. A humanoid must make a successful DC 15 Animal Handling check. If successful, the humanoid can command the kelpie for 1 minute. However, the fey will not take any action that would harm itself.

Shapechange. The kelpie can use a bonus action to polymorph into a Large riding horse or back into its true humanoid form. Its statistics, other than its size, are the same in either form. Any equipment it is wearing or carrying isn't transformed. It reverts back to its humanoid form if it dies.

Slippery. The kelpie has advantage on ability checks and saving throws made to escape a grapple.

ACTIONS

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

Hooves (Horse Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Drown. The kelpie can choose to grapple (escape DC 13) a target they hit with a bite attack and drag it underwater.



KNUCKER

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 30 ft., fly 80 ft., swim 40 ft.

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

Saving Throws Con +7, Wis +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 9 (5,000 XP)

Amphibious. The knucker can breathe air and water.

ACTIONS

Multiattack. The knucker makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Fog Breath (Recharge 5–6). The knucker exhales poisonous fog in a 60-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one. The area is also heavily obscured for 1 minute; however, the knucker can still see clearly.

KNUCKER

A STRANGE WATER DRAGON LIVES NEAR LAKES AND rivers. The monster is known as a knucker and its home is called a knuckerhole. These round holes are filled with water, and nobody has ever discovered how deep they are.

Perpetual Pandemonium. The water dragons eat livestock, beasts, and humanoids. They don't usually live too far from humanoid settlements so they can have access to a constant supply of food.

Foggy Ideas. Knuckers are able to breathe out a large cloud of fog. This makes it very difficult to see anything and the monster can make its escape if necessary.

Unwanted Attention. Most of these dragons found near rural communities get a lot of attention. Townsfolk will organize and send out armed militia to deal with the threat. They often attempt to destroy the monster's knuckerhole.

ODD SOD

HIDDEN ON HILLS OR IN OPEN FIELDS ARE A STRANGE type of fey. Odd sods resemble a clump of grass and dirt with two legs. They will often be found in large numbers, burying their feet in the ground and appearing to be ordinary wild grass.

Natural Wisdom. Odd sods aren't very bright, but they are wiser than you'd imagine. They are rather perceptive and use their instincts to survive.

Strange Sounds. This creature makes sounds like frogs, crickets, and other small beasts. If those creatures wander too close, they become a tasty meal.

Hidden from View. Odd sods will also feed on beasts from the surrounding area. They will eat cattle, rabbits, badgers, and rodents. Some farming communities have been decimated by these monsters. The cause of such attacks can go undiscovered for months, or even years.

WILD ITEMS: BRIDGE DECK

Wondrous item, very rare (requires attunement)

It appears to be an ordinary set of playing cards. If four face cards are placed on one side of a river, a magical bridge appears for 10 minutes. It is 10 ft. wide and reaches the other side. The bridge cannot be damaged.

ODD SOD

Small plant, neutral evil

Armor Class 14 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft., burrow 20 ft.

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

Skills Perception +4

Senses tremorsense 30 ft., passive Perception 14

Languages —

Challenge ¼ (50 XP)

Hills and Grasslands Camouflage. The odd sod has advantage on Dexterity (Stealth) checks made to hide in hills or grassland.

Lose Your Way. If a creature steps on an odd sod they must make a successful DC 12 Wisdom saving throw or begin to lose their way. The creature wanders aimlessly in the wrong direction for 1d4 hours.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.



SINKER

AS THE SUN SHINES DOWN, A GROUP OF TRAVELERS rests on the shore of a peaceful lake. Suddenly a piercing scream fills the air. One of their companions disappears under the water, struggling for their life. A sinker has grabbed another innocent victim.

Bottom Feeder. These disgusting fey live on the bottom of lakes and constantly hunt for new sources of food. They walk around, watching creatures swimming above them. Then they'll reach up with their long arms and grab their prey.

Surprise Attack. Hiding in the lake, sinkers are able to surprise the majority of their victims. They will often blend in with underwater plants such as reeds and other grasses.

Out of Sight. Sinkers make their lairs in many different places. Some sinkers live in sunken boats, others live in caves dug into the side of riverbanks.

SINKER

Large fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	13 (+1)	15 (+2)	9 (-1)

Skills Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan

Challenge 4 (1,100 XP)

Lake Camouflage. The sinker has advantage on Dexterity (Stealth) checks made to hide on the bottom of lakes and rivers.

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

Water Breathing. The sinker can breathe only underwater.

ACTIONS

Multiattack. The sinker makes one bite attack and one unarmed attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Unarmed Attack. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (DC 13) and pulled 5 feet toward the sinker. Until this grapple ends, the target is restrained, the sinker tries to drown it, and the sinker can only grapple one more target.



SWARM OF ZOMBIES

HIDING IN A SMALL, ABANDONED VILLAGE SEEMED like a good idea. However, something is obviously wrong. Strange groaning sounds can be heard throughout the rural settlement. Then the adventuring party begins to see humanoid shapes moving in the moonlight. A swarm of zombies has attacked the village.

Wave after Wave. The walking dead will raid wilderness settlements, causing absolute chaos. At times, several swarms of zombies will work together.



Resourceful Raiders. Zombies can attack by slamming body parts into their opponents. However, the undead monsters will also pick up objects to use as improvised weapons. Some will even use limbs from other zombies or other humanoids.

Mission Control. Most swarms are mindless and just wander aimlessly. There are also swarms under the control of necromancers or other foul beings.

Undead Nature. A swarm of zombies doesn't require air, food, drink, or sleep.

SWARM OF ZOMBIES

Huge swarm of medium zombies (undead), neutral evil

Armor Class 9

Hit Points 38 (4d12 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	17 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages the languages it knew in life

Challenge 2 (450 XP)

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

Swarm. The zombie swarm can occupy another creature's space and vice versa, and it can move through any opening large enough for a Medium zombie. The zombie swarm can't regain hit points or gain temporary hit points.

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

ACTIONS

Multiattack. The swarm of zombies makes four melee attacks.

Improvised Weapon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

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

TROW

Small fey, chaotic evil

Armor Class 14

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	18(+4)	11(+0)	12(+1)	14(+2)	12(+1)

Skills Deception +3, Perception +4, Sleight of Hand +6, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 1 (200 XP)

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

Innate Spellcasting. The trow's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *darkness*, *silent image*

Nimble Escape. The trow can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 piercing damage and 3 (1d6) poison damage.

Slings. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

TROW

THIS TRICKSTER FEY LIVES IN REMOTE PARTS OF THE hills. They are small fey and have been mistaken for brownies or gnomes before.

Nocturnal Nightmares. Trow are nocturnal and aren't usually seen during the day. They are also quite introverted and don't like to socialize. However, many are able to infiltrate humanoid communities and spread fake news. The tricksters have even spread false rumors that it is dangerous to see trow or even to speak about them.

Music Lovers. All trow enjoy music, especially performances with string music. Now and then, they will kidnap talented bards and keep them for personal entertainment. Some of these musicians are never seen again. Other bards return to their communities, unable to remember what happened to them.

Mound on the Moors. Most trow make their homes in earthen mounds in the hills. Other creatures that live nearby, such as badgers and foxes, can't stand the little troublemakers. They detest the noises and odors that come from the trow lairs.



WAR BOAR

A POSSE OF SMALL HUMANOID RIDERS riding sturdy war boars over a nearby hill. They chase a group of frightened goblins. Halfling cowboys often ride these war boars as mounts.

Tough-Skinned. These beasts are tough and can be ridden over long distances. They are also surprisingly quick on their feet. Their halfling riders choose the toughest, strongest boars they can find. To give them more protection, their riders fit them with studded leather armor.

Rough Riders. A number of farms and ranches have war boar patrols and others end up in elite cavalry units. They were originally wild beasts and some don't enjoy the civilized life. There are stories of war boars going wild and rampaging through farms and ranches.

Favored Food. War boars usually feed on nuts, berries, seeds, roots, bark, leaves, earthworms, frogs, rodents, lizards, and snakes. However, they will take on larger prey.

OSWALD'S NOTES: NEW ARRIVALS

Stranger things have entered through the Riftgates into our world. I'm not sure I can put this genie back in the bottle.

WAR BOAR

Medium beast, unaligned

Armor Class 14 (studded leather)

Hit Points 27 (5d8 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge ½ (100 XP)

Charge. If the war 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.

Relentless (Recharges after a Short Rest). If the war boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.





MOUNTAIN REGION

Themes: Exploration, travel, hidden spaces, sanctuary, mining, quests, military campaigns, solitude, enlightenment, divine inspiration, stillness

THE MOUNTAINS LOOK DOWN UPON EVERYTHING else in the kingdom. Spiralling peaks dwarf the land below them. Glaciers rest above beautiful meadows filled with wildflowers.

Challenging trails lead through dark mountain passes. Some mountains are extremely steep and difficult to traverse, others are ideal for climbing. Flimsy rope bridges might be the only option available. Humanoids will usually have to use pack animals to carry heavy loads in this region. It is cold up in the mountains and many different kinds of beasts live in these areas. Volcanic mountains are rather unique and can be dangerous. Eruptions and lava flows provide profound challenges for adventurers.

Some of the other obstacles in this region include avalanches, rockslides, strong winds, and mudslides. Few humanoids live in the mountains as the climate and soil are not ideal. However, there are usually a number of mines for valuable mineral deposits found here.

