

MONSTERS OF THE CITY

SINS & VIRTUES



5E

Thurston

MONSTERS OF THE CITY

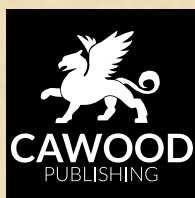
SINS & VIRTUES

A COLLECTION OF MONSTERS FOR 5TH EDITION

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(Levels 17–18)
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CITIES

CITIES ARE THE CENTERS OF MANY ADVENTURING campaigns; in fact, they are worlds unto themselves.

In large cities, smells and sounds assault the senses. Immense, gleaming towers dwarf muddy slums. Dark, hidden sewers contrast with sprawling, breath-taking gardens. Shadows and fog hide dark truths from view down by the docks. Some folks live in glamorous manors, while others live on the dangerous streets. Wood smoke fills the air as wagons trundle past with goods for the market.

Many factions compete against each other in the open, and in secret. Some large cities have incredibly complicated political and social landscapes. Diverse groups of humanoids and creatures populate many cities.

Other kinds of settlements include towns, faraway villages, and tiny hamlets.

GAME MASTER ADVICE

URBAN ENVIRONMENTS HAVE SO MUCH DEPTH, A CITY can easily be the centerpiece for a campaign. Many adventuring parties will use these settlements as a base of operations or at the very least for buying and selling items. Some parties will have enough gold to purchase manors or castles. Game Masters should consider what importance the setting has in the larger context of the campaign. Where is the settlement located? How big is the setting? What is the population? Who is the ruler? What kind of government is there? What conflicts exist? Does the population respect the natural environment? In what way is the settlement physically protected? What is the climate like? Is there

a toll to enter the settlement, or tolls for different districts? Who provides security? What deities are worshipped? How does the economy work? What factions are based there? What kinds of inns and taverns are there? What stores are located there? What services are available? Are hirelings available? How do people travel around? What kind of arts and entertainment would you find there? What festivals are there? What is the history of the area?

Settlements need food and they will always be close to farmland. Due to overcrowding, diseases can spread easily in the slums and sewers. Other issues include war, racism, blights, drought, and theft.

Having an adventure or campaign based in a settlement gives the Game Master a chance to craft an intricate story. The history of such locales might be told by the local storyteller or simply by the barkeep. Settlements often take on a different persona at night. Consider how much light there is, darkvision or light sources might be crucial. The climate has a big impact on the urban environment and those who live there. Rain can create muddy streets and difficult terrain. Snow can also slow movement and force the adventurers to dress warmly. Powerful tornadoes, hurricanes, floods, and earthquakes can cause massive damage and disrupt everyday activities.

TRADITIONAL POPULATION SIZES

Villages: A few hundred to 1,000 inhabitants

Towns: 1,000 to 5,000 inhabitants

Cities: 5,000 to 30,000 inhabitants

A square mile of settled land will support about 200 inhabitants.

— SINS & VIRTUES —

There are a pair of legendary sins and virtues at the beginning of each district section. They can be used as powerful beings that influence the district through their minions. Another option is to have a pair vying for control over a city, or creating a megacity that includes all of the sins and virtues.



THE ALLIANCE OF THE GRIFFON

GEMMA GOLDHEART IS A TRUTH TELLER AND MEMBER of the Alliance of the Griffon. This faction is committed to exploring the multiverse and fighting evil. The only other known members of the group are the monster hunter Desmond Hawkeye, and the Storyweaver from Feyland. However, there are about a dozen members in total. Members of the alliance have been sent by the Griffon to explore specific parts of the multiverse. The Griffon is a powerful, wise griffon with extraordinary abilities. Each individual member also has unique talents that suit their mission.

Gemma makes her home in a monastery in a large city. This woman is a holy warrior who innately knows the truth. Her wisdom came to her at a young age and she is a force of nature. She usually rides a daydream (page 32) as her mount. The truth teller stat block can be found on page 115. The Domain of Truth cleric subclass is on page 136.



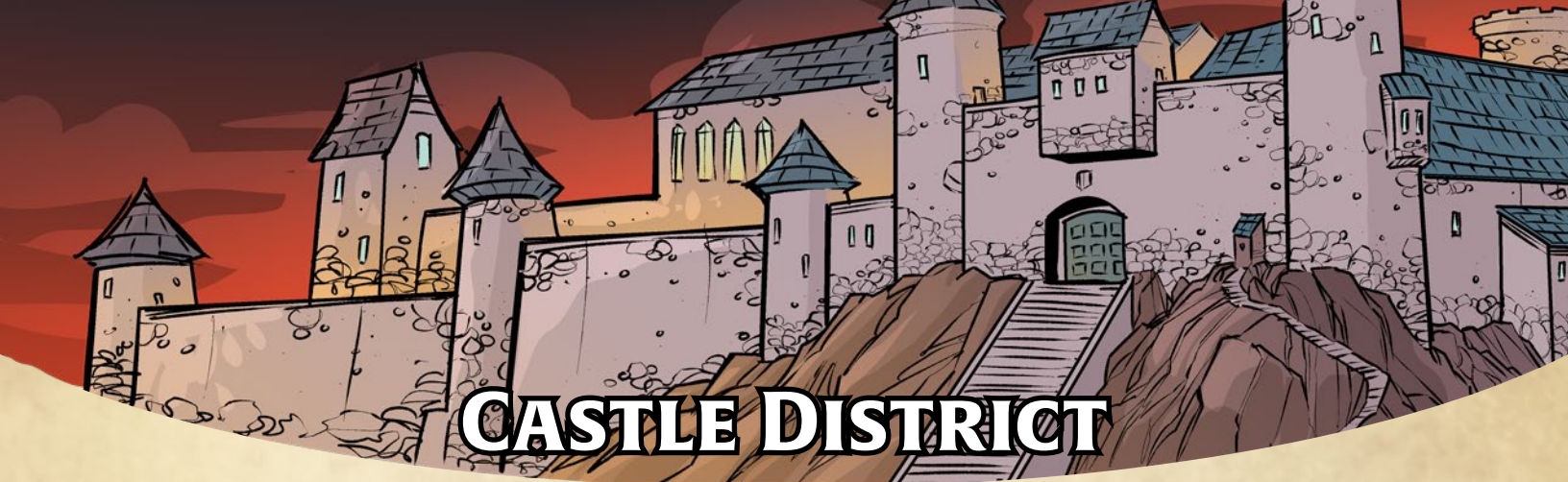
CITY ADVENTURE HOOKS

2d20 Adventure Hook

- 2 The Alliance of the Griffon sends your party on a mission with the truth teller Gemma Goldheart.
- 3 The heroes must retrieve a powerful magic item hidden somewhere in the city.
- 4 A dangerous devil-worshipping cult is based in the Slum District.
- 5 Adventurers must rescue a famous wizard from the Sewer District.
- 6 A group of adventurers is tasked with guarding a young queen during her coronation.
- 7 The heroes must retrieve a rare plant to save the life of a dying prince.
- 8 A party must help broker a peace treaty at a meeting in the Castle District.
- 9 Heroes must infiltrate a closely guarded library and retrieve a lost tome.
- 10 Many clerics and acolytes have disappeared from a temple during the full moon.
- 11 A ship in the harbor is destroyed in a massive explosion. The king hires the heroes to investigate.
- 12 Adventurers meet with a fortune teller who shows them an extraordinary vision.
- 13 A series of unsolved murders have occurred in the Slum District.
- 14 The Rat King begins a campaign to take over the city. Who will stand in his way?
- 15 Rumors are spreading about the dangerous Codfather. The city government wants him dealt with.
- 16 A large group of peasants begins an uprising.
- 17 A prince needs an escort to a faraway land. The young royal goes missing just before he is about to leave.
- 18 The party is sent to speak to a crazy, paranoid old wizard who lives in an ancient tower.
- 19 A group of heroes finds a treasure map that leads to an inn in the Wealthy District.
- 20 Archaeologists unearth an ancient city.

2d20 Adventure Hook

- 21 A mysterious spy lets the party know a rival kingdom is planning an invasion.
- 22 A party of adventurers must attempt to escape from the city jail after being wrongly accused.
- 23 Magical mushrooms send the heroes on a wild trip throughout the city.
- 24 On a visit to the royal court, a duke enlists the party to investigate the king's activities.
- 25 A powerful noble has hired the adventuring party to eliminate the leader of the Thieves' Guild.
- 26 Staff from a nearby tavern tell the heroes they have discovered a tunnel leading into the sewers.
- 27 The tallest tower in the city vanishes.
- 28 A portal to another world opens through a large archway.
- 29 All the children in the city disappear over night.
- 30 A group of evil dwarf thieves takes over the Sewer District.
- 31 The party must find a missing tiefling warlock. He was last seen in a local tavern.
- 32 During a wild storm, the king vanishes as a tremendous thunder clap echoes through the streets.
- 33 A cult that worships reptiles begins to recruit more and more members.
- 34 A gang of halflings mounted on mastiffs attacks people in the streets.
- 35 The notorious puppetmaster causes havoc in the Wealthy District.
- 36 A well-respected ranger warns the authorities that an army of beasts is about to attack the city.
- 37 Many folks swear they hear whispering from a famous fountain.
- 38 A gang of dragonborn takes over a temple and barricades themselves inside.
- 39 A popular queen is overthrown in a coup staged by rival nobles.
- 40 An unnatural darkness descends on the entire city.



SIN: PRIDE | VIRTUE: HUMILITY

Themes: Power, bravery, arrogance, modesty, reverence, diplomacy, responsibility, espionage, corruption, betrayal, family, tradition, rebellion, loyalty, history, mystery

THE CASTLE DISTRICT IS THE SEAT OF POWER IN most cities. In many large settlements a king or queen rules their kingdom from a sizeable castle or fortress. In other cities a council of elders or even a group of wizards might rule. Some settlements are controlled by a tyrannical dictator.

This district is always heavily guarded and is usually separated by walls from the rest of the city. Sometimes a keep or several barracks filled with soldiers are located here as well. The district is sprinkled with beautiful gardens, fountains, and museums. This district is well looked after and is clean and orderly.

AUTHORITY

Knights, royal knights, elite guards, and paladins often offer protection in this district.

FACTIONS

Royalty, knighthoods, cults, elected councils, wizard councils

LANDMARKS

Castles, fortresses, keeps, manors, gatehouses, barracks, gardens, stables, inns, taverns, stores

STORES

Stores are rarely found in this district, however there are some jewelers, tailors, magic items stores, and alchemist stores.

INNS AND TAVERNS

Aristocratic quality

SERVICES

Coach Cab between Towns: 1 sp per mile

Coach within the City: 1 gp

Messenger: 1 sp per mile

CASTLE DISTRICT ENCOUNTERS

d20 Encounter

- 1 archmage
- 2 helmed horror
- 3 invisible stalker
- 4 ghost
- 5 gargoyle
- 6 doppelganger
- 7 1d4 priests
- 8 flying sword
- 9 faerie dragon
- 10 1d6 knights
- 11 1d8 nobles
- 12 spy
- 13 rug of smothering
- 14 animated armor
- 15 hippogriff
- 16 poltergeist
- 17 nightmare
- 18 shield guardian
- 19 1d4 assassins
- 20 iron golem



PRIDE

THE CASTLE DISTRICT IS HEAVILY INFLUENCED BY A devil known as Pride. She appears as a spiderlike fiend who prowls around in an immense castle. Held in her grasp are large needles that she can use to knit or attack. She is a spoiled princess with an enormous ego. Completely blind to her faults, this proud devil is supremely confident and bold.

Precious Princess. The fiendish princess feels she deserves to be pampered and worshipped. Pride is notorious for hosting wild, bawdy parties in her sprawling castle. She desperately needs to be the center

of attention. Many minions serve the obnoxious monster; including other fiends, nobles, anti-paladins, consorts, and many kinds of spiders.