INHABITANTS

Giants, dragons, beasts, monstrosities, elementals, dwarves, humans, orcs, goblins

TERRAIN

Extensive mountain ranges, volcanos, cliffs, canyons, crevasses, mountain passes, meadows, caves, rivers, lakes, waterfalls

LANDMARKS

Villages, border posts, castles, keeps, bandit forts, guard towers, mines, wizard towers, caves, dragon lairs, huts, cabins, lost cities, tombs

ADVENTURING EQUIPMENT

Backpack, tinderbox, bedroll, torch, climber's kit, traveling cloak, blanket, fishing tackle, rations, waterskin, iron pot, tent, rope (50 feet), herbalism kit, miner's pick, hunting trap

MOUNTAIN ENCOUNTERS

d20 Encounter

- | | |
|----|----------------------|
| 1 | adult red dragon |
| 2 | roc |
| 3 | 1d14 stone giants |
| 4 | 3 earth elementals |
| 5 | 1d4 chimeras |
| 6 | hill giant |
| 7 | pegasus |
| 8 | 2d10 stirges |
| 9 | 1d4 trolls |
| 10 | 1d6 giant goats |
| 11 | 1d4 scouts (dwarves) |
| 12 | 1d8 orcs |
| 13 | 1d6 giant eagles |
| 14 | 1d10 goblins |
| 15 | 1d6 griffons |
| 16 | ogre |
| 17 | druid |
| 18 | 3 ettins |
| 19 | 1d4 wyverns |
| 20 | 2 cloud giants |

MOUNTAIN WEATHER

d8 Weather

- | | |
|---|----------------|
| 1 | sunny and hot |
| 2 | wild storm |
| 3 | light snow |
| 4 | cold and windy |
| 5 | extremely cold |
| 6 | heavy rain |
| 7 | partly cloudy |
| 8 | heavy snow |

VOLCAN

Fire and smoke pour from a mountaintop. Villagers flee as they fear the gigantic volcano. However, this time it is even worse than an eruption. A titan known as Volcan has awoken.

Formidable Foe. This monstrosity is a walking volcano and destruction is the only thing it knows. The titan hurls fireballs, smashes with fiery fists, and breathes out poisonous gases.

Reign of Fire. The only being that seems to calm the inferno is the dwarf Aimar (page 132). If it wasn't for the wizened wizard, this monster might just destroy the world. It is an almost unstoppable force once it arrives on the scene.

Lava Homeland. Volcan enjoys its home in the volcanic region of the world. It bathes in lava and rests on the sides of mountains. Fire elementals, salamanders, and mephits are often found nearby.

VOLCAN

Gargantuan monstrosity (titan), chaotic evil

Armor Class 21 (natural armor)

Hit Points 313 (19d20 + 114)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+3)	22 (+6)	7 (-2)	16 (+3)	5 (-3)

Saving Throws Con +13, Wis +10

Skills Perception +10

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

Condition Immunities blinded, charmed, deafened, exhausted, poisoned, prone

Senses darkvision 120 ft., passive Perception 20

Languages Ignan

Challenge 24 (62,000 XP)

Frightful Presence. Each creature of Volcan's choice that is within 120 feet of Volcan and aware of it must succeed on a DC 16 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 unsuccessful or the effect ends for it, the creature is immune to Volcan's Frightful Presence for the next 24 hours.

Heated Body. A creature that touches Volcan or hits it with a melee attack while within 10 feet of it takes 7 (2d6) fire damage.

Legendary Resistance (3/Day). If Volcan fails a saving throw, it can choose to succeed instead.

Siege Monster. Volcan deals double damage to objects and structures.

ACTIONS

Multiattack. Volcan makes two fist attacks and two fireball attacks.

Fiery Fist. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage plus 9 (2d8) fire damage.

Fiery Blast. *Ranged Weapon Attack:* +15 to hit, range 150/400 ft., one target. *Hit:* 21 (3d8 + 8) fire damage.

LEGENDARY ACTIONS

Volcan 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. Volcan regains spent legendary actions at the start of its turn.

Detect. Volcan makes a Wisdom (Perception) check.

Toxic Breath Attack (Costs 2 Actions). Volcan breathes out noxious gas in a 90-ft. cone. All creatures in the area must make a successful DC 20 Constitution saving throw or take 27 (6d8) poison damage, half damage on a success.

Fiery Blast Attack (Costs 3 Actions). Volcan makes a fiery blast attack.







AIMAR THE SEER

Living in a cabin high up the mountains is a wise old dwarf wizard. Aimar the Seer watches the world from above. The ancient dwarf is a master of the School of Divination.

View from the Top. His great view matches his extraordinary vision. He seems able to know of events happening all around the world. Aimar travels regularly from his small cottage in Zogg to his mountain-top home on Ma Zaan by using a Riftgate.

Ancient Knowledge. Sage and kind, this dwarf is often sought after for advice. Good-aligned beings will even travel from other continents to visit the seer. The mountain Aimar lives on is extremely difficult to traverse. A long winding path is the only route to the top and numerous monsters inhabit the area.

AIMAR THE SEER

Medium humanoid (dwarf), lawful good

Armor Class 11 (14 with mage armor)

Hit Points 82 (11d8 + 33)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	17 (+3)	30 (+10)	16 (+3)	18 (+4)

Saving Throws Con +8, Wis +8, Int +15

Skills Arcana +15, History +15, Insight +8, Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages Common, Dwarvish, Giant, Ignan, Terran

Challenge 10 (5,900 XP)

Dwarven Resilience. Aimar has advantage on saves against poison and resistance against poison damage.

Expert Divination. When he casts a divination spell of 2nd level or higher using a spell slot, he regains one expended spell slot. The slot he regains must be of a level lower than the spell he cast and can't be higher than 5th level.

Greater Portent. After he finishes a long rest, he can roll three d20s and record the rolls. He can replace any attack roll, saving throw, or ability check made by him (or a creature he can see) with any of these rolls. Each foretelling roll can be used only once and any unused rolls are lost when he finishes a long rest.

Spellcasting. Aimar is a 14th-level wizard. His spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *light, mage hand, message, prestidigitation, ray of frost*

1st level (4 slots): *feather fall, fog cloud, mage armor, magic missile*

2nd level (3 slots): *gust of wind, invisibility, misty step*

3rd level (3 slots): *lightning bolt, meld into stone.*

sleet storm

4th level (3 slots): *banishment, ice storm, stone shape*

5th level (3 slots): *cone of cold, legend lore, scrying*

6th level (1 slot): *true seeing*

7th level (1 slot): *project image*

The Third Eye. He can use an action to choose one of the following benefits, which lasts until he is incapacitated or he takes a short or long rest. He can't use this feature again until he finishes a rest.

Ethereal Sight. He can see into the Ethereal Plane within 60 feet of him.

Greater Comprehension. He can read any language.

See Invisibility. He can see invisible creatures and objects within 10 feet of him that are within line of sight.

ACTIONS

+2 Warhammer. Melee Attack: +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

BICLOPS

Huge giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	22 (+6)	10 (+0)	8 (-1)	13 (+1)

Skills Athletics +11, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Giant

Challenge 10 (5,900 XP)

Siege Monster. The biclops deals double damage to objects and structures.

Two Heads. The biclops has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the biclops' heads is asleep, its other head is awake.

ACTIONS

Multiattack. The biclops makes two melee attacks.

Metal Club. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Chaotic Gaze. The biclops can use a bonus action on its turn to target one creature within 30 feet of it. If the target can see the biclops, the target must succeed on a DC 16 Wisdom saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the biclops' next turn. If the target makes a successful saving throw, they are immune to the biclops' chaotic gaze.

BICLOPS

Some folks wonder what's worse than a cyclops. The gregarious two-headed biclops is the answer. The strange giants are extremely rare and lair in mountain ranges near humanoid settlements. Some scholars believe these giants are a result of cyclopes breeding with ettins.

Double Vision. Biclopes are much more capable than their one-eyed cousins. They are brighter and usually find a large, well-protected cave to live in. Wanting to gather as many minions as possible, these creatures seek areas filled with other monsters and humanoids.

Social Network. Unlike some giants, biclops are rather social and enjoy the company of other creatures. They often have hill giants, ogres, and orcs in their large social circle. The two-headed giants have great senses of humor and are popular with most giants.

Cozy Caverns. Biclopes' caves are lined with large furs to keep the giants warm. Large sacks filled with food and treasures are usually hidden nearby.





CLIFFHANGER

A grappling hook attaches onto the stone ledge above. Several dwarf scouts continue their ascent up a rock face. All of a sudden, a bizarre, winged creature crawled out of a cave and heads towards them. The surprising cliffhanger can ruin someone's day.

Mountain Menace. Clinging to the sheer face of mountains, cliffhangers look for any prey they can find. These fey feed on birds, rodents, goats, and other creatures.

Rock Climber. Adept at moving around exceptionally steep terrain, cliffhangers can live anywhere in the mountains. Some expert climbers have even begun to study their techniques. Of course, the climbers will be in trouble if they get too close.

New Land. Cliffhangers are originally from Feyland. Over time they have adapted to their new home. They speak Terran now and have forgotten how to speak Sylvan.

CLIFFHANGER

Large fey, chaotic evil

Armor Class 16 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 40 ft., climb 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	20 (+5)	12 (+1)	12 (+1)	4 (-3)

Skills Acrobatics +6, Perception +4, Stealth +6

Damage Resistances cold

Senses darkvision 120 ft., passive Perception 14

Languages Terran

Challenge 5 (1,800 XP)

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

Stone Camouflage. The cliffhanger has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The cliffhanger 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 10 ft. one target. *Hit:* 10 (1d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft. one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.

Wind Breath. The cliffhanger exhales a blast of wind in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 7 (2d6) force damage on a failure, half damage on a success. If the target fails their saving throw, they are also thrown off the cliff and take falling damage.

DEADLY PATH

Finding a way through the mountains can be challenging. This undead monster makes the journey even more difficult. It lies in wait for prey, indistinguishable from an ordinary mountain path.

Terrible Trap. Mountain passes and picturesque trails through meadows are just some of their favorite haunts. However, deadly paths are most active on cloudy days or at night.

Perilous Path. This monster surprises its victims and wraps itself around their bodies. Then the undead horror will squeeze its prey to death. Afterwards it will drag the victim into a cave and devour it.

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

DEADLY PATH

Large undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 47 (5d10 + 20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	9 (-1)	11 (+0)	5 (-3)

Skills Perception +2, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

False Appearance. While the deadly path remains motionless, it is indistinguishable from a mountain path.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the creature is restrained. The deadly path can grapple two Medium or smaller targets at the same time.



FIRE DANCER

As a youthful cleric makes dinner at a campsite, his companions flatten their bedrolls. Without warning, the holy man calls out and his allies rush to his defence. They all stare in shock as they see a small humanoid dancing in the campfire.

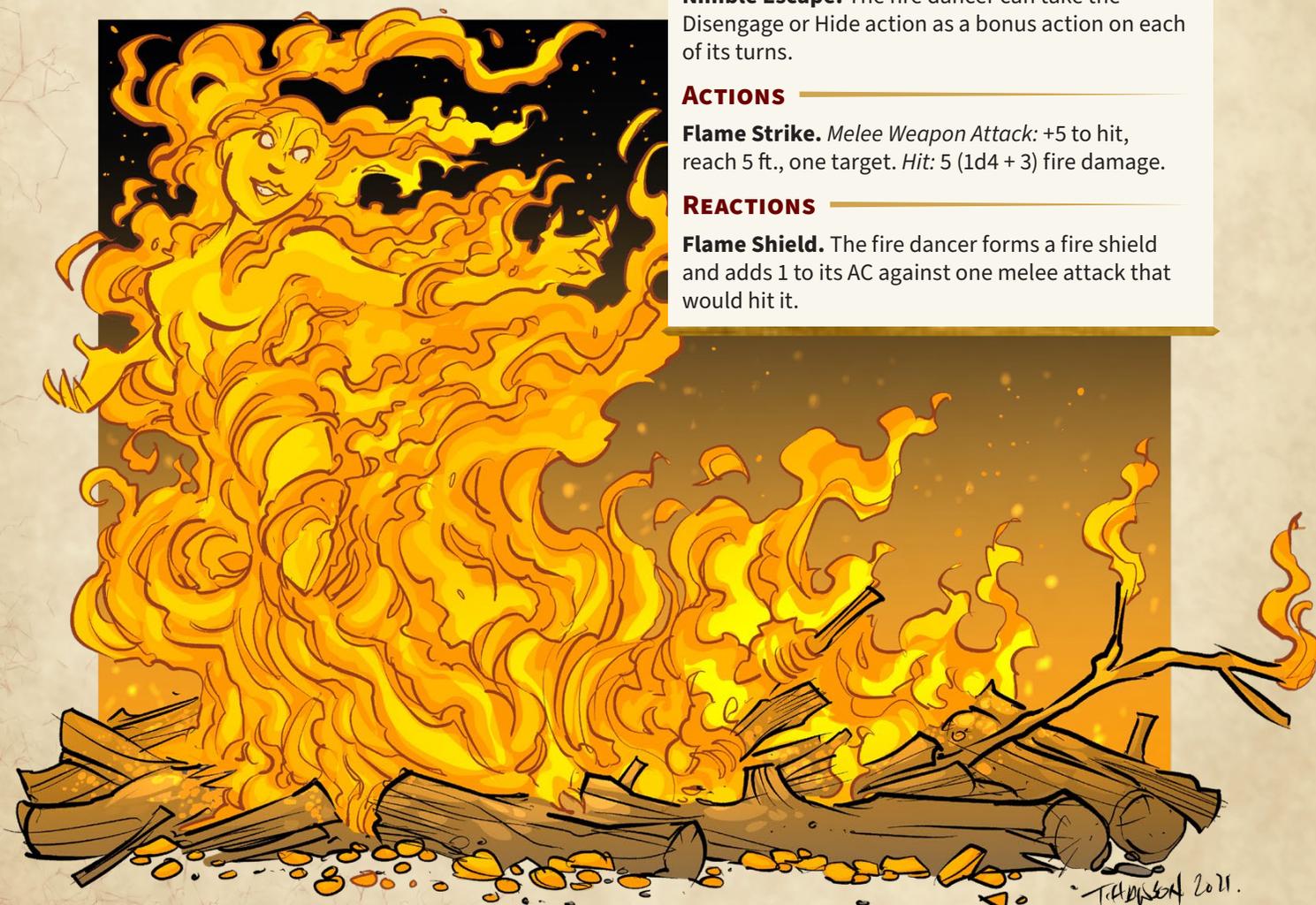
Shocking Surprise. Most creatures can't believe their eyes when they discover one of these unique fey. If a fire dancer stands still in a fire, it can blend in with the flames.

Foul Fey. These fey creatures love to play tricks on those who venture into the mountains. Some of their nasty games end in disaster.

Harsh Hearth. On rare occasions, fire dancers can also be found indoors. As they enjoy hot flames, they have been known to live in fireplaces.

OSWALD'S NOTES: PATH OF REDEMPTION

*I must find a way to fix what I've done.
I've decided to join the Alliance of the
Griffon in order to set things right.*



FIRE DANCER

Small fey, chaotic neutral

Armor Class 13

Hit Points 19 (3d6 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	8 (-1)

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan, Ignan

Challenge ½ (100 XP)

False Appearance. While the fire dancer remains motionless, it is indistinguishable from a fire.

Heated Body. A creature that touches the fire dancer or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

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

Nimble Escape. The fire dancer can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Flame Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) fire damage.

REACTIONS

Flame Shield. The fire dancer forms a fire shield and adds 1 to its AC against one melee attack that would hit it.



THE GRIFFON

The most secretive member of the Alliance of the Griffon is its leader. The Griffon is a powerful celestial who lives in a cloud castle high above the everyday world. Most creatures never see this being or his fantastical abode.

Good versus Evil. There are about a dozen members in the mysterious faction. They fight evil throughout the multiverse.

Divine Intervention. Dealing with the forces of darkness is a constant struggle for this celestial and his followers. He sends the heroes on quests suited to their talents.

Cloud Castle. A Riftgate is located at the center of his cloud fortress. The Griffon and his allies use the portal to travel around the multiverse.

THE GRIFFON

Large celestial, lawful good

Armor Class 20 (natural armor)

Hit Points 243 (18d10 + 144)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	26 (+8)	20 (+5)	25 (+7)	25 (+7)

Saving Throws Int +11, Wis +13, Cha +13

Skills History +11, Insight +13, Perception +13

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 90 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP)

Divine Awareness. The Griffon knows if he hears a lie.

Innate Spellcasting. The Griffon's innate spellcasting ability is Wisdom (spell save DC 21, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *bless, detect evil and good, detect magic, spare the dying*

3/day each: *call lightning, dispel evil and good, gust of wind, thunderwave*

1/day each: *commune, control weather, mass cure wounds, plane shift*

Keen Sight. The Griffon has advantage on Wisdom (Perception) checks that rely on sight.

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

Shielded Mind. The Griffon is immune to scrying and to any effect that would sense his emotions, read his thoughts, or detect his location.

ACTIONS

Multiattack. The Griffon makes one bite attack and two attacks with his talons.

Beak. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage plus 17 (5d6) radiant damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 17 (5d6) radiant damage.

Healing Touch (4/Day). The Griffon touches another creature. The target magically regains 32 (6d8 + 5) hit points and is freed from any curse, disease, poison, blindness, or deafness.

GRIM ROC

Gargantuan undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 280 (16d20 + 112)

Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	24 (+7)	1 (-5)	7 (-2)	3 (-4)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 8

Languages —

Challenge 17 (18,000 XP)

Keen Sight. The grim roc has advantage on Wisdom (Perception) checks that rely on sight.

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

Turn Defiance. The grim roc has advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The grim roc makes three attacks: one with its beak and two with its talons.

Beak. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 32 (5d8 + 10) piercing damage.

Talons. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 27 (5d6 + 10) slashing damage, and the target is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the grim roc can't use its talons on another target.

Evil Eye from the Sky (Recharge 2–3). The roc shoots green rays out of its eyes in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one.

GRIM ROC

A bright flash of green light can be seen up in the mountains. All the villagers down below know a grim roc is in the area. This undead monster is one of the most dangerous creatures in the world. Its enormous shadow and glowing green eyes strike fear into the hearts of those who dwell in the mountains.