Arrogant Aristocrat. Pride feels she is the smartest, most beautiful being in the multiverse. Her many admirers in the district help perpetuate this fantasy. Invitations to her balls are treasured by many within the nobility.

Successful Spinster. Most of the upper-class have their clothes made by Pride. The vestments have beautiful web-like designs, but come with strings attached.

PRIDE

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 264 (23d10 + 138)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	22 (+6)	22 (+6)	18 (+4)	22 (+6)

Saving Throws Int +13, Cha +13

Skills Deception +13, Intimidation +13, Perception +11, Persuasion +13

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 21

Languages Common, Infernal, telepathy 120 ft.

Challenge 23 (50,000 XP)

Aura of Pride. Every creature that isn't charmed within 60 ft. of Pride must make a successful DC 19 Wisdom saving throw or take 3 (1d6) necrotic damage.

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

Innate Spellcasting. Pride's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: *poison spray* (11th level), *prestidigitation*, *vicious mockery* (11th level)

3/day each: *blight* (5th level), *charm person*,

counterspell, *dimension door*, *fear*, *hold person*

1/day each: *major image*, *mass suggestion*, *suggestion*

Legendary Resistance (3/Day). If Pride fails a saving throw, she can choose to succeed instead.

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

Magical Weapons. Pride's weapon attacks are magical.

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

ACTIONS

Multiattack. Pride makes two melee attacks.

Large Needle. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage plus 17 (5d6) poison damage.

Spins Clothes (3/day). Pride spins a set of fine clothes for those who pay her or help her. When wearing this outfit, the wearer's Charisma increases by 1. However, they must make a DC 21 Wisdom saving throw or be charmed by Pride as long as they continue to wear it. If the target takes any damage, it can repeat the saving throw.

LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Cantrip. Pride casts a cantrip.

Exert Will. One creature charmed by Pride that she can see must use its reaction to move up to its speed as she directs or to make a weapon attack against a target that she designates.

Web (Costs 3 Actions). *Ranged Weapon Attack:* +11 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 18 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 15; hp 30; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



CASTLE DISTRICT



HUMILITY

ACTING AS A COUNTERBALANCE TO THE FIENDISH Pride, is the celestial known as Humility. This divine creature appears as an old, dishevelled man clad in robes and wielding a wooden staff. Even though he lives a simple life, he prefers to reside in the Castle District. This is where he feels he can make the biggest difference. Humility wants to influence leaders and other high-ranking citizens.

In This Together. He is a divine being and knows that everyone and every thing have more similarities than differences. This celestial doesn't treat anyone, or any thing differently. Humility gives the same respect to the king as he does to a peasant.

Simple Life. Although he lives in the wealthy Castle District, Humility usually sleeps on a bench in one of the gorgeous gardens. Most of the nobles ignore him as they go about their busy lives. Little do they know a divine being is living right under their noses.

Down To Earth. Legends say that Humility once had wings but he gave them up to live a more ordinary life. This celestial enjoys meeting the citizens of the city and can count on hundreds of them if he needs to. If he sees someone in need, he will take action in a subtle manner.

HUMILITY

Medium celestial, neutral good

Armor Class 19 (natural armor)

Hit Points 294 (28d8 + 168)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	22 (+6)	25 (+7)	16 (+3)

Saving Throws Con +13, Wis +14, Cha +10

Skills Insight +14, Perception +14

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 23 (50,000 XP)

Divine Awareness. Humility knows if he hears a lie.

Innate Spellcasting. Humility's innate spellcasting ability is Wisdom (spell save DC 22, +14 to hit with spell attacks). He can innately cast the following spells, requiring no components:

At will: *calm emotions, friends, guidance, light, spare the dying*

3/day each: *bless, dimension door, enhance ability, mass cure wounds (5th level), protection from evil and good, sanctuary, silence*

1/day each: *aid, beacon of hope, daylight, gentle repose, glyph of warding, greater restoration*

Legendary Resistance (3/Day). If Humility fails a saving throw, he can choose to succeed instead.

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

Magical Weapons. Humility's weapon attacks are magical.

Undetectable. Humility can't be targeted by divination magic, or be perceived through magical scrying sensors.

ACTIONS

Multiattack. Humility makes two melee attacks.

Staff. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage plus 36 (8d8) radiant damage.

Healing Touch (4/Day). Humility touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, Humility deflects the missile. The damage he takes from the attack is reduced by 1d12 + 4.

Radiant Rebuke. If Humility is hit by a melee attack, he can use a reaction to do 4 (1d8) radiant damage.

Slow Fall. Humility can use his reaction when he falls to reduce any falling damage he takes by 60 hit points.

LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Cantrip. Humility casts a cantrip.

Misty Step (Costs 2 Actions). Humility vanishes in a mist and reappears nearby.

Inspire Others (Costs 2 Actions). Humility magically encourages any allies within 30 ft. These creatures can add 1d6 to their next saving throw or attack roll.

ANTI-PALADIN

RIDING ASTRIDE A BLACK, FIERY STEED IS A FEARSOME dark knight. Anxious peasants avert their eyes, knowing to look an anti-paladin in the eye might be the last thing they do. In fact, few creatures will dare to go near these warriors. They use violence to further their cause and are capable of almost anything.

Unholy Knight. The terrible foe is the opposite of the divine paladin. Anti-paladins are unholy warriors often aligned with devils and other lawful evil creatures. Some of these warriors command legions of undead monsters.

Above the Fray. These proud knights usually live in large manors or castles. They live away from the common folk and consider themselves superior to ordinary citizens. Many of these warriors have small armies and some even rule kingdoms of their own.

Sinister Steed. All anti-paladins have a loyal mount at their disposal. Many of these sinister knights ride nightmares or warhorses. A few have been known to ride dragons.



ANTI-PALADIN

Medium humanoid (any race), lawful evil

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	12 (+1)	14 (+2)	19 (+4)

Saving Throws Wis +6, Cha +8

Skills Athletics +8, Deception +8, Intimidation +8, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Infernal, and two others

Challenge 10 (5,900 XP)

Aura of Darkness. Any undead creatures within 60 ft. of the anti-paladin add +1 to their saving throws.

Aura of Fear. Any creature within 10 ft. of the anti-paladin must succeed on Wisdom DC 16 saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of their turns. If a target succeeds on their saving throw, they are immune to this feature for the next 24 hours.

Spellcasting. The anti paladin is a 16th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16). It can cast the following spells:

1st level (4 slots): *compelled duel*, *detect magic*, *thunderous smite*, *wrathful smite*

2nd level (3 slots): *branding smite*, *find steed*, *locate object*

3rd level (3 slots): *blinding smite*, *dispel magic*, *revivify*

4th level (2 slots): *banishment*, *staggering smite*

ACTIONS

Multiattack. The anti-paladin makes two melee or ranged attacks.

+2 Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage plus 9 (2d8) necrotic damage.

+2 Heavy Crossbow. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 4 (1d8) necrotic damage.

Dark Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* Using necrotic energy, the anti-paladin has a pool of up to 30 hit points it can drain from other creatures. It can also decide to divide up the pool for multiple attacks. The pool recharges after a long rest.

COURT JESTER

AS LAUGHTER ECHOES THROUGH THE KING'S CASTLE, everyone knows the jester is present. Those in court are rolling on the floor laughing as the hilarious clown performs. Even the king and his close advisors are enjoying the jester's show.

Proud Clown. Jesters are usually found at court doing their best to entertain. They are supremely confident in their ability and take pride in what they do. They perform comedic shows and tell jokes about the inhabitants of the city. Although not everyone are fans of their act. Many jesters are loved by the court but others are loathed.

Fun-loving Fool. These performance artists enjoy being the center of attention. They feed off the energy from an audience and need external validation. Hiring their services can be expensive, but the jester will also perform in poorer parts of the city. Sometimes they entertain simply for fun and applause.

Skilled Scoundrel. Jesters are extremely talented rogues and can be recruited by those of good or evil alignment. One infamous jester stole a crown from a princess while performing at her castle.



COURT JESTER

Medium humanoid (any race), any chaotic alignment

Armor Class 16 (studded leather)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Acrobatics +7, Deception +6, Perception +5, Performance +6, Persuasion +6

Senses passive Perception 15

Languages Common, Thieves' cant, and one other

Challenge 5 (1,800 XP)

Evasion. If the jester is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the jester instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

At will: *friends*, *prestidigitation*, *vicious mockery* (5th level)

2/day each: *charm person*, *dancing lights*, *dissonant whispers* (2nd level), *jump*

1/day each: *cloud of daggers* (3rd level), *expeditious retreat*, *suggestion*

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

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

Sneak Attack (1/Turn). The jester deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the jester that isn't incapacitated and the jester doesn't have disadvantage on the attack roll.

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

Sure-Footed. The jester has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The jester makes three attacks.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Dart. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

REACTIONS

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



DWARF AMBASSADOR

THE DOORS OF THE CITY OPEN AND A HANDSOME, well-dressed dwarf flanked by dwarf soldiers stands there. Accustomed to greeting strangers, the dwarf ambassador smiles warmly. He has come to make sure his people have their say. This proud dwarf will make his case firmly and clearly. Like other dwarves he is rather serious and stubborn.

Dwarf Diplomat. Only the proudest, calmest dwarves are recruited to be diplomats. Most dwarves speak their mind and aren't interested in being

DWARF AMBASSADOR

Medium humanoid (dwarf), lawful good

Armor Class 15 (studded leather, *ring of protection*)

Hit Points 65 (10d8 + 20)

Speed 25 ft.

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

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, and two others

Challenge 3 (700 XP)

Dwarven Resilience. The dwarf has advantage on saving throws against poison, and it has resistance against poison damage.

Negotiate. When in negotiations, the dwarf has advantage on Charisma (Persuasion) checks. The target must be able to understand the dwarf.

Stonecunning. Whenever the dwarf makes an Intelligence (History) check related to the origin of stonework, it is considered proficient in the History skill and adds +4 to the check.

Stone Face. The dwarf is immune to any magical effect that would attempt to read its mind.

Tool Proficiency. The dwarf is proficient with mason's tools.

ACTIONS

Multiattack. The dwarf makes two attacks.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the dwarf can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d6 to its roll provided it can hear and understand the dwarf. A creature can benefit from only one Leadership die at a time. This effect ends if the dwarf is incapacitated.

diplomatic. This means it is often a challenging hunt for such a recruit. Many dwarves wanting the position as an ambassador have to fight the urge to say what they feel.

Homesick Hero. Although they enjoy their duties, most of these homesick diplomats long for home. They also prefer to have their embassies built with a dungeon level and enjoy getting out of the city as often as possible.

ELF AMBASSADOR

A BEAUTIFUL ELF STROLLS THROUGH AN ELEGANT manor and meets the nobility. The proud elf ambassador knows how to work her charms in social and political circles. She moves gracefully and seems to be at ease in any environment. Some of these amiable elves are eager to use their position to advance their political ambitions.

Friendly Fey. The elf ambassador is friendlier than most of her race. Yet she is a tough negotiator and is always on the lookout for her kindred. Most elf ambassadors are very experienced and extremely resourceful.

ELF AMBASSADOR

Medium humanoid (high elf), chaotic good

Armor Class 11 (16 with *barkskin*)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	13 (+1)	16 (+3)	16 (+3)

Skills History +3, Insight +5, Perception +5, Persuasion +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Druidic, and two others

Challenge 3 (700 XP)

Elf Cantrip. The elf knows the message cantrip and Intelligence is the spellcasting ability for it.

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

Negotiate. When in negotiations, the elf has advantage on Charisma (Persuasion) checks. The target must be able to understand the elf.