Winged Horror. When the Riftgates were opened, several dead rocs arose as these monsters. Malevolent necrotic energies reanimated the creatures. The massive evil bird can destroy a city on its own. It simply annihilates everything in its path.

Distant Peaks. Grim rocs live high up in the mountains and can take over large portions of the world. Only the bravest adventurers will go on quests to deal with this menace.

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



LAVA DOG

Large elemental, chaotic evil

Armor Class 16 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	5 (-3)	11 (+0)	5 (-3)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 14

Languages Ignan

Challenge 4 (1,100 XP)

Heated Body. A creature that touches the lava dog or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Illumination. The lava dog sheds bright red light in a 20-foot-radius and dim light for an additional 10 feet.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) fire damage.

Spit Lava. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) fire damage.

LAVA DOG

Looking down from his pegasus, a paladin sees a bizarre sight. Racing through rivers of lava on a mountainside is a large dog-like monster. The bulky yellow and black creature seems unaffected by the searing hot temperatures.

Peak Experiences. Living in a volcano is a harsh life. However, for an elemental from a fiery world it feels just right. It is unlikely that this elemental will be found far from a volcano.

Lava their Owners. A number of lava dogs have become companions for fire giants. They are highly sought after by giants to guard their lairs.

Hot-Tempered. Although some are trained by fire giants, these monsters are generally in a bad mood. It doesn't take much to get a lava dog enraged.

WILD ITEMS: HAWKEYE SHIELD

Wondrous item, very rare (requires attunement)

Appears to be a silver shield with a red hawk symbol. After speaking the command word, the hawk comes to life. It can be sent 200 ft. in any direction for 1 minute. The hawk's vision is shown on the shield. After 1 minute the hawk becomes a symbol again. The item can be activated twice a day.



RIFT WRAITH

One monster that came through the Riftgates still haunts their thresholds. Rift wraiths prey on creatures on either side of the portals. They are formed from the tormented souls of creatures that didn't survive the trip through a Riftgate. These undead appear in mountainous regions more than any other part of the wilderness.

Cursed Threshold. The area around the Riftgates is usually shrouded in dim light and shadows move in strange ways. Plants don't grow near the portals, and many believe it's because of the presence of rift wraiths.



Vampiric Vultures. These horrors can sense living creatures and feed off their energy. Rift wraiths drain the life out of their victims.

Undead Nature. A rift wraith doesn't require air, food, drink, or sleep.

RIFT WRAITH

Large undead, neutral evil

Armor Class 15

Hit Points 95 (10d10 + 40)

Speed 0 ft., fly 80 ft. (hover)

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

Skills Stealth +8

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

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, grappled, paralyzed, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 8

Languages the languages it knew in life

Challenge 7 (2,900 XP)

Detect Life. The rift wraith can magically sense the presence of creatures up to 1 mile away that aren't undead or constructs. It knows the direction they're in but not their exact locations.

Incorporeal Movement. The rift wraith can move through other creatures and objects as if they were difficult terrain. It takes 6 (1d12) force damage if it ends its turn inside an object.

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

ACTIONS

Life Drain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 27 (5d8 + 5) necrotic damage. The target must succeed on a DC 15 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.

STONESHAPER

Large fey, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	5 (-3)	13 (+1)	4 (-3)

Skills Perception +4, Stealth +3

Damage Immunities poison

Condition Immunities exhausted, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Terran

Challenge 6 (2,300 XP)

Earth Glide. The stoneshaper can burrow through nonmagical, unworked earth and stone. While doing so, the stoneshaper doesn't disturb the material it moves through.

Earth Regeneration. The stoneshaper regains 10 hit points at the start of its turn if it has at least 1 hit point. It must be touching the earth for this trait to function.

Stone Camouflage. The stoneshaper has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Stoneshaper. The stoneshaper can use a bonus action to polymorph into any stone form and additionally: 1) It can change its size from Medium to Large or back. 2) It can appear any color it wants. 3) The stoneshaper can also polymorph into a Large stone hybrid humanoid. It retains all its statistics in all forms. Any items it is wearing or carrying aren't transformed. It reverts to its fey form if it dies.

ACTIONS

Multiattack. The stoneshaper makes three attacks: one with its bite and two with its fists.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage or 23 (4d8 + 5) piercing damage in stone hybrid form.

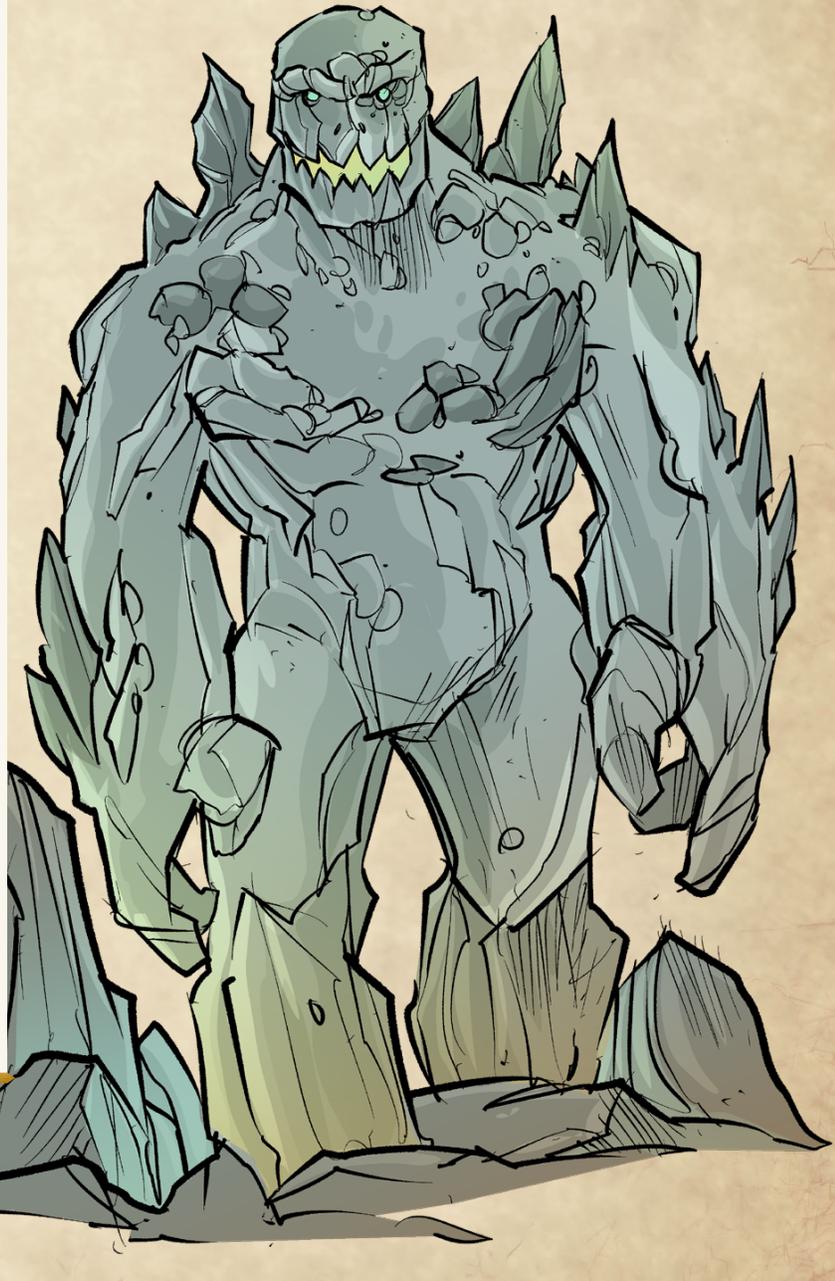
Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage or 18 (3d8 + 5) bludgeoning damage in stone hybrid form.

STONESHAPER

Stoneshapers are rare fey that can alter their forms in many ways. In their true form, they appear as a tall, gray humanoid. Living deep in the mountains, they are rarely ever seen.

Enemy Mine. Stoneshapers don't approve of anyone or anything digging into the earth and treating it as a resource. They will do whatever they can to disrupt and destroy any mining or construction operations. Some mines have hired guards to try to deal with stoneshapers.

Down to Earth. These fey can shapechange into a rock or a stony humanoid. Stoneshapers are very good at traversing the mountain region. They can even burrow through solid rock.



THUNDER PAW

Tales are told of a giant cat who appears during mountain storms. Living far away from most other creatures is the mysterious thunder paw. This monstrosity is from another land and crossed over through one of Oswald Myrr's Riftgates.

Ferocious Feline. The thunder paw is heavily built and won't back down from any opponent. They are wild, unpredictable monsters that enjoy their freedom.

Silent Stalker. These monstrosities are able to move quickly and quietly, especially adept at hiding in the mountains. With the ability to see in the dark, they can go almost anywhere. The stealthy creatures are known to ambush unsuspecting travellers on mountain paths.

Cat Cave. Thunder paws live in hidden caves. They use furs to line their lair and sleep most of the day.



THUNDER PAW

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	12 (+1)	17 (+3)	10 (+0)

Skills Acrobatics +6, Athletics +7, Perception +6, Stealth +6

Damage Immunities poison, thunder

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 4 (1,100 XP)

Brave. The thunder paw has advantage on saving throws against being frightened.

Pounce. If the thunder paw moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the thunder paw can make one bite attack against it as a bonus action.

Stone Camouflage. The thunder paw has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The thunder paw makes one bite attack and one claws attack.

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

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

Thunder Growl (Recharge 2–3). The thunder paw lets out a loud, low growl. Every creature within 30 ft. must make a successful DC 14 Constitution saving throw or take 10 (3d6) thunder damage.

MONSTERS LISTS

MONSTERS BY CHALLENGE RATING

CHALLENGE ¼

Odd Sod
Ozlog

CHALLENGE ½

Dune Bug
Fire Dancer
Grim Squirrel
Jinnan
Murder Hornet
Norvan Soldier
Screech Leech
War Boar

CHALLENGE 1

Aquarian
Nordak
Salaman
Sand Strider
Trow
Undead Pirate
Vothdar

CHALLENGE 2

Arthrop
Coral Eel
Deadly Path
Evil Kneasel the Swamp Weasel
Gloom Owl
Kelpie
Phooka
Salaman Shaman
Swarm of Zombies
Weremeerkat
Wicked Tuna
Yarr Beak

CHALLENGE 3

Black Stag
Cactus Cursus
Crystal Spider
Giant Trapdoor Spider
Frog Prince
Hill Hound
Jackolops
Mermaid Princess
Selkie
Sun Horse
Wave Rider

CHALLENGE 4

Bog Hopper
Coroctopus
Creeping Shadow
Demon Goat
Faun of the Dead
Giant Shark Zombie
Grabbit
Lava Dog
Polar Bear, Armored
Salaman King
Sinker
Thunder Paw
Twisted Sisters
Vothlock

CHALLENGE 5

Appalorus
Baba Yaga's Hut
Bakkar Losian
Cliffhanger
Demon Crab
Dimspriggan
Mammoth, Undead
Merfolk Knight
Mothman
Snogre
Undead Pirate Captain
Vothdar Blizzard Wizard

CHALLENGE 6

Briar Moon
Cerebrax
Demon Turtle
Dunewinder
Giant Undead Crocodile
Norvan Shaman
Stoneshaper
Twiggy Stardust

CHALLENGE 7

Atlantia the Aquarian Queen
The Beastmaster
Clone Shroom
The Crocodile Queen
Grim Giant
Kairos
Rift Wraith

CHALLENGE 8

The Fathomer
Ice Breaker
Norvan Shaman
Rolen Xiloscient
Three Skulls
Witch of the Nine

CHALLENGE 9

Ghost Whale
Jacob Ladda
Jaws of the Desert
Knucker
Mary Myrr
Merric Bloodmoon
Quora Yav
The Swamp Creature

CHALLENGE 10

Aimar the Seer
Biclops
Desert Naga
Marsh Hulk
People of the Sky
Pumpkin King
Varga the Ice Witch

CHALLENGE 11

Harald the Norvan King
King Nemos
Varga the Ice Witch

CHALLENGE 13

Baba Yaga
The Hunter
Scorpla

CHALLENGE 14

The Deep One

CHALLENGE 15

Dragon, Ice
Oswald Myrr
Sea Serpent
The Shapeshifter
Vuthar the Vothdar King

CHALLENGE 17

Grim Roc

CHALLENGE 18

The Griffon

CHALLENGE 20

The Arborian
The Ragnar

CHALLENGE 22

The Hakkon

CHALLENGE 23

The Ryssarav

CHALLENGE 24

Edmund Myrr
Giant Sand Shark
Volcan

CHALLENGE 26

The Waugan

MONSTERS BY CREATURE TYPE

ABERRATIONS

Cerebrax
The Deep One
The Fathomer
The Hunter
Jackalops
Moth Man
The Shapeshifter

BEASTS

Dune Bug
Giant Trapdoor Spider
Murder Hornet
Nordak
Ozlog
Polar Bear, Armored
Sand Strider

Screech Leech
War Boar
Yarr Beak

CELESTIAL

The Griffon

CONSTRUCTS

Baba Yaga's Hut

DRAGONS

Dragon, Ice
Knucker

ELEMENTALS

Lava Dog
Sun Horse

FEY

Baba Yaga
Black Stag
Bog Hopper
Briar Moon
Cliffhanger
Dimspriggen
Evil Kneasel the Swamp Weasel
Fire Dancer
Frog Prince
Gloom Owl
Grabbit
Grim Squirrel
Kelpie
People of the Sky
Phooka
Pumpkin King
Selkie
Sinker
Stoneshaper
Trow
Twiggy Stardust
Wave Rider
Witch of the Nine

FIENDS

Demon Crab
Demon Goat
Demon Turtle
Marsh Hulk
Mary Myrr

GIANTS

Biclops
Grim Giant
Snogre

HUMANOIDS

Aimar the Seer
Aquarian
Arthrop
Atlantia the Aquarian Queen
Baba Yaga
Bakkar Losian
The Beastmaster
The Crocodile Queen
Frog Prince
Harald the Norvan King
Jacob Ladda
Jinnan
Kairos
King Nemos
Merric Bloodmoon
Merfolk Knight
Mermaid Princess
Norvan Shaman
Norvan Soldier

Oswald Myrr
Quora Yav
Rolen Xiloscient
Salaman
Salaman King
Salaman Shaman
The Swamp Creature
Varga the Ice Witch
Vothdar
Vothdar Blizzard Wizard
Vothlock
Vuthar the Vothdar King
Weremeerkat

MONSTROSITIES

Appalorus
The Arborian
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Icebreaker
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The Ragnar
The Ryssarav
Sea Serpent
Thunder Paw
The Waugan
Wicked Tuna
Volcan

PLANTS

Cactus Cursus
Clone Shroom
Odd Sod
Twisted Sisters

UNDEAD

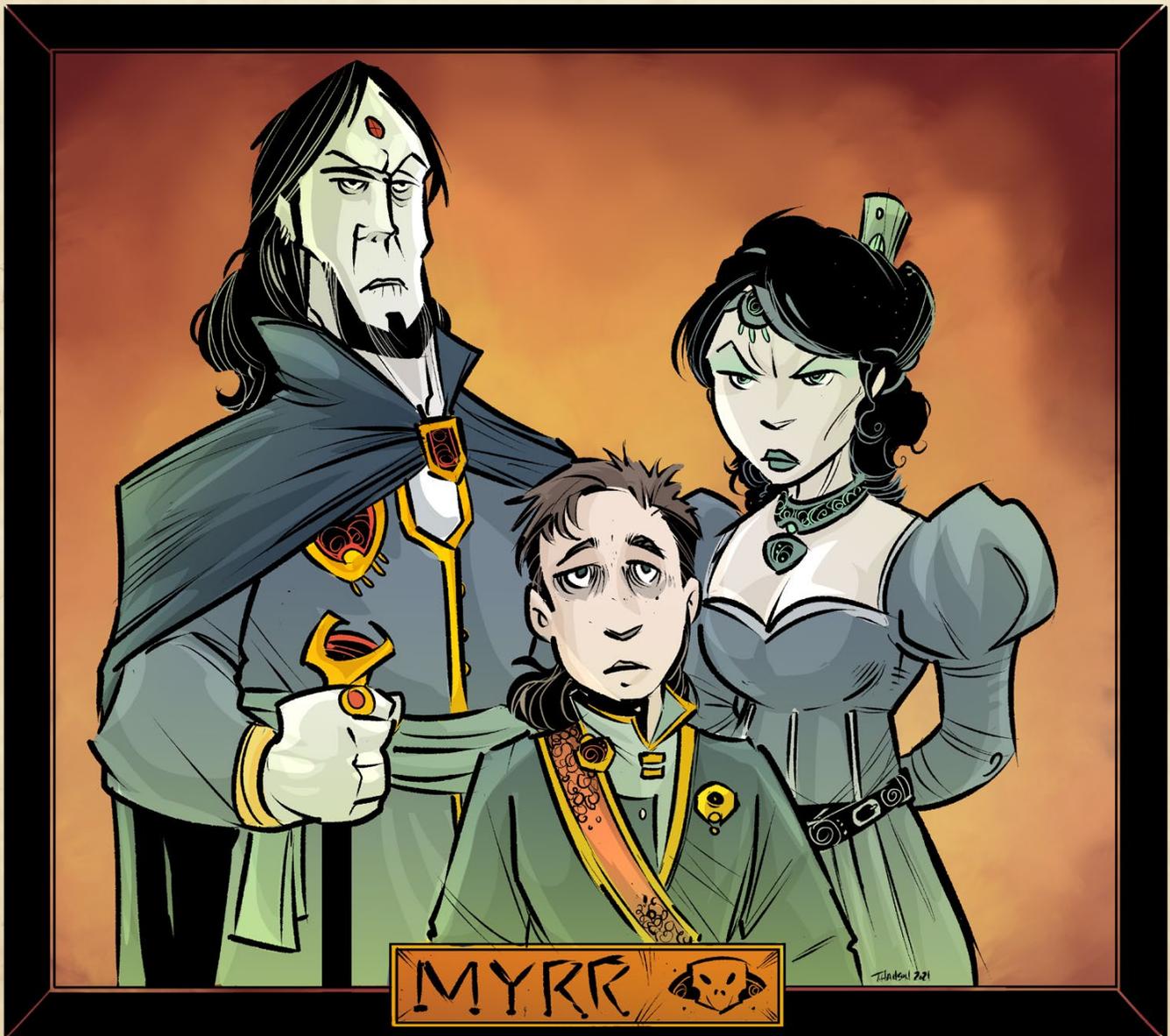
Creeping Shadow
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Scorpla
Swarm of Zombies
Three Skulls
Undead Pirate
Undead Pirate Captain



THE MYRR FAMILY

OSWALD'S FAMILY LIVED IN ZOGG HUNDREDS OF years ago. Their home was an isolated tower on the northern coast. Following in his father Edmund's footsteps, Oswald Myrr became a wizard. His father joined the Wizard Council and spent less and less time at home. His mother, Mary Myrr,

hid her true nature by the use of potions and other dark magic. She built a hidden chamber under their tower to perform wicked rituals. Oswald's childhood was filled with horrors nobody should have to face. He would spend the rest of his life healing himself and his lineage.