Spellcasting. The elf is a 5th-level druid. Their spellcasting ability is Wisdom (spell save DC 13, +5 to spell attacks). The elf can cast the following druid spells:

Cantrips (at will): *druidcraft*, *resistance*, *thorn whip*

1st level (4 slots): *charm person*, *detect magic*, *detect poison and disease*, *thunderwave*

2nd level (3 slots): *barkskin*, *hold person*, *locate object*

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

ACTIONS

Multiattack. The elf makes two attacks.

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

Proud Spokesperson. Honoured to represent their people, these elves are on their best behavior. They are usually well supported by the elf kingdom and have all the gold they need. A large entourage of soldiers and other elves accompanies most elf ambassadors. Their embassies are elegant wood structures with elvish design features.

Magnificent Mounts. These ambassadors often ride splendid riding horses or giant elk.



FALLEN KING

SITTING ON THE THRONE IS A WITHERED MALE FIGURE clad in long robes, wearing a shining crown. This is the frightening fallen king, an unpredictable undead monster. Pride ate away at this monarch until he lost his humanity. What is left is a shell of his former regal self, a shadowy echo of the past.

Rotten Ruler. These leaders were killed under tragic circumstances and linger in the mortal realm. Their twisted spirits are so stubborn that they attempt to continue their former lifestyle. They still have power, even ruling some cities or kingdoms with their undead court.

Haunted Home. Residing in their former homes, fallen kings live an altered version of their old lives. Darkness has fallen on these dwellings, an evil unnatural darkness.

Miserable Minions. The fallen king has many soldiers and other minions serving him. Evil knights and undead are often found in the company of these strange sovereigns. Even dark mages and wicked priests might be members of their shadowy court.

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



FALLEN KING

Medium undead, chaotic evil

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	13 (+1)	18 (+4)	16 (+3)

Saving Throws Wis +8, Cha +7

Skills Deception +7, Insight +8, Intimidation +7, Persuasion +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 11 (7,200 XP)

Stench. Any creature that starts its turn within 5 feet of the fallen king must succeed on a DC 17 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the fallen king's Stench for 24 hours.

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

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

Withering Presence. Any good-aligned creatures within 30 ft. of the fallen king have -1 on their saving throws.

ACTIONS

Multiattack. The fallen king makes two attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 10 (3d6) necrotic damage.

Frightening Gaze (2/day). The fallen king fixes his gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 17 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 the fallen king's gaze for the next 24 hours.



GATEKEEPER

GUARDING ENTRANCES TO THE CITY OR GATES TO the Castle District itself are gatekeepers. These overweight, grumpy old men would rather nobody ever bothered them. They have very specific ideas of the kind of people they will allow inside. The cantankerous oafs are notorious for keeping out rebels and artists. Gatekeepers are usually accompanied by armed guards. Tolls charged depend on what they think of each individual.

Cold Welcome. Gatekeepers are lost in their heads and their proud hearts have grown cold. Still, one way around their icy attitudes is to give them gold. Their so-called principles vanish when gold pieces are concerned.

Taking a Toll. Holding onto their old ideas has worn out these folks. They are tired and have little patience. Some of these men have gained a small loyal following. In the eyes of their rabid followers, the gatekeeper can do no wrong.

Stout Sentinels. The old men usually spend much of their time sitting around and aren't in great shape. If they ever attempt to chase someone, they are forced to give up and try to catch their breath.

GATEKEEPER

Medium humanoid (human), neutral evil

Armor Class 14 (studded leather)

Hit Points 63 (14d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	9 (-1)	12 (+1)	12 (+1)	13 (+1)

Skills History +3, Perception +3, Persuasion +3

Senses passive Perception 13

Languages Common and two others

Challenge 4 (1,100 XP)

Give up the Chase. The gatekeeper's speed is halved if they have to chase someone.

Old School Devotion. The gatekeeper has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The gatekeeper makes two melee attacks.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Block the Path. Until the start of the gatekeeper's next turn, attack rolls against the gatekeeper have disadvantage, they have advantage on the attack roll it makes for an opportunity attack, and that attack deals an extra 9 (2d8) bludgeoning damage on a hit. Also, each enemy that tries to move out of the gatekeeper's reach without teleporting must succeed on a DC 14 Strength saving throw or have its speed reduced to 0 until the start of the gatekeeper's next turn.

Patronize (3/day). The gatekeeper patronizes those creatures nearby and magically emits psychic energy in a 30-foot cone. Each creature in that area must succeed on a DC 13 Intelligence saving throw or be stunned for their next turn. If a creature makes a successful saving throw, they are immune to being patronized for the next 24 hours.



FRIENDLY GHOST

MOST FOLKS ARE AFRAID OF THE DENIZENS OF THE undead world. However, the friendly ghost only has good intentions. This creature is destined to remain in the mortal realm and assist others. They are often found in old castles or spacious manors.

Good Ghost. These ghosts were good-aligned creatures when they died. They know they have more work to do and go about it in a humble fashion. Although they are usually found in the Castle District, they can be encountered in other parts of the city.

Protective Nature. Friendly ghosts will always protect any non-evil creatures close to them. They will even seek out those individuals who are in danger. This can complicate matters as those being protected don't always know the ghost's motives.

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

FRIENDLY GHOST

Medium undead, lawful good

Armor Class 12

Hit Points 55 (10d8 + 10)

Speed 0 ft., hover 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	13 (+1)	12 (+1)	15 (+2)	17 (+3)

Damage Resistances acid, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison, radiant

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Aura of Protection. Any non-evil creature within 10 ft. of the ghost adds +2 to their AC.

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

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

ACTIONS

Radiant Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) radiant damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

GRIFFON, ARMORED

Large monstrosity, lawful good

Armor Class 16 (breastplate)

Hit Points 45 (6d10 + 12)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The griffon makes three attacks, two with its claws and one with its beak.

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

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

REACTIONS

Protect. The griffon can shield an ally within 5 feet and can add 1 to their AC.

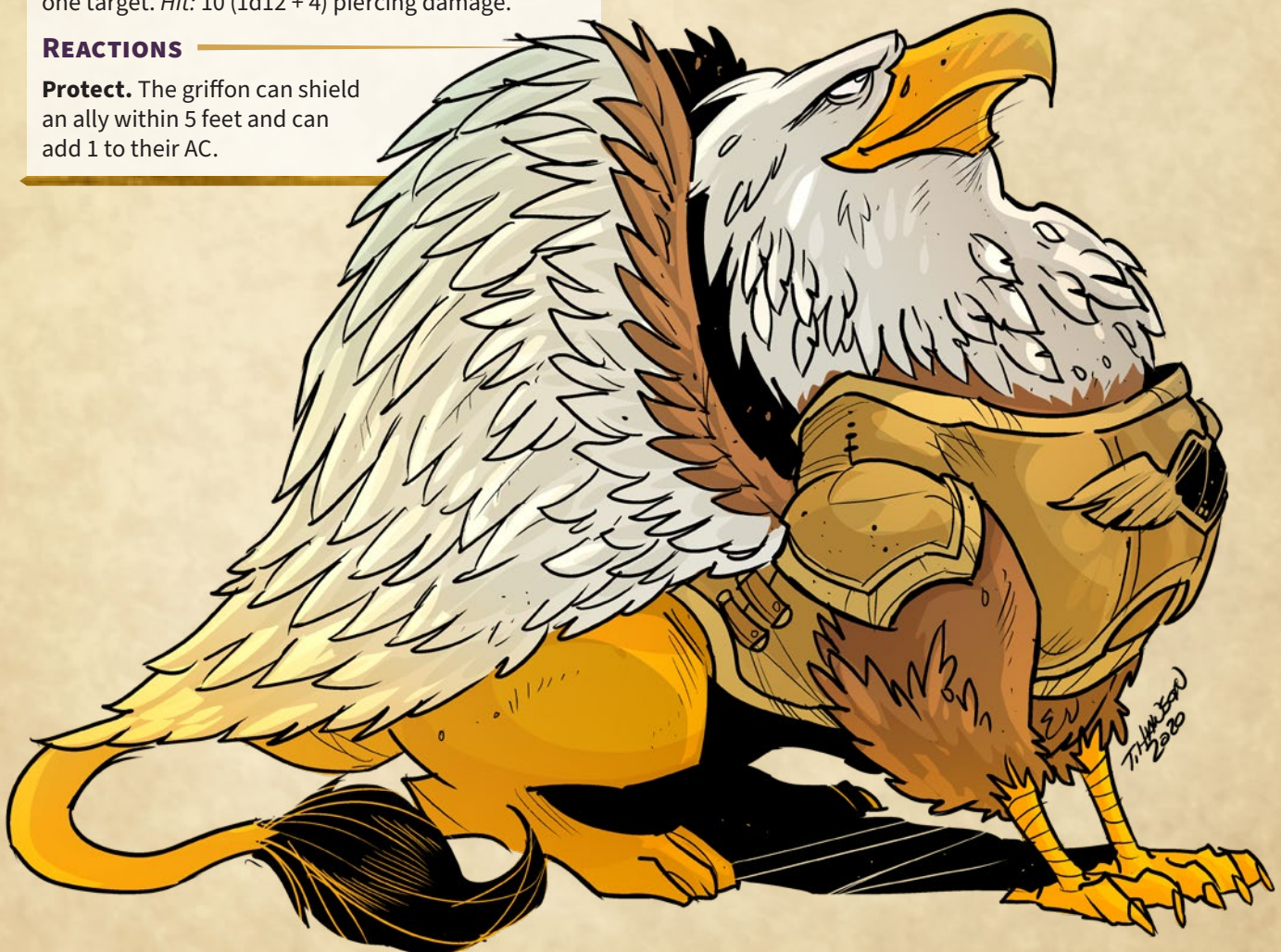
GRIFFON, ARMORED

THE SOUND OF BEATING WINGS ALERTS THE CASTLE guards to look skyward. A majestic creature, part eagle and part lion, flies up to the highest tower. A knight dismounts and then he and the humble creature bow to each other. This is the armored griffon, a powerful monstrosity that can race through the skies. They are fitted with breastplate armor and are ideally suited for combat.

Great Guardian. The bravery of the armored griffon is known throughout the kingdom. Legends tell of a griffon standing its ground against the terrifying chimera. Some cities have elite troops mounted on these creatures, forming a formidable aerial cavalry.

Pack Animal. These beasts are able to carry large amounts of equipment or goods. This is one of the many reasons that the griffons are popular with knights. Some warriors bond so closely to their flying mounts they will give their lives to protect their faithful steeds.

Loyal Mount. Armored griffons often serve as mounts to knights, paladins, and even kings and queens. Like regular griffons, these creatures enjoy feeding on horses and livestock.





HALFLING AMBASSADOR

A SMALL HAND IS RAISED IN A THRONG OF PEOPLE waiting outside a castle. The halfling ambassador is attempting to get an audience with the king. Other ambassadors and their retainers block the small humanoid from getting the monarch's attention. The frustrated halfling jostles with those in the crowd until the gates of the castle close.

Big Shoes to Fill. It's often hard for this diminutive diplomat to get his hairy foot in the door. He

doesn't usually travel with a large entourage and often gets ignored. These small ambassadors have to persevere to get anyone's attention.

Brave Diplomat. The humble halfling diplomat is resourceful and doesn't back down. He is proud of his people and wants their interests represented.

Quick Thinker. The ambassador is quite witty and thinks well on his little feet. He is a skilled storyteller and has hundreds of tales and jokes for any occasion. Sometimes he will finish a story with a flourish by slipping on his trusty magical ring and disappearing.

HALFLING AMBASSADOR

Small humanoid (halfling), lawful good

Armor Class 14 (leather armor)

Hit Points 55 (10d6 + 20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	15 (+2)	12 (+1)	16 (+3)

Skills History +4, Perception +3, Persuasion +5, Performance +5

Senses passive Perception 13

Languages Common, Halfling, and two others

Challenge 3 (700 XP)

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

Halfling Nimbleness. The halfling can move through the space of any creature that is Medium or larger.

Disappearing Act. The halfling always wears a *ring of invisibility*.