OSWALD MYRR

Medium humanoid (human), chaotic good

Armor Class 13 (16 with mage armor)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	18 (+4)	30 (+10)	11 (+0)	20 (+5)

Saving Throws Con +9, Wis +5, Int +15

Skills Arcana +15, History +15, Investigation +15, Perception +5

Senses passive Perception 15

Languages Common, Elvish, Draconic, Giant

Challenge 15 (15,000 XP)

Master Transmuter. Oswald can use an action to consume the reserve of transmutation magic stored within his transmuter's stone in a single burst. When he does so, he can choose on of the following effects. His transmuter's stone is destroyed and can't be remade until he finishes a long rest.

Major Transformation. He can transmute one nonmagical object—no larger than a 5-foot cube—into another nonmagical object of similar size and mass and of equal or lesser value. He must spend 10 minutes handling the object to transform it.

Panacea. He removes all curses, diseases, and poisons affecting a creature that he touches with the transmuter's stone. The creature also regains all its hit points.

Restore Life. He casts the raise dead spell on a creature he touches with the transmuter's stone, without expending a spell slot or needing to have the spell in his spell book.

Restore Youth. He touches the transmuter's stone to a willing creature, and that creature's apparent age is reduced by 3d10 years, to a minimum of 13 years. This effect doesn't extend the creature's lifespan.

Minor Alchemy. He can temporarily alter the physical properties of one nonmagical object, changing it

from one substance to another. He performs a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes he spends performing the procedure, he can transform up to 1 cubic foot of material. After 1 hour, or until he loses his concentration, the material reverts to its original substance.

Shapechanger. He can cast the polymorph spell without expending a spell slot. When he does so, he can only target himself and transform into a beast whose challenge rating is 1 or lower. Once he casts polymorph in this way, he can't do so again until he finishes a short or long rest.

Spellcasting. Oswald is a 20th-level wizard. His spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *message*, *prestidigitation*

1st level (4 slots): *expeditious retreat*, *feather fall*, *longstrider*, *magic missile*, *shield*

2nd level (3 slots): *alter self*, *darkvision*, *invisibility*, *misty step*, *scorching ray*, *spider climb*

3rd level (3 slots): *counterspell*, *fireball*, *gaseous form*, *haste*, *meld into stone*, *water breathing*

4th level (3 slots): *fabricate*, *polymorph*, *stone shape*

5th level (3 slots): *animate objects*, *control wind*, *modify memory*, *passwall*, *raise dead*

6th level (2 slots): *flesh to stone*, *wind walk*

7th level (2 slots): *etherealness*, *reverse gravity*

8th level (1 slot): *control weather*, *mind blank*

9th level (1 slot): *gate*

Transmuter's Stone. Can spend eight hours to create a magical stone that can give him or another creature one of the following benefits: darkvision 60 ft., increase speed by 10 ft., proficiency in Constitution saves, or resistance to acid, cold, fire, lightning, or thunder damage.

ACTIONS

Staff of Myrr. Melee Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d12 + 1) bludgeoning damage plus 22 (5d8) force damage.



MARY MYRR, NIGHT HAG

Medium fiend, neutral evil

Armor Class 18 (natural armor)

Hit Points 165 (22d8 + 66)

Speed 30 ft.

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

Skills Deception +8, Insight +7, Perception +7, Stealth +6

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

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 17

Languages Common, Abyssal, Infernal, Primordial

Challenge 9 (5,000 XP)

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

At will: *chill touch*, *detect magic*, *magic missile*, *minor illusion*

2/day each: *hypnotic pattern*, *misty step*, *plane shift* (self only), *ray of enfeeblement*, *scorching ray* (3rd level), *sleep*, *vampiric touch* (4th level)

1/day each: *banishment*, *darkness*, *dispel magic*, *fog cloud*, *modify memory*

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

ACTIONS

Claws (Hag Form Only). Melee Attack: +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 22 (5d8) necrotic damage.

Change Shape. Mary 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 is transformed. She reverts to her true form if she dies.

Etherealness. Mary magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, she must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, Mary 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 target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

MARY MYRR

Oswald's mother is a horrid, insane night hag. She fell in love with Edmund Myrr and was heartbroken when their marriage ended.

Mad Hag. When Mary lost her mind, she began to wander into other worlds. On her journey she headed further and further down a dark path.

Smother Mother. She could never leave her son alone as he grew. Mary became obsessed with the talented Oswald. This behavior drove her gifted son to leave and never return.

Lost Love. At the core of her madness is a broken heart. Her husband didn't just leave her, he didn't love her anymore. While Edmund quickly forgot about his wife, she could never get over him.

EDMUND MYRR

Edmund Myrr is Oswald's father, a broken and disillusioned wizard who turned to the dark side and became a lich.

Dark Path. Fed up with the restrictions of the Wizard Council, Edmund took drastic action. He met with necromancers from the Void and threw himself off Grim Rock. Then the evil spellcasters helped him return to the world as a Lich King. Over a short period of time, Edmund took his place as one of the seven undead Kings of the Void.



EDMUND MYRR, LICH KING

Large undead, chaotic evil

Armor Class 19 (natural armor)

Hit Points 218 (23d8 + 115)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	20 (+5)	26 (+8)	18 (+4)	20 (+5)

Saving Throws Con +12, Int +15, Wis +11

Skills Arcana +15, History +15, Insight +11, Perception +11

Damage Resistances cold, lightning, necrotic

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 21

Languages Common, Abyssal, Draconic, Elvish, Giant, Infernal

Challenge 24 (62,000 XP)

Legendary Resistance (3/Day). If Edmund fails a saving throw, he can choose to succeed instead.

Rejuvenation. If he has his phylactery, he gains a new body in 1d6 days, regaining all of his hit points and becoming alive again. The new body appears within 120 feet of the phylactery.

Spellcasting. Edmund is a 20th-level wizard. His spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *chill touch, fire bolt, mage hand, prestidigitation, ray of frost*

1st level (4 slots): *detect magic, magic missile, shield, thunderwave*

2nd level (3 slots): *detect thoughts, invisibility, mirror image*

3rd level (3 slots): *animate dead, counterspell, dispel magic, fireball*

4th level (3 slots): *blight, dimension door, ice storm*

5th level (3 slots): *cloudkill, contagion, scrying*

6th level (2 slots): *create undead, disintegrate, globe of invulnerability*

7th level (2 slots): *finger of death, plane shift*

8th level (1 slot): *dominate monster, power word stun*

9th level (1 slot): *power word kill*

Turn Resistance. Edmund has advantage on saving throws against any effect that turns undead.

ACTIONS

Void Staff. Melee Attack: +9 to hit, reach 5 ft., one target. *Hit:* 13 (3d8 + 2) bludgeoning damage plus 22 (5d8) necrotic damage.

LEGENDARY ACTIONS

Edmund 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. Edmund regains spent legendary actions at the start of its turn.

Cantrip. He casts a cantrip.

Frightening Gaze (Costs 2 Actions). Edmund fixes his gaze on one creature he can see within 10 feet of him. The target must succeed on a DC 20 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Edmund's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 30 feet of Edmund must make a DC 20 Constitution saving throw against this magic, taking 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.



PLAYER CHARACTER SUBCLASSES

DRUID CIRCLE OF THE GRIFFON

THIS DRUID IS A WARRIOR THAT PROTECTS NATURE. They are trained to guard the wilderness and stand their ground against evil.



CIRCLE OF THE GRIFFON FEATURES

Level Druid Circle Feature(s)

- 1st **Fighting Style.** You choose one of the following styles:
- Archery.** Gains a +2 bonus to attack rolls made with ranged weapons.
 - Dueling.** When wielding a melee weapon in one hand and no other weapons, gains a +2 bonus to damage rolls with that weapon.
 - Two-Weapon Fighting.** When engaging in two weapon fighting, add ability modifier to the damage of the second attack.
- 2nd **Unarmed Fighting.** Your unarmed strikes can deal bludgeoning damage equal to 1d8 + your Strength or Dexterity modifier on a hit. At the start of each of your turns, you deal 1d4 bludgeoning damage to one creature grappled by you.
- 6th **Elemental Resistance.** You are resistant to two of the following damage types: cold, fire, lightning, or thunder damage.
- Extra Attack.** You can attack twice with a melee or ranged weapon.
- 9th **Griffon Shape.** You are able to wild shape into a griffon as part of your Wild Shape feature.
- 10th **Evasion.** You can nimbly dodge out of the way of certain area effects. When subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
- 14th **Superior Critical.** Your weapon attacks score a critical hit on a roll of 18–20.

CIRCLE OF THE GRIFFON SPELLS

Level Spells

- 1st *cure wounds, thunderwave*
- 3rd *barkskin, flame blade*
- 5th *call lightning, dispel magic*
- 7th *blight, wall of fire*
- 9th *mass cure wounds, wall of stone*

RANGER WILD ONE CONCLAVE

WILD ONE CONCLAVE FEATURES

Level Conclave Feature(s)

3rd **Cunning Action.** You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Land Stride. Moving through nonmagical difficult terrain costs you no extra movement. You 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, you have advantage on saving throws.

Survivalist. When you choose this archetype, you gain proficiency in the Nature and Survival skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of these proficiencies.

7th **Uncanny Dodge.** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Supreme Sneak. You have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

11th **Extra Attack.** You can attack three times instead of two whenever you take the Attack action on your turn.

Wise Warrior. As an action, you can make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you have advantage on attack rolls against that creature for 1 minute.

13th **Stalker's Flurry.** You learn to attack with such unexpected speed that you can turn a miss into another strike. Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

15th **Elusive.** You are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

THIS IS THE TRUE RANGER, A WILDERNESS WARRIOR who doesn't use magic. A ranger from the Wild One subclass is especially agile and adept at moving through the wilderness.

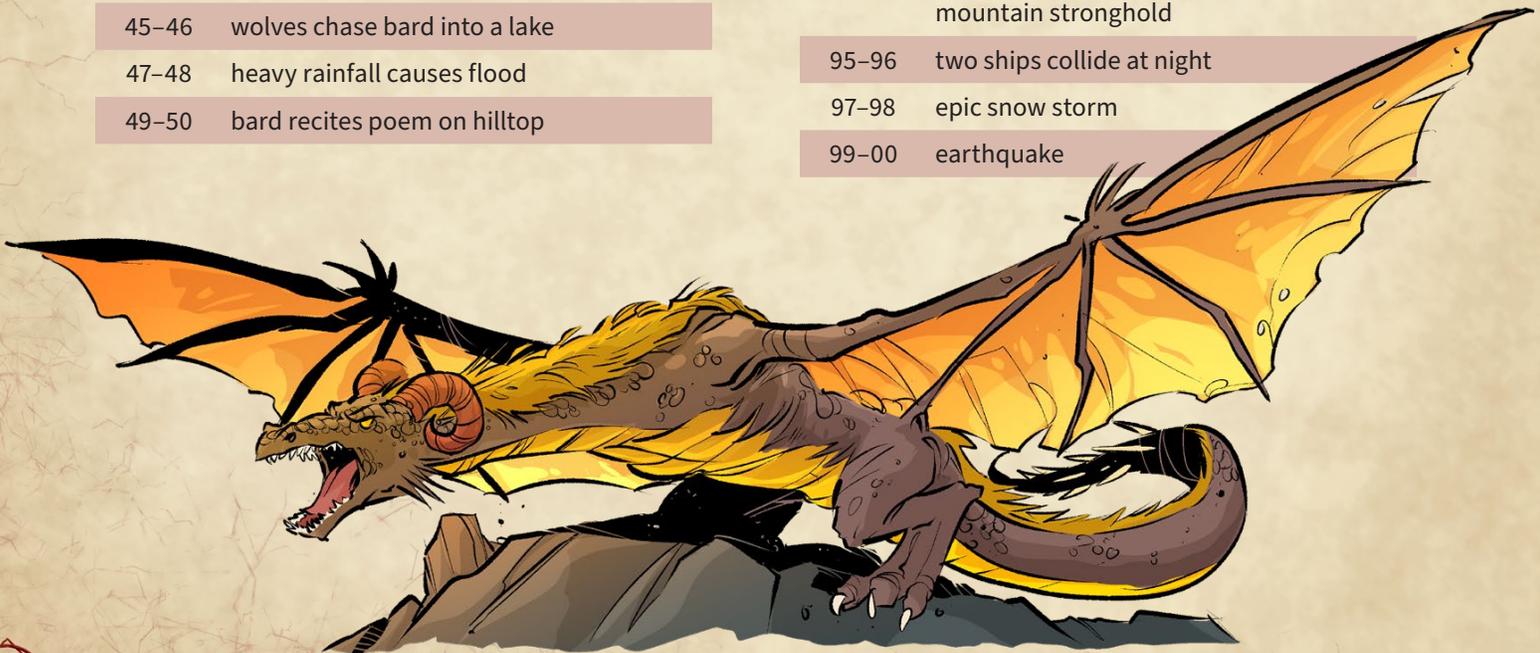


WILDERNESS EVENTS TABLES

WILDERNESS EVENTS TABLE A

d100	Wilderness Event
01-02	green dragon flies overhead
03-04	sailing ship hits iceberg
05-06	sudden eclipse
07-08	sahuagin storm beach
09-10	treant appears from behind a hill
11-12	lizardfolk hide in ruins
13-14	man steals dragon egg
15-16	bears patrol beautiful meadow
17-18	slaves build road through mountains
19-20	bandits ambush
21-22	merchant caravan camps in woods
23-24	intense cold snap
25-26	strange odor in air
27-28	road is washed out
29-30	rural tournament begins
31-32	druids gather on hilltop
33-34	forest fire
35-36	tree turns to ash
37-38	fey emerge from river
39-40	wind storm in the woods
41-42	boars attack merchants on the road
43-44	ship wrecks on reef
45-46	wolves chase bard into a lake
47-48	heavy rainfall causes flood
49-50	bard recites poem on hilltop

d100	Wilderness Event
51-52	ogre takes control of a forest
53-54	pilgrims on the road
55-56	explorers go missing
57-58	sinkhole opens up
59-60	mounted patrol
61-62	bridge collapses
63-64	powerful storm
65-66	zombies attack village at night
67-68	knights pass by on horseback
69-70	landslide hits small village
71-72	herd of cattle blocks the road
73-74	intense rainstorm hampers travel
75-76	young girl is lost in a cave
77-78	wyvern circles in the distance
79-80	tree falls and blocks road
81-82	clouds form odd shapes in the sky
83-84	army heads through valley
85-86	murder of crows follows party
87-88	wandering bard plays the lute
89-90	druid speaks to a tree
91-92	barbarian seeks heroes for quest
93-94	goblins invade from a mountain stronghold
95-96	two ships collide at night
97-98	epic snow storm
99-00	earthquake



WILDERNESS EVENTS TABLE B

d100	Wilderness Event	d100	Wilderness Event
01-02	hurricane	51-52	orcs raid village in the hills
03-04	drought	53-54	drunken elf stumbles out of the woods
05-06	trolls block a forest trail	55-56	injured ranger collapses
07-08	scarecrows attack farmers	57-58	landslide on mountain trail
09-10	tidal wave hits fishing village	59-60	lizardfolk meet with black dragon
11-12	giants roll boulders down hill	61-62	road is washed away
13-14	talking stone statues found in woods	63-64	wizard's tower is hidden by illusion
15-16	patrol of knights on griffons	65-66	avalanche on snowy mountainside
17-18	lightning hits a large tree	67-68	king visits small farm
19-20	old wizard disappears into hill	69-70	sorcerer is lost in the desert
21-22	farmhouse on fire	71-72	merchant on the side of the road
23-24	fireball explodes in nearby wood	73-74	pegasus flies overhead with rider
25-26	necromancer seen in swamp	75-76	high elf turns invisible
27-28	young boy is stuck in a well	77-78	wagon crashes
29-30	farmers riot in village in the hills	79-80	princess leads entourage into a forest
31-32	two men attempt to tame a wild horse	81-82	wizards duel on the lakeshore
33-34	guard patrol ambushed by bandits	83-84	peasants protest
35-36	human druid argues with dwarf ranger	85-86	hail storm
37-38	wilderness manor collapses	87-88	halflings get lost in the hills
39-40	cattle stampede	89-90	wedding procession goes through forest
41-42	bandits chase stag through the woods	91-92	old man discovered in remote cave
43-44	wild horses chase bugbear	93-94	small village is flooded
45-46	travelers' camp is set on fire	95-96	fishing boats sabotaged
47-48	pilgrims camp on the side of the road	97-98	warlock summons demon on mountain peak
49-50	mysterious ship shelters in cove	99-00	tornado