Lucky. When the halfling rolls a 1 on a d20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Negotiate. When in negotiations, the halfling has advantage on Charisma (Persuasion) checks. The target must be able to understand the halfling.

ACTIONS

Multiattack. The halfling makes two melee attacks.

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



OGRE BARON

ONE OF THE MOST POLARIZING FIGURES IN THE CITY is the ogre baron. Popular with a few unethical nobles and many of the working class, this clown is loathed by the wise and educated. He has taken more and more power after running a chain of successful inns. Yet he is actually a fraud who has bullied his way to fame and fortune.

Arrogant Oaf. The proud ogre baron believes he is rather intelligent. Nothing could be further from the truth. He can barely read and gets by using his charms and intimidation. His attention is often swayed by female creatures, as he is a sucker for a pretty face. Many of his inns are staffed by beautiful young women.

Noble Friends. This ogre came to power with the help of an influential group of nobles. They ignore the ogre's cruelty, rude behavior, and xenophobia because

CASTLE DISTRICT

OGRE BARON

Large giant, chaotic evil

Armor Class 11

Hit Points 127 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	7 (-2)	9 (-1)	18 (+4)

Saving Throws Con +6, Cha +7

Skills Deception +7, Intimidation +7, Persuasion +7

Senses darkvision 60 ft., passive Perception 9

Languages Common (but can barely read it)

Challenge 8 (3,900 XP)

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

Boast. The ogre makes Charisma (Persuasion) checks with advantage if the target has an Intelligence of 8 or lower.

Bully. The ogre makes Charisma (Intimidation) checks with advantage.

Compulsive Liar. The ogre finds it almost impossible to tell the truth.

Foul Mouthed. He seems incapable of speaking without cursing. The ogre speaks a rudimentary form of Common and often slurs his words.

Small Hands. The ogre has unusually small hands for an ogre and makes any Dexterity check that relies on his hands with disadvantage.

ACTIONS

Multiattack. The ogre makes two melee attacks.

Large Cane. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Incite Hatred (2/day). The ogre incites hatred within 60 ft. by yelling and screaming at everyone. Any creature in this area must make a successful DC 16 Wisdom saving throw or attack the nearest target for 1 minute. Creatures can repeat their saving throw at the end of each of their turns. If a creature succeeds on their saving throw, they are immune to this feature for the next 24 hours.

they know the monster will further their economic and social agendas.

Angry Army. This ogre has a very committed group of angry, outraged followers. His supporters include a number of deluded priests, greedy merchants, and fiendish nobles. These deluded followers would probably support the ogre even if he killed an innocent person in broad daylight.

ROYAL KNIGHT

Medium humanoid (any race), any lawful alignment

Armor Class 18 (chain mail, shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

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

Saving Throws Con +6, Wis +4

Skills Intimidation +6, Perception +4

Senses passive Perception 14

Languages Common and one other

Challenge 4 (1,100 XP)

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

Improved Critical. The knight's melee weapon attacks score a critical hit on a roll of 19 or 20.

Sure Blade. The knight cannot be disarmed when wielding a sword.

ACTIONS

Multiattack. The knight makes three melee attacks.

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

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Royal Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d6 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Protective Parry. The knight adds 3 to its AC to a nonhostile creature's AC within 5 feet, against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

ROYAL KNIGHT

TASKED WITH THE PROTECTION OF THE ROYAL FAMILY is a group of elite knights. Royal knights are tough, highly trained warriors. They will often lead other knights and soldiers.

Elite Knight. These warriors are deadly swordmasters and are also adept with using ranged weapons. They are so proficient with their swords that they cannot be disarmed. Many royal knights also surprise opponents with their ability to attack with their shields.

Humble Protector. Loyal to the end, these knights will put their lives on the line. They will sacrifice themselves for others without a moment's hesitation. Of course, they will save those of noble birth before any peasants.

Royal Mounts. Royal knights ride many kinds of mounts; riding horses, warhorses, giant elk, hippogriffs, griffons, nightmares, and pegasi.



ROYAL PAIN

Medium humanoid (any race), neutral evil

Armor Class 12

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	9 (-1)	12 (+1)	10 (+0)	13 (+1)

Skills Investigation +3, Persuasion +3

Senses passive Perception 10

Languages Common and one other

Challenge 3 (700 XP)

False Privilege. The royal pain makes all Charisma checks at disadvantage.

Innate Spellcasting. The royal pain's innate spellcasting ability is Charisma (spell save DC 12). The royal pain can innately cast the following spells, requiring no components:

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

1/day each: *bane*, *charm person*, *crown of madness*, *disguise self*, *dissonant whispers*

ACTIONS

Multiattack. The royal pain makes two melee attacks.

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

Taunt (2/day). The royal pain can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the royal pain, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the royal pain's next turn. If the target makes a successful saving throw, they are immune to being taunted for the next 24 hours.

Whine. The royal pain can whine loudly and any creatures within 30 ft. must make a successful DC 12 Wisdom saving throw or take 7 (2d6) psychic damage.



Pampered Prince. These proud princes are used to getting everything they want. If they don't get their way they usually whine and complain for hours. Yet they have a romantic side too and often end up in long-term relationships. Their naive partners generally worship the ground they walk on and join the ranks of their many servants.

Enormous Ego. The royal pain's extraordinary immaturity and egocentrism have no bounds. Heavily inflated egos give them a bizarre, skewed view of the world. They are convinced they are highly-talented individuals who deserve special treatment.

Means to an End. As long as the royal pain gets what he wants, he is briefly satisfied. He truly believes the world is there to serve him.

ROYAL PAIN

THERE AREN'T MANY MORE ANNOYING CREATURES than the royal pain. This obnoxious, whiny prince is loathed by most ordinary citizens and many of those in court. The royal pain is awfully arrogant and cares only about himself. He is often found living in a large castle or elegant manor. Many servants are there to serve him, providing him with whatever he needs.

CASTLE DISTRICT



THE SLEEPLESS GOVERNOR

SOME CITIES HAVE A CUNNING EVIL POLITICIAN running the government. The sleepless governor is a cold, calculating individual focused on power, fame, and fortune. She either rules the city on her own, or does the bidding of a monarch. An intimidating, magical longsword always sits in her scabbard.

Arrogant Administrator. The nasty governor believes she's always right and is overcome with pride. She acts decisively, doing whatever it takes to get what she wants. Although she is an intimidating presence, her large ego is quite fragile. The sleepless governor spends much of her time bossing around other bureaucrats, knights, and soldiers.

Emotionally Absent. This administrator has no connection to her heart. She is solely interested in her duty as part of the bureaucracy. Her lack of emotional connection allows her to act without regard for others.

Worried Workaholic. An unhealthy lifestyle has taken a toll on her. The governor has great difficulty maintaining close relationships and usually lives alone. Her health also deteriorates rapidly as she ages.

THE SLEEPLESS GOVERNOR

Medium humanoid (human), lawful evil

Armor Class 14

Hit Points 121 (22d8 + 22)

Speed 30 ft.

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

Saving Throws Int +7, Cha +7

Skills Deception +7, Intimidation +7, Investigation +7, Persuasion +7

Condition Immunities charmed, frightened

Senses passive Perception 12

Languages Common and two others

Challenge 8 (3,900 XP)

Cold Shoulder. If anyone hits the governor with a melee attack, they take 4 (1d8) cold damage.

Overworked. In the latter part of the day the governor makes her saving throws with disadvantage.

ACTIONS

Multiattack. The governor makes two melee attacks.

Icy Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage plus 9 (2d8) cold damage.

Bully (3/day). The governor barks out orders and attempts to bully any creatures within 30 ft. Any creatures in the area must make a successful DC 15 Wisdom saving throw or be frightened for 1 minute. Creatures can repeat the saving throw at the end of each of their turns. If the creature succeeds on their saving throw, they're immune to her bullying for the next 24 hours.

REACTIONS

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



WEALTHY DISTRICT

SIN: GLUTTONY | VIRTUE: TEMPERANCE

Themes: Humanity, equanimity, overindulging, excess, family, status, addiction, rivalry, factions, tradition, loyalty, betrayal

THE WEALTHY DISTRICT IS THE AREA WHERE MOST of the nobles in the city live. Beautiful manors and gardens are found throughout the district. This is also the home for most colleges, including wizard and bard colleges. The district is usually well protected and separated from the rest of the city. In most settlements, the Wealthy and Castle Districts are near each other or even joined together.

Some taverns and inns are located here, although they are very expensive. Several nefarious organizations operate behind the scenes, including devil-worshipping cults and evil trading guilds.

AUTHORITY

Knights and elite guards often offer protection in this district.

FACTIONS

Noble houses, knighthoods, colleges, guilds, cults

LANDMARKS

Castles, keeps, manors, watch towers, gatehouses, gardens, colleges, stables, inns, taverns, stores

STORES

Clothing, alchemist, blacksmith, cobbler, magic items, armor, weapons, carpenter, bowyer, leather worker, jeweler, tailor

INNS AND TAVERNS

Wealthy and aristocratic quality

SERVICES

Coach Cab between Towns: 1 sp per mile

Coach within the City: 1 sp

Messenger: 1 sp per mile

Skilled Hirelings: 5 gp per day

Untrained Hirelings: 1 gp per day

WEALTHY DISTRICT ENCOUNTERS

d20 Encounter

1	rakshasa
2	archmage
3	1d8 knights
4	mage
5	nightmare
6	1d6 nobles
7	spy
8	1d10 guards
9	homunculus
10	faerie dragon
11	imp
12	1d4 nobles
13	rug of smothering
14	1d10 guards
15	vampire spawn
16	quasit
17	gargoyle
18	pegasus
19	1d6 knights
20	vampire





GLUTTONY

UNDER THE COVER OF NIGHT, A MASSIVE OOZE SLIDES inside a manor and engulfs the occupants. When the elite guards enter the building in the morning, it has been scrubbed clean. None of the inhabitants survived the night. Gluttony is an enormous demon that devours as much as it can.

Beast Feast. This hideous creature will feast on food, livestock, and even humanoids. It continuously consumes organic matter as it moves through the world. Although it's not that intelligent, the demon is rather wise.

Fiendish Friends. Unbelievably, some evil nobles will invite Gluttony to their banquets. They make a bargain with the demon, feeding it in return for favors. If anyone complains about the presence of the hideous monster, they will be escorted out of the feast or added to the menu.

Urban Sprawl. Gluttony can lay waste to entire urban settlements. Buildings and other structures remain in place, but it consumes all living creatures.

GLUTTONY

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 350 (28d10 + 196)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	25 (+7)	10 (+0)	18 (+4)	7 (-2)

Saving Throws Con +14, Wis +11

Skills Perception +11

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

Damage Immunities poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 21

Languages understands Abyssal but can't speak

Challenge 23 (50,000 XP)

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

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

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

Magical Weapons. Gluttony's weapon attacks are magical.

ACTIONS

Multiattack. Gluttony makes two bite attacks or one spit attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 37 (7d8 + 6) piercing damage.

Spit Slime. *Ranged Weapon Attack:* +13 to hit, range 30/80 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 36 (8d8) acid damage.

Create Cubes (1/day). If there is space to do so, the demon can create 1d4 gelatinous cubes out of its body. The new oozes will obey the demon's commands and are destroyed if it dies.

Engulf. The demon moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 17 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 10 feet back or the side of the demon. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the demon enters the creature's space, and the creature takes 21 (6d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 35 (10d6) acid damage at the start of each of the demon's turns. When the demon moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 17 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the demon.

LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Slide. The demon can move up to its speed towards an opponent.

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

Spits Slime (Costs 2 Actions). Gluttony makes a slime attack.

TEMPERANCE

TEMPERANCE APPEARS AS A MIDDLE-AGED WOMAN holding two water containers. She is constantly moving water from one container to another. This symbolizes the healthy balance this celestial is intent on bringing into the world. She is dressed simply and doesn't immediately stand out in a crowd. However, if someone gets close to her, they soon realize they are in the presence of a powerful being.

Peaceful Place. Although the world is a challenging place, Temperance preaches about forgiveness. She urges self-restraint and points out the good in every creature. This wise being knows that everyone

and everything can play a part in the natural balance of the multiverse.

Sacred Vessels. Temperance can use her magical vessels to protect herself or any allies. Using her magic, she can send out a powerful jet of water from the containers. She can also bang the water jugs together to send out a loud, holy sound.

Maternal Moderation. Temperance encourages everyone to moderate their appetites and desires. For her this is a simple message to be more present, as truly conscious creatures will take better care of themselves.

TEMPERANCE

Medium celestial, lawful good

Armor Class 19 (natural armor)

Hit Points 231 (22d8 + 132)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	23 (+6)	18 (+4)	22 (+6)	20 (+5)

Saving Throws Con +13, Wis +13

Skills Insight +13, Medicine +13, Nature +11, Perception +13, Survival +13

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120 ft., passive Perception 23

Languages Celestial, telepathy 120 ft.

Challenge 23 (50,000 XP)

Divine Awareness. Temperance knows if she hears a lie.

Innate Spellcasting. Temperance's innate spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: *create food and water, friends, purify food and water*

3/day each: *charm person, control water, dimension door, shape water, thunderwave* (5th level)

1/day each: *commune, expeditious retreat, revivify, suggestion*

Legendary Resistance (3/Day). If Temperance fails a saving throw, she can choose to succeed instead.

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

Magical Weapons. Temperance's weapon attacks are magical.

ACTIONS

Multiattack. Temperance makes two ranged attacks.

Water Jet. *Ranged Weapon Attack:* +12 to hit, range 80/320 ft., one target. *Hit:* 27 (5d8 + 5) force damage plus 9 (2d8) radiant damage.

Holy Toll (Recharge 5–6). Temperance can bang her two water containers together and create a wave of sound. Any creatures within 60 ft. must make a successful DC 20 Constitution saving throw or be deafened and take 77 (22d6) force damage, half damage on a save. Any creature that succeeds on the saving throw is immune to the chime for the next 24 hours.

LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Cantrip. Temperance casts a cantrip.

Shimmering Shield (Costs 2 Actions). Temperance creates a shimmering, magical field around herself or another creature she can see within 60 ft. of her. The target gains a +2 bonus to AC until the end of Temperance's next turn.

Healing Touch (Costs 2 Actions). Temperance touches another creature. The target magically regains 30 (6d8 + 3) hit points and is freed from any curse, poison, blindness, or deafness.





ANIMATED FEAST

GLISTENING PLATES AND CUTLERY LINE THE LONG table. A few people begin to enjoy the sumptuous feast when things take an awful turn. Suddenly all the utensils and plates come to life and attack the guests. Knives and forks fly through the air like daggers and several plates smash into the bewildered crowd. Uneaten food is thrown all over the dining room. The construct has turned the tables and begins to attack the guests.

Dinner for the Sinner. This construct was created by a mage who wanted to punish those who indulge in gluttony. Some evildoers use the construct as a trap, sometimes as the centerpiece of a sinister surprise party.

Smashing Success. Once an animated feast is activated, it makes a considerable amount of noise. This construct can devastate an entire manor if left to its own devices.

Constructed Nature. An animated feast doesn't require air, food, drink, or sleep.

ANIMATED FEAST

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 0 ft., fly 40 ft.

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

Saving Throws Dex +5

Damage Resistances poison, psychic

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

Senses blindsight 120 ft., passive Perception 7

Languages —

Challenge 2 (450 XP)

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

False Appearance. While the feast remains motionless and isn't flying, it is indistinguishable from a normal place setting.

ACTIONS

Multiattack. The animated feast makes three attacks; one with knives, one with forks, and one with plates.

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

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

Plates. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.



CURSED COACHMAN

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	7 (-2)	10 (+0)	7 (-2)

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Coach Trap. When any good or neutral creature gets inside the coach, or is forced inside, they must make a successful DC 13 Dexterity or Strength check or become trapped inside. A creature can also attempt to make a DC 13 Strength check to force their way out. The coach can be attacked and destroyed to free trapped creatures (AC 12; hp 25; vulnerable to radiant damage; immune to necrotic, poison, or psychic damage).

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

ACTIONS

Multiattack. The cursed coachman makes two attacks.

Shadowy Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 4 (1d8) necrotic damage.

CURSED COACHMAN

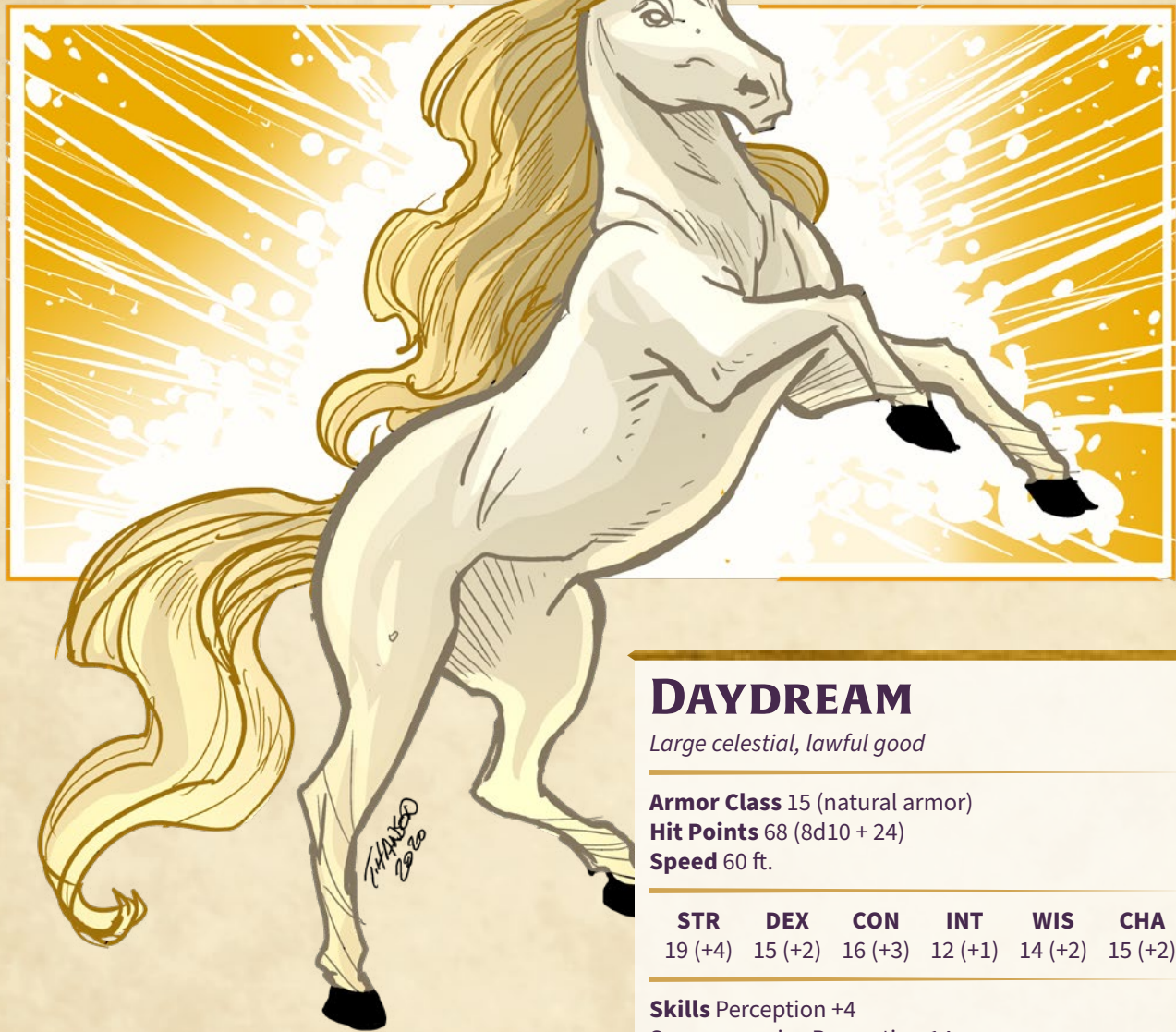
SEVERAL BYSTANDERS DIVE OUT OF THE WAY AS A dark coach races through the street. They look up and see the coach is pulled by a black steed and the driver is a strange-looking man. The cursed coachman then raises his whip and attacks an onlooker.

Pulling the Strings. This horrid monster was created after a tragic crash killed him and his family. He rides through the city at night, causing panic in the streets. The cursed coachman can order the nightmare that pulls the coach to follow his commands.

Caught in Trap. If a non-evil creature gets inside the coach they might never get out. The spooky-looking vehicle has trapped many individuals before. Some evildoers have used the coach to kidnap unsuspecting victims. A number of these unfortunates eventually find out they have traveled a great distance. Sometimes the victims aren't on the same plane of existence any more.

Ride Hailing. This undead creature can be commanded to drive evil-aligned creatures from one location to another. Unfortunately, this business is hurting the businesses of living coach drivers.

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



DAYDREAM

ONE OF THE MOST STUNNING SIGHTS IN THE CITY IS the daydream. The spectacular, gleaming white horse inspires the populace and brings hope whenever it is seen. Its mission is to bring balance into the world by aiding the side of good.

Holy Horse. These steeds will only let good-aligned creatures ride them. They are especially fond of good wizards, good clerics, and paladins. Daydreams are sworn enemies of the fiery mounts known as nightmares.

Loyal Listener. Once the bond is formed between the daydream and its rider, it can be called when needed. This call will be heard over any distance, as long as the daydream is on the same plane of existence. It will arrive within a minute.

A Light in the Dark. They radiate a shining white light, making their presence known immediately. This means a daydream's rider won't surprise anyone.

DAYDREAM

Large celestial, lawful good

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Skills Perception +4

Senses passive Perception 14

Languages Understands Celestial and Common but can't speak

Challenge 3 (700 XP)

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

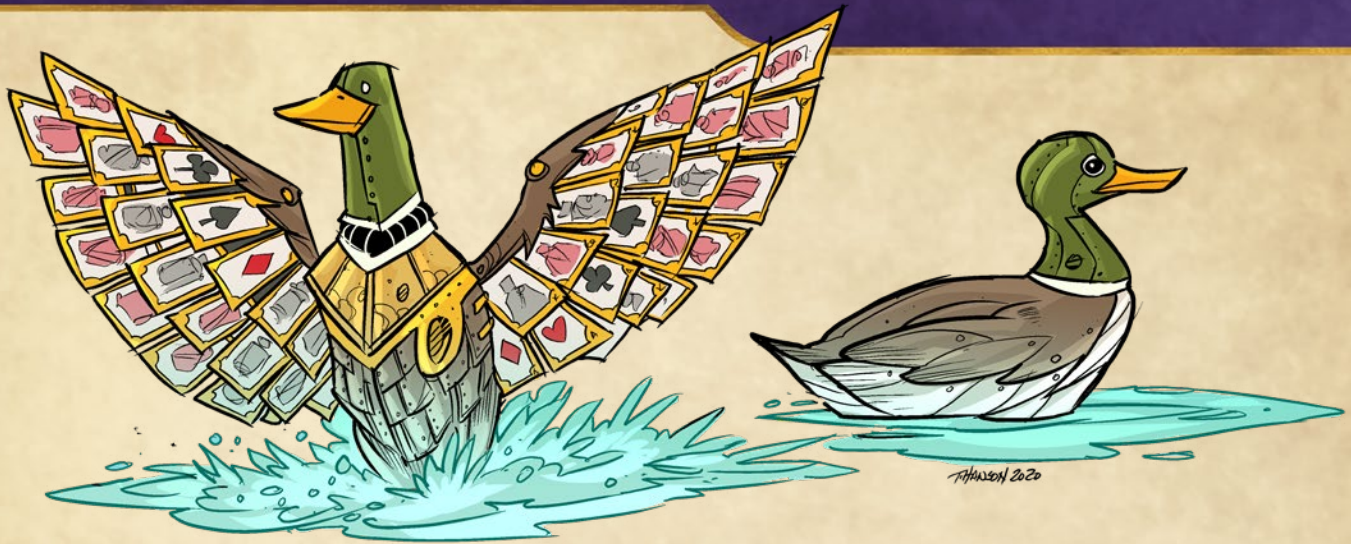
Heralded Horse. The daydream will return to its rider within a minute if they are on the same plane. All the rider needs to do is call the celestial by its name.