WILDERNESS EVENTS TABLE C

d100	Wilderness Event
01-02	eclipse
03-04	trees begin to whisper
05-06	halfling sea captain hunts whale
07-08	giant frogs emerge from mist
09-10	talking fox leads children into the woods
11-12	sharks surround fishing boat
13-14	distraught dwarf runs out of mine
15-16	blood hawks attack merchant caravan
17-18	refugees camp at an oasis
19-20	houseboat attacked by swarms of insects
21-22	dryad bathes in spring
23-24	sprites arrive with gifts for heroes
25-26	flash flood causes river to rise
27-28	merfolk take hostages to their city
29-30	angel appears during a mountain storm
31-32	hobgoblin army camps in the hills
33-34	clairvoyant ghost appears during a blizzard
35-36	giant vultures stalk desert caravan
37-38	undead army emerges from swamp
39-40	locals avoid haunted roadside inn
41-42	unicorns attacked in the woods
43-44	harpies attack fishermen on the coast
45-46	orc raiders board ship
47-48	cart careens down mountain trail
49-50	mysterious temple built on hilltop

d100	Wilderness Event
51-52	satyr arrives and douses campfire
53-54	druid found tied to a tree
55-56	arch fey appears in circle of stones
57-58	talking owl introduces himself
59-60	treasure chest found at bottom of lake
61-62	lightning strike opens a portal
63-64	angry forest cult wants everyone to obey
65-66	hag rumored to live in nearby sea cave
67-68	wizard loses spellbook in gale
69-70	folk hero arrives on pegasus
71-72	confused barbarian camps on hilltop
73-74	woodland stream makes no noise
75-76	dwarves' drum circle disturbs villagers
77-78	rope bridge snaps
79-80	monk fights troll on iceberg
81-82	strange echo heard in canyon
83-84	fleet of ships raids island villages
85-86	governor orders tunnel built through hills
87-88	tomb discovered deep in the forest
89-90	avalanche buries soldiers in mountain pass
91-92	pirate captain moves into port town
93-94	giants attack mountain town
95-96	duchess moves into forest manor
97-98	gnome scouts get lost in swamp
99-00	meteorite hits mountain

WILDERNESS EVENTS TABLE D

d100	Wilderness Event	d100	Wilderness Event
01-02	famine	51-52	footprints lead to a river
03-04	dogsleds race under full moon	53-54	singing comes from old stone cottage
05-06	gnome warns of ambush	55-56	satyr leads famous dancer into woods
07-08	green dragon speaks to beautiful elf	57-58	zombies arrive on large ship
09-10	witch flies through forest on her broom	59-60	ferry sinks in a river
11-12	two owlbears corner red dragon wyrmling	61-62	angry farmers mend fence
13-14	hydra attacks seaside town	63-64	argument breaks out at border post
15-16	centaurs argue with goblins	65-66	watch tower attacked by goblins
17-18	doppelganger infiltrates village in the hills	67-68	rowdy festival in the woods
19-20	bugbears charge toll to cross bridge	69-70	meet paladin with amnesia
21-22	discover deserted tree village	71-72	dark cloud remains over mountain village
23-24	rakshasa takes over desert town	73-74	discover ancient statue in a swamp
25-26	trolls push carriage off cliff	75-76	orcs clear-cut a large forest
27-28	sahuagin drag sailors off ship	77-78	find halfling stuck in pit trap
29-30	ice ships race across frozen lake	79-80	the sky turns red
31-32	cyclops leads cattle down mountain path	81-82	ogre zombies rise on battlefield
33-34	blue dragon attacks a caravan of camels	83-84	princess is stuck in quicksand
35-36	orcs argue with one head of an ettin	85-86	white dragon drags remorhaz into cave
37-38	dryad leads handsome man into pond	87-88	beautiful druid sleeps in bed of flowers
39-40	strange fog spreads from the coast	89-90	caltrops litter the forest floor
41-42	drunken thugs emerge from cave	91-92	sahuagin capture king's flagship
43-44	goat herder calls for help	93-94	deer turns into copper dragon
45-46	mead wagon crashes into large tree	95-96	awakened tree begins to talk
47-48	fishermen brawl by a lake	97-98	sorcerer flies over mountain on carpet
49-50	old druid sells mushrooms	99-00	red dragon drops treasure chest



WILDERNESS ENCOUNTERS AND LOCATIONS TABLES

WILDERNESS NPC ENCOUNTERS TABLE

d100	Wilderness Encounter	d100	Wilderness Encounter
01-02	polite elf druid	51-52	loyal human fighter
03-04	crazy elf wizard	53-54	curious wood elf druid
05-06	innocent dwarf barbarian	55-56	happy human wizard
07-08	creative human ranger	57-58	confused gnome cleric
09-10	sinister gnome warlock	59-60	enthusiastic human bard
11-12	flirtatious human bard	61-62	friendly halfling ranger
13-14	cynical half-elf cleric	63-64	outraged dwarf fighter
15-16	intense dragonborn fighter	65-66	relaxed human monk
17-18	lazy halfling druid	67-68	grumpy human warlock
19-20	abrasive half-orc rogue	69-70	calm dwarf druid
21-22	depressed human wizard	71-72	mad gnome monk
23-24	humorous halfling monk	73-74	obnoxious high elf wizard
25-26	gregarious dwarf fighter	75-76	selfish halfling sorcerer
27-28	loud human barbarian	77-78	quiet half-elf fighter
29-30	lost dwarf sorcerer	79-80	resourceful human bard
31-32	famous elf ranger	81-82	wise human cleric
33-34	anxious human wizard	83-84	silly gnome rogue
35-36	enlightened halfling rogue	85-86	boisterous halfling fighter
37-38	brave human wizard	87-88	disillusioned half-elf druid
39-40	serious human paladin	89-90	clever dragonborn warlock
41-42	arrogant elf monk	91-92	thoughtful human bard
43-44	peaceful human druid	93-94	emotional high elf ranger
45-46	devout halfling cleric	95-96	passionate human paladin
47-48	drunken dwarf fighter	97-98	clever half-elf barbarian
49-50	experienced human ranger	99-00	eccentric dwarf cleric

WILDERNESS LOCATIONS TABLE

d100	Wilderness Location
01-02	volcano
03-04	hot springs
05-06	scorched landscape
07-08	mysterious tower
09-10	mountain
11-12	waterfall
13-14	castle
15-16	huge cavern
17-18	cliff
19-20	river
21-22	bridge
23-24	ravine
25-26	remote cabin
27-28	guard tower
29-30	swamp
31-32	cave
33-34	circle of standing stones
35-36	farmhouse
37-38	hill
39-40	farm
41-42	meadow
43-44	roadside inn
45-46	pond
47-48	forest
49-50	fields

d100	Wilderness Location
51-52	cave
53-54	forest
55-56	grasslands
57-58	river
59-60	ruined tower
61-62	hills
63-64	beach
65-66	lake
67-68	bridge
69-70	wilderness manor
71-72	river delta
73-74	waterfall
75-76	swamp
77-78	fields
79-80	ruined castle
81-82	small wood
83-84	orchard
85-86	hills
87-88	mountain fortress
89-90	canyon
91-92	mountain range
93-94	island
95-96	bandit fort
97-98	floating islands
99-00	wizard's tower



THE WORLD OF Myrr



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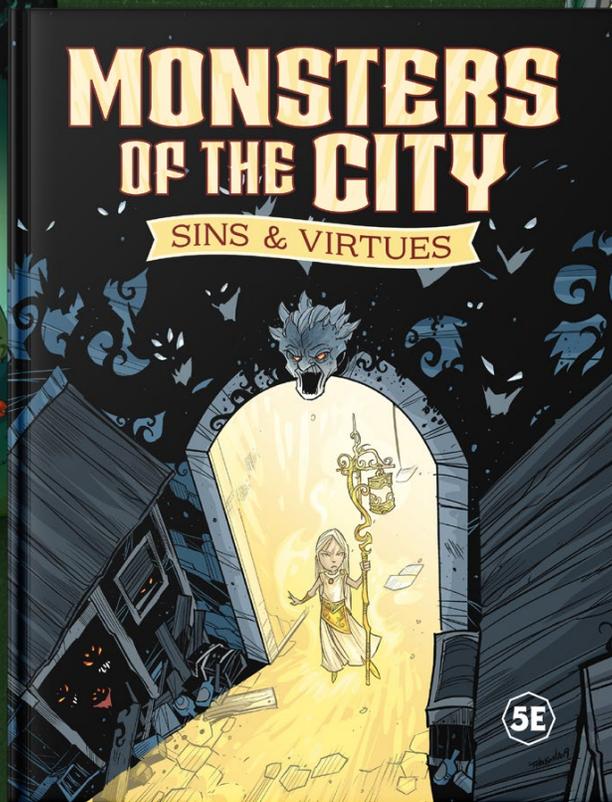
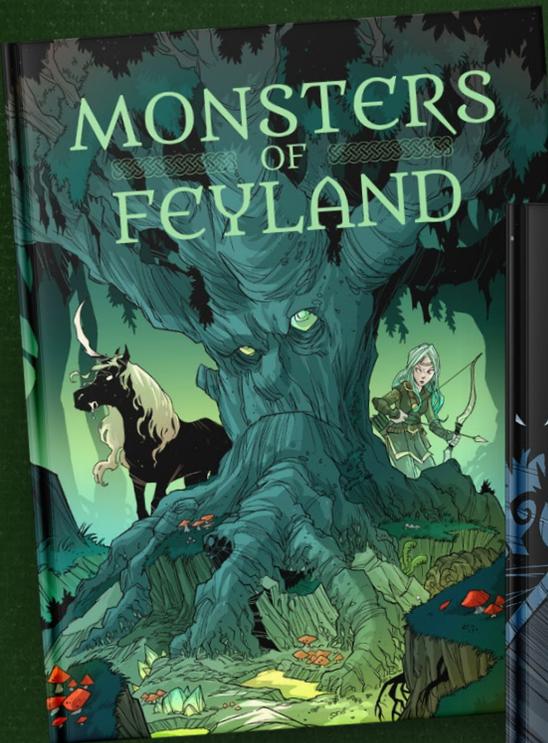
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