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

Inspire. Any non-evil creature who sees the daydream can roll a d4 and add the result to their next attack roll. This feature only affects another creature once a day.

ACTIONS

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



DUCK OF MANY THINGS

A DUCK FLAPS ITS WINGS AND THEN WADES INTO A still pond. Upon closer examination this is no ordinary duck. Its feathers have the faces of playing cards imprinted on them. This is the duck of many things, one of the strangest constructs ever created. It is also the most sought after, fetching a huge price on the open market.

Curious Construct. These constructs often wander the grounds of their wealthy owners. They seek out ponds and fountains to swim in. It's as if some deep part of them wants to live the life of a real duck.

Stacked Deck. The feather cards have magical effects if they are plucked. Some of the effects are beneficial, some unusual, and some harmful. After all the duck's feather cards are removed it is destroyed in a violent explosion.

Constructed Nature. The duck of many things doesn't require air, food, drink, or sleep.

DUCK OF MANY THINGS

Tiny construct, unaligned

Armor Class 13

Hit Points 21 (6d4 + 6)

Speed 20 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	5 (-3)	9 (-1)	1 (-5)

Damage Immunities poison, psychic

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

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

Languages —

Challenge 2 (450 XP)

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

ACTIONS

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

Card Feathers. The feathers of the duck are playing cards, but only the face cards. Only 1 card can be removed each day and they don't grow back. When the last card is removed the duck explodes and does 10 (3d6) force damage in a 30 ft. radius. If one of these cards is pulled, the following effect occurs. Roll 1d12:

1. *Jack of Clubs* – Your Strength increases by 1
2. *Jack of Diamonds* – a 1,000 gp diamond drops into your lap
3. *Jack of Hearts* – You are charmed by the next NPC for 1 minute
4. *Jack of Spades* – You have disadvantage on Initiative for a day
5. *Queen of Clubs* – You do double damage on your next hit
6. *Queen of Diamonds* – You have advantage on Initiative for a day
7. *Queen of Hearts* – Your gender changes for a week
8. *Queen of Spades* – Your next long rest is only a short rest
9. *King of Clubs* – Your speed is cut in half for a day
10. *King of Diamonds* – All the coins in your pockets vanish
11. *King of Hearts* – You gain the benefits of a long rest
12. *King of Spades* – Your Charisma increases by 1

REACTIONS

Duck. When an attacker that the duck can see hits it with an attack, it can use its reaction to add +2 to its AC.

FAERIE GODMOTHER

IN ITS DARKEST HOUR A PURE HEART CAN SOMETIMES receive a divine visitation. Faerie godmothers are powerful fey who will aid heroes when they need it the most. They appear as older women and wear simple, yet elegant clothes. A sign that they are extraordinary is the large white owl that accompanies them. This is the fey's loyal familiar, often used to send messages.

Deep Wisdom. The faerie godmother is one of the wisest creatures in the multiverse and her powers are extensive. Faerie tales often note their kindness and generosity. Some folks say their love is unconditional and deeper than a mortal could possibly comprehend.

Good Balance. Ultimately the faerie godmother is concerned with inspiring individuals. She arrives in times of need and is deeply connected to the pulse of the multiverse. This aid has its limits though, as the ancient fey wants individuals to walk on their own path.



Fey Friend. The original home of the faerie godmother is the mysterious Feyland. She travels back and forth to this foreign land through hidden portals. These gateways include mirrors, ponds, magical gates, and hidden trees.

FAERIE GODMOTHER

Medium fey, lawful good

Armor Class 11 (14 with *mage armor*)

Hit Points 105 (14d8 + 42)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	20 (+5)	25 (+7)	21 (+5)

Saving Throws Wis +11, Cha +9

Skills Arcana +9, Insight +11, Nature +9, Perception +11, Persuasion +9

Senses darkvision 90 ft., passive Perception 21

Languages all

Challenge 12 (8,400 XP)

Deep Awareness. The faerie godmother knows if she hears a lie.

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

Innate Spellcasting. The faerie godmother's innate spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). The faerie godmother can innately cast the following spells, requiring no components:

At will: *friends, light, mending, prestidigitation*
3/day each: *charm person, dancing lights, detect thoughts, dimension door, disguise self, mage armor, misty step, polymorph*
1/day each: *dream, etherealness, feather fall, feblemind, find familiar, foresight, globe of invulnerability, haste, seeming, suggestion*

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

Owl Familiar. The faerie godmother has an owl familiar.

ACTIONS

Wand Burst. *Ranged Weapon Attack:* +5 to hit, range 30/80 ft., one target. *Hit:* 17 (5d6) radiant damage.

Conjure Steed (1/day). The faerie godmother can use her wand to conjure a magical riding horse for a good-aligned creature. The horse vanishes at midnight.



GUARD, ELITE

Medium humanoid (any race), any alignment

Armor Class 16 (chain mail)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	11 (+0)	10 (+0)

Skills Athletics +5, Intimidation +2, Perception +2

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. The elite guard makes two attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

GUARD, ELITE

AT TIMES WELL-TRAINED GUARDS ARE NEEDED TO protect the city. Ordinary guards have their hands full against tough foes. Elite guards can offer much better protection, especially when evil humanoid tribes are on the rampage.

Pricy Protection. Many of these warriors are employed as soldiers or hired by wealthy nobles. They often protect wealthy settlements, manors, keeps, coaches, and castles. A number of elite guards are also hired as bodyguards.

Well-Trained. These guards have had extensive weapons training. Sometimes they act as officers and command groups of regular guards. They have strong constitutions and are used to being on duty for long hours.





HORSE MASTER

ONE OF THE MOST POPULAR INDIVIDUALS IN THE Wealthy District is the horse master. Many nobles employ the services of this equine specialist. What the nobles don't know is that this expert is also able to transform into a horse. A handsome and charming man, he gets along well with most of the inhabitants of the district.

Equine Expert. The horse master knows more about horses than anyone. All beasts are drawn to his authenticity and horses see him as part of their herd. He is able to tame any steed within a few minutes.

Secret Shape. Nobody is aware that the horse master can actually take the form of a horse. He takes full advantage of this and lives two lives. However, this individual cannot hide the fact he eats like a horse.

Home on the Range. After some time in the city, the horse master feels the need to get out into the country. Once there, he loves to turn into his beast shape and run free. As he can travel long distances as a horse, he is an experienced traveller. On his travels he has met many druids and rangers and has an extensive network of friends.

HORSE MASTER

Medium humanoid (human, shapechanger), chaotic good

Armor Class 13 in human form, 14 in horse form

Hit Points 39 (6d8 + 12)

Speed 30 ft. (60 ft. in horse form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	12 (+1)	14 (+2)	10 (+0)

Skills Animal Handling +4, Insight +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Common (Can't speak in horse form)

Challenge 4 (1,100 XP)

Born to the Saddle. The horse master has advantage on saving throws made to avoid falling off his mount. If he does fall off his mount and descends no more than 10 feet, he can land on his feet if he's not incapacitated. Finally, mounting or dismounting a creature costs him only 5 feet of movement, rather than half his speed.

Cavalry Skills. The horse master has advantage on attack rolls when he is mounted and avoids any opportunity attacks.

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

Shapechanger. The horse master can use his action to polymorph into a riding horse or back to his human form. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying is transformed. He reverts to his human form if he dies.

ACTIONS

Multiattack. The horse master makes two attacks.

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

Hooves (Horse Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Summon Horses (1/Day). The horse master can summon 1d4 riding horses once a day. The beasts appear within 90 feet of the horse master and obey his commands.

LADY HAWK

Medium humanoid (human, shapechanger),
lawful good

Armor Class 13 (16 with *barkskin*)

Hit Points 45 (7d8 + 14)

Speed 30 ft., fly 70 ft. (hawk form)

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

Skills Insight +8, Nature +4, Perception +8,
Survival +8

Senses passive Perception 18

Languages Common, Druidic, Primordial

Challenge 5 (1,800 XP)

Shapechange. The lady hawk can use her action to polymorph into a Small-sized hawk or back into her true form. Her statistics, other than her size and spellcasting, are the same in each form. Any equipment she is wearing or carrying is transformed. She reverts to her human form if she dies.

Speak with Birds. The lady hawk can communicate with birds as if they shared a language.

Spellcasting. The lady hawk is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16). The lady hawk can cast the following spells:

Cantrips (at will): *druidcraft*, *mending*, *resistance*

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

2nd level (3 slots): *animal messenger*, *barkskin*,
gust of wind

3rd level (3 slots): *daylight*, *speak with plants*,
wind wall

4th level (2 slots): *freedom of movement*,
greater invisibility

ACTIONS

Multiattack. The lady hawk makes two attacks.

Shortsword (human form). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Beak (hawk form). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Talons (hawk form). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

LADY HAWK

A SIZEABLE HAWK FLIES LOW OVER A QUIET PART OF the city. As the sunlight reflects on its exquisite wings, it banks and heads towards a lush garden. The hawk lands in a stand of trees and suddenly changes shape into a beautiful woman in a long brown dress. Her dress matches the stunning pattern of the bird's wings.

Natural Balance. The lady hawk wants to bring harmony and balance to the city. She fights against evil and works to protect nature. She is an ally of good-aligned druids and all forms of birds. Lady hawks are often in conflict with governments who want to expand settlements into unspoiled wilderness.

Helpful Heroine. Most of these women live two separate lives. One life as a helpful, humble servant and one as a hero fighting the forces of darkness. However, a few lady hawks live quietly as generous nobles.

Picky Eater. This shapechanger eats small portions and is very particular with regards to the kind of food she eats. Many folks quickly notice that she eats like a bird.





PUPPETMASTER

A GROUP OF YOUNG NOBLES ARE ENJOYING AN INNOCENT puppet show when a blood-curdling scream cuts through the air. One of the puppets has just breathed fire on a nearby guard. As the guard burns, the crowd scatters and shouts echo in every direction. This is the work of the evil puppetmaster, one of the cruelest of the fey.

Command Performance. He controls two fendish puppets that can wreck havoc. One puppet looks like a little devil and the other appears to be a tiny demon. However, these are no mere toys and can ruin any event. The puppets have minds of their own and will even fight each other at times.

Surprise Parties. Wealthy nobles hire the puppetmaster to perform at parties, balls, galas, and other events. They don't know that they're inviting a monster inside their homes.

PUPPETMASTER

Medium fey, neutral evil

Armor Class 13

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	13 (+1)	18 (+4)	16 (+3)

Saving Throws Wis +7, Cha +6

Skills Insight +7, Perception +7, Performance +6

Senses darkvision 60 ft., passive Perception 17

Languages Common and two others

Challenge 6 (2,300 XP)

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

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

Innate Spellcasting. The puppetmaster's innate spellcasting ability is Charisma (spell save DC 14). The puppetmaster can innately cast the following spells, requiring no components:

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

2/day each: *charm person*, *darkness*, *vicious mockery* (5th level)

1/day each: *hypnotic pattern*, *suggestion*

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

Ventriloquism. Whenever the puppetmaster speaks, he can choose a point within 60 feet; his voice emanates from that point.

ACTIONS

Multiattack. The puppetmaster makes two attacks with his sword or one attack with a puppet.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Demon Puppet Fire Breath. *Ranged Weapon Attack:* +6 to hit, range 15/30 ft., one target. *Hit:* 10 (2d6 + 3) fire damage.

Devil Puppet Acid Spit. *Ranged Weapon Attack:* +6 to hit, range 15/30 ft., one target. *Hit:* 10 (2d6 + 3) acid damage.

Master of Misfortune. The puppetmaster has many objectives, chief of which is stealing treasure. He has also been known to assassinate individuals, for the right price. His contacts enable him to gain access to many prestigious locations.

RAKSHASA LORD

A TALL, HANDSOME NOBLE ENTERS HIS MASTER BEDROOM and closes the door. He takes off his patterned robes and strides forth. Suddenly his appearance changes and a tiger-like humanoid appears in the mirror opposite him. This is the incredibly powerful rakshasa lord.

Hidden Horror. This fiend can easily rule an entire city as a high-ranking noble, live the life of a high priest, or take on the role as an influential merchant. They could even rule a kingdom with many powerful henchmen under their command. At times other rakshasas will even serve this treacherous fiend.

Second Life. As with other rakshasas, this creature returns to Hell when it is killed. Once reborn, the rakshasa lord will seek out its killer. If the lord is killed in Hell, they are destroyed forever.

Amazing Appetites. These fiends have enormous appetites and usually hire the best cooks in the city. One clue that they might not be humanoid is the massive amount of food they eat. It is one of the main vices of this clever fiend, but not the only one.



RAKSHASA LORD

Medium fiend, lawful evil

Armor Class 18 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	20 (+5)	14 (+2)	18 (+4)	22 (+6)

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

Damage Vulnerabilities piercing from magical weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 20

Languages Common, Infernal

Challenge 20 (25,000 XP)

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no components:

At will: *detect thoughts, disguise self, mage hand, minor illusion*

3/day each: *charm person, detect magic, invisibility, major image, suggestion*

1/day each: *dominate person, fly, fog cloud, hypnotic pattern, plane shift, tongues, true seeing*

Limited Magical Immunity. The rakshasa is immune to spells of 7th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

Pounce. If the rakshasa 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 15 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The rakshasa makes two claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

REACTIONS

Instinctive Charm. When a creature within 60 feet of the rakshasa makes an attack roll against it, and another creature is within the attack's range, the attacker must make a DC 20 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including the rakshasa or itself. If multiple creatures are closest, the attacker chooses which one to target. If the saving throw is successful, that attacker is immune to the rakshasa's Instinctive Charm for 24 hours.

RICH LICH

A GROUP OF WEALTHY NOBLES SITS DOWN FOR A LAVISH dinner. The dinner guests are not aware that their host is actually a monster. He appears to be a wealthy old wizard, but in truth he is a repulsive undead creature. The rich lich lives two lives and is preoccupied with fame and fortune. They often conceal their true identity by magical means. Sometimes they will wear a mask and other vestments to hide their undead form.

Wealthy Wizard. The wealthy monster hosts parties and takes advantage of those obsessed with

gluttony. This gives him an opportunity to recruit new minions or influence the political realm.

Dark Secret. These liches live in wealthy areas amongst the upper class. They are active members of their community; however, nobody knows their true identity.

Mysterious Manors. Behind the walls of the manors or castles belonging to these monsters hide numerous horrors. Undead minions and secret chambers can be found in the strange buildings.

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

RICH LICH

Medium undead, any evil alignment

Armor Class 17 (natural armor)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

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

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

Skills Arcana +10, History +10, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common and six others

Challenge 17 (18,000 XP)

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

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d20 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is a 14th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *prestidigitation*

1st level (4 slots): *charm person*, *detect magic*, *disguise self*, *magic missile*, *shield*

2nd level (3 slots): *detect thoughts*, *invisibility*, *mirror image*

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

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

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

6th level (1 slot): *disintegrate*

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

ACTIONS

Rod of Indulgence. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage plus 9 (2d8) necrotic damage.

LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Cantrip. The lich casts a cantrip.

Gaze of Hunger (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or take 13 (3d8) necrotic damage, or half damage on a save. If a target saves or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Misty Step (Costs 2 Actions). The lich vanishes in a mist and reappears nearby.



WINDY HOPPER

EVERYONE IN THE CITY KNOWS THE MOST USEFUL messenger is this tiny fey. Windy hoppers usually deliver messages for nobles and royalty. However, anyone with enough gold can hire these flighty fey.

Air Mail. One of the reasons they are a popular choice to send messages is their flying ability. They can access many different areas in the city and avoid a lot of obstacles. Windy hoppers also have time to dance through the air with other windy hoppers on their routes.

Express Delivery. Their deliveries are quick and their success rate is quite high. Therefore, these fey have a good reputation with all the citizens of the city. However, some of the winged messengers have taken advantage of their position and sold information to nefarious individuals.

Big Appetite. Windy hoppers are known to have huge appetites. When they're really hungry, they'll even trade their services for food.



WINDY HOPPER

Tiny fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 17 (7d4)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	11 (+0)	11 (+0)	12 (+1)	12 (+1)

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

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, and two others

Challenge 1 (200 XP)

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

Fey Step (2-3). As a bonus action, the windy hopper can teleport up to 30 feet to an unoccupied space it can see.

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

At will: *comprehend languages*, *prestidigitation*
1/day each: *calm emotions*, *faerie fire*, *feign death*,
knock

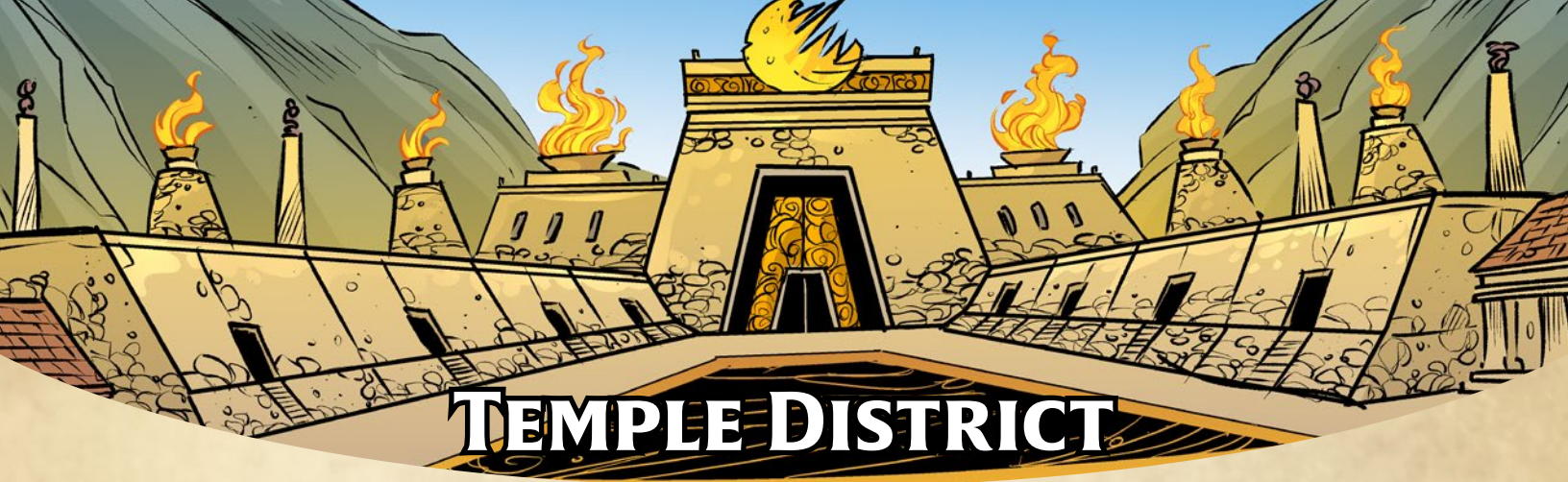
ACTIONS

Multiattack. The windy hopper makes two attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 piercing damage plus 2 (1d4) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 2 piercing damage plus 2 (1d4) poison damage.





TEMPLE DISTRICT

SIN: WRATH | VIRTUE: PATIENCE

Themes: Intolerance, forgiveness, mercy, devotion, redemption, celebration, grieving, unity, atonement, enlightenment

THE TEMPLE DISTRICT VARIES IN SIZE AND INFLUENCE from city to city. Some cities contain a large, significant temple area. In other cities, this area is smaller and less important. Either way it is a unique part of urban settlements. Many people and creatures that you'd never find in other parts of the city live and worship here.

Large, sturdy stone temples and extensive outdoor worshipping areas take up much of the district. Hard-working scholars toil for hours in immense libraries. Solemn monasteries full of monks also make this district home. Even some holy knightships are based in this part of the city.

AUTHORITY

Knights, clerics, paladins, and guards often offer protection in this district.

FACTIONS

Worshippers, monk brotherhoods, knightships, sages

LANDMARKS

Temples, keeps, monasteries, libraries, gardens, tombs

STORES

None

INNS AND TAVERNS

None

SERVICES

Coach Cab between Towns: 5 cp per mile

Coach within the City: 5 cp

Messenger: 5 cp per mile

Skilled Hirelings: 3 gp per day

Untrained Hirelings: 5 sp per day

TEMPLE DISTRICT ENCOUNTERS

d20 Encounter

- | | |
|----|-------------------------------|
| 1 | 1d6 priests and 1d10 acolytes |
| 2 | deva |
| 3 | 1d10 guards |
| 4 | 1d4 gargoyles |
| 5 | 1d4 nobles |
| 6 | doppelganger |
| 7 | 1d12 commoners |
| 8 | 1d4 veterans |
| 9 | 1d6 guards |
| 10 | 1d4 acolytes |
| 11 | 1d10 commoners |
| 12 | priest |
| 13 | ghost |
| 14 | animated armor |
| 15 | 1d8 acolytes |
| 16 | shield guardian |
| 17 | 1d4 priests |
| 18 | 1d8 guards |
| 19 | 1d4 knights |
| 20 | stone golem |



WRATH

A TALL HUMANOID WEARING AN OMINOUS SKULL mask looks out across an immense temple. He is clad in black plate mail and strikes an imposing figure. His legions of followers await every word that explodes from their leader's lips. This is Wrath, the most dangerous demon in the city.

Cruel Commander. He is a horrid, monstrous being who uses violence to get what he wants. This fiend brings wrath down on anyone or anything that doesn't bend to his will.

Wave of Hate. The violent general crushes his opposition with dark magic or his lethal rod. He encourages his many followers to act without mercy. This demon only seeks power and nothing else. He doesn't negotiate and continues to expand his influence.

Dark Steed. Wrath is often seen riding on an especially large nightmare. His minions trail behind their master, and the mounted entourage is known as the Abyssal March.

WRATH

Large fiend (demon), chaotic evil

Armor Class 18 (plate)

Hit Points 230 (20d10 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	22 (+6)	22 (+6)	18 (+4)	21 (+5)

Saving Throws Con +13, Int +13, Cha +12

Skills Athletics +14, Intimidation +12, Perception +11

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 21

Languages Abyssal, telepathy 120 ft.

Challenge 23 (50,000 XP)

Demonic Shadows. Wrath darkens the area around his body in a 10-foot radius. Nonmagical light can't illuminate this area of dim light.

Innate Spellcasting. Wrath's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). Wrath can innately cast the following spells, requiring no components:

At will: *eldritch blast* (5th level), *minor illusion*, *prestidigitation*, *shocking grasp* (11th level)
2/day each: *dimension door*, *fireball* (5th level), *scorching ray* (5th level), *thunderwave* (5th level)

Legendary Resistance (3/Day). If Wrath fails a saving throw, he can choose to succeed instead.

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

Magical Weapons. Wrath's weapon attacks are magical.

ACTIONS

Multiaction. Wrath makes two melee attacks or two ranged attacks.

Rod of Wrath. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage plus 22 (5d8) force damage.

Bolts of Wrath. *Ranged Weapon Attack:* +11 to hit, range 30/80 ft., one target. *Hit:* 22 (4d8 + 4) force damage.

Wrathful Shout (Recharge 5–6). Wrath utters a dreadful word of power. Each creature within 30 feet of him must succeed on a DC 20 Wisdom saving throw or become frightened of him 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. A creature that saves against this effect is immune for the next 24 hours.

LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Cantrip. Wrath casts a cantrip.

Rod Attack (Costs 2 Actions). Wrath makes a rod attack.

Skull Gaze (Costs 2 Actions). Wrath targets one creature he can see within 30 feet of him. If the target can see Wrath and isn't a construct or undead, it must succeed on a DC 20 Charisma saving throw or reduce its hit point maximum by 11 (2d10) and give Wrath an equal number of temporary hit points. This reduction lasts until the target finishes a short or long rest. The target dies if its hit point maximum is reduced to 0, and if the target is a humanoid, it immediately rises as a ghoul under Wrath's control.





PATIENCE

THIS PEACEFUL CELESTIAL IS OFTEN SEEN IN THE Temple District. Patience is quiet and keeps to herself much of the time. Almost everyone is unaware of her hidden true nature. This powerful celestial teaches the world a profound lesson about being present in the moment. Patience observes her emotions and maintains an even temper throughout her day.

Steady Progress. She never rushes and stays connected to her true self. Patience understands her natural cycle and is always well rested. She will sometimes

use her magical powers to slow others down and help them reconnect.

Enduring Love. This celestial has a deep trust in the divine and she will persevere regardless of how dire the situation is. She also has the same love for every being, including her enemies. Seeing the good in every citizen of the city, she loves unconditionally.

Pegasi Mount. Patience rides a gleaming white pegasus.

PATIENCE

Medium celestial, neutral good

Armor Class 17 (natural armor)

Hit Points 336 (32d8 + 192)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	23 (+6)	20 (+5)	23 (+6)	20 (+5)

Saving Throws Dex +12, Con +13, Wis +13

Skills Insight +13, Perception +13, Stealth +12

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 23

Languages Celestial, telepathy 120 ft.

Challenge 23 (50,000 XP)

Aura of Calm. Any non-evil creatures within 60 feet of Patience feels a deep calmness and adds +1 to their saving throws.

Divine Awareness. Patience knows if she hears a lie.

Innate Spellcasting. Patience's innate spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: *friends, light, message, prestidigitation, ray of frost* (5th level)

3/day each: *bless, charm person, dancing lights, faerie fire, hold person*

1/day each: *mass suggestion, silence, teleport*

Inscrutable. Patience is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that she refuses.

Wisdom (Insight) checks made to ascertain Patience's intentions or sincerity have disadvantage.

Legendary Resistance (3/Day). If Patience fails a saving throw, she can choose to succeed instead.

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

Magical Weapons. Patience's weapon attacks are magical.

ACTIONS

Multiattack. Patience makes two melee attacks.

Unarmed Attack. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 27 (6d8) radiant damage.

Radiant Wave (Recharge 5–6). Patience sends out a golden wave of radiant light in a 90-foot cone. Any evil creatures in the area must make a DC 20 Constitution saving throw or take 63 (14d8) radiant damage, half damage on a successful save.

LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Cantrip. Patience casts a cantrip.

Slow (Costs 2 Actions). Any creatures within 60 feet must make a DC 20 Constitution saving throw or have their speed reduced in half for 10 minutes. The target can repeat the saving throw at the end of each of its turn. If the target succeeds on the saving throw, they are immune to this effect for 24 hours.

Healing Touch (Costs 3 Actions). Patience touches another creature. The target magically gains 30 (6d8 + 3) hit points and is freed from any curse, disease, poison, blindness, or deafness.

CAT PRINCE

Medium humanoid (human, shapechanger), neutral

Armor Class 15

Hit Points 105 (14d8 + 42)

Speed 40 ft., climb 30 ft.

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

Saving Throws Dex +9, Wis +8

Skills Acrobatics +9, Insight +8, Perception +8, Stealth +9

Damage Immunities necrotic, poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 90 ft., passive Perception 18

Languages Common

Challenge 9 (5,000 XP)

Innate Spellcasting. The cat prince's innate spellcasting ability is Wisdom (spell save DC 16). The cat prince can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *feather fall*,
pass without trace

3/day each: *cure wounds* (3rd level), *detect thoughts*,
silence

1/day each: *charm person*, *dispel magic*, *fog cloud*,
moonbeam (3rd level)



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

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

Magic Weapons. The cat prince's weapon attacks are magical.

Nine Lives. The cat prince has advantage on nine death saves.

Pounce. If the cat prince 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 16 Strength saving throw or be knocked prone.

Shapechanger. The cat prince can use his action to polymorph into a cat, or back into its true form, which is humanoid. His statistics, other than his size and spellcasting, are the same in each form. Any equipment he is wearing or carrying is also transformed. He reverts to his true form if he dies.

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

ACTIONS

Multiattack. The cat prince makes three claw attacks or two with his sword.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Longsword (Human Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage plus 10 (3d6) poison damage.

CAT PRINCE

LEGENDS TELL OF A MAN WHO IS PART HUMAN, PART cat. He hides his true nature and lives in temples, changing his form constantly. The cat prince moves gracefully and never seems to make a sound.

Nine Lives. Some say that the cat prince is immortal. He isn't, but because of a blessing from the cat deity he is incredibly lucky. There are tales of this unique humanoid surviving falls from great heights.

Aloof Acquaintance. This shapechanger remains an independent observer much of the time. He will only get involved in conflicts if he feels the need. The cat prince is not overly social and enjoys his solitude. However, cats of any kind are strongly drawn to this individual.

Patient Prince. This prince is incredibly patient and has lived a long life. He takes his time and acts wisely. Legends say the calm prince can sit for hours without stirring.

THE CYNICAL SAGE OF OLD AGE

Medium humanoid (any race), neutral evil

Armor Class 10 (13 with *mage armor*)

Hit Points 54 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	9 (-1)	18 (+4)	16 (+3)	8 (-1)

Saving Throws Int +7, Wis +6

Skills Arcana +7, History +7, Insight +6, Perception +6

Senses passive Perception 16

Languages Common and three others

Challenge 5 (1,800 XP)

Magical Resistance. The sage has advantage on saving throws against spells and other magical effects.

Research. The sage has advantage on Intelligence (History) checks that deal with research.

Spellcasting. The sage is a 7th-level wizard. His spellcasting ability is Intelligence (spell save DC 15). The sage has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *message*, *prestidigitation*

1st level (4 slots): *detect magic*, *find familiar*, *identify*, *illusory script*, *mage armor*

2nd level (3 slots): *detect thoughts*, *locate object*, *suggestion*

3rd level (3 slots): *hypnotic pattern*, *sending*, *tongues*

4th level (1 slot): *arcane eye*

Toad Familiar. The sage has a toad familiar.

ACTIONS

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

Cloud of Stories (1/day). The sage blows smoke from his pipe as he tells a story. Smoky images from the story take hold of anyone within 30 ft. Those creatures in this area must make a DC 15 Wisdom saving throw or be restrained. The targets become entranced by the smoky images of characters and places in the story.

Drone (3/day). The sage begins to drone on and on about random topics. All creatures within 30 ft. must make a DC 15 Wisdom saving throw or fall asleep for 1d4 hours. If the target takes any damage, the effect ends. Another creature can use an action to wake the sleeping target.



THE CYNICAL SAGE OF OLD AGE

HIDDEN IN THE BACK OF A LIBRARY AN ELDERLY FIGURE studies an ancient tome. His long white beard is illuminated in the warm candlelight as a young man arrives with a question. The older of the two stands up, smoking his pipe, and then proceeds to scream at his student. Just then, a massive toad on a nearby bookshelf begins to croak. The cynical sage of old age grabs his slimy familiar and storms out of the chamber.

Wrathful Scholar. Once a renowned scholar, this man has turned to the dark side. He has lost patience with his research and students and torments the youngsters endlessly. He is filled with hate and his anger is palpable.

Misguided Mage. Originally the sage was a talented wizard. As he began to spend long hours alone doing research, he underwent a transformation. The mage slowly became a hateful, obsessive scholar.

Dark Hall. The sage lives and works in a hidden library in the Temple District. A number of students and magical constructs also make the dusty old building their home.



DEATH WING

SUDDENLY A WINGED CREATURE SWOOPS DOWN INTO the Temple District and cuts down a priest. Shocked onlookers scatter in every direction as the man drops to the ground. Once again, a death wing has brought swift wrath from above.

Controlled Chaos. Evil beings will hire these fiendish creatures for assassinations. The death wings use their flying ability to stalk their prey. They will fly high above the city tracking their target, for hours if necessary. When the time is right, they swoop in for the kill.

Wrathful Fiend. The death wing attacks with ferocity and intensity. It is a flying killing machine and acts without mercy. When it targets someone for assassination the attack is usually quick and lethal.

Shadowy Stalker. At home in the shadows, these fiends are especially active at night. A number of their assassinations have occurred under the cover of darkness.

DEATH WING

Medium fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft., fly 60 ft.

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

Skills Acrobatics +7, Perception +6, Stealth +7

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

Senses darkvision 60 ft., passive Perception 16

Languages Common, Abyssal, telepathy 60 ft.

Challenge 6 (2,300 XP)

Assassinate. During its first turn, the death wing has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the death wing scores against a surprised creature is a critical hit.

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

Magic Weapons. The death wing's weapon attacks are magical.

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

ACTIONS

Multiattack. The death wing makes two attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

REACTIONS

Deflect Missiles. In response to being hit by a ranged weapon attack, the death wing deflects the missile. The damage it takes from the attack is reduced by 1d10 +4.

DRACORIAN

Medium humanoid (dracorian), lawful evil

Armor Class 16 (dracorian armor)

Hit Points 59 (7d8 + 28)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	11 (+0)

Saving Throws Dex +5, Con +6, Wis +4

Skills Insight +4, Perception +4, Stealth +5

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 4 (1,100 XP)

Dragon Shape. The dracorian can use its action to polymorph into a Large dragon, or back into its true form, which is humanoid. Its statistics, other than its size and bite attack, are the same in each form. Any equipment it is wearing or carrying is transformed. It reverts to its true form if it is killed.

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

ACTIONS

Multiattack. The dracorian makes two melee attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 14 (3d6 + 4) piercing damage in Large form.

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

Breath Weapon (Recharge 5–6). The dracorian exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one.

DRACORIAN

DRACORIANS ARE A RACE OF DRAGON PEOPLE CREATED by the Queen of Dragons. They are draconic humanoids that can morph into large dragons. These creatures are hateful winged monsters that want to create a world ruled by dragons. Their wings do attract a lot of attention in the city, these creatures could care less.

Two Faced. Dracorians rarely appear as dragons inside the city, instead moving about in their humanoid form. At times they will pose as gargoyles and survey the city below. In the wilderness, they transform into dragons and seek out others of their kind.

Path of Wrath. Cruel and heartless, dracorians are tremendously aggressive and take no prisoners. They will work with other evil factions, but their goal is to rule all other races.

Dragon Temple. Most dracorians inhabit a large temple complex. Its numerous dungeons house the winged monsters and their worshipping areas.



DRACORIAN MAGE

THE DRACORIAN RACE IS MADE UP DIFFERENT KINDS of winged shapechangers. The dracorian mage is one of the most powerful. They command most dracorians that live in cities. These wise humanoids wield strange black staffs with the head of a dragon on top.

Winged Wizards. Armed with a number of spells, these humanoids are dangerous opponents. They will target any enemy spellcasters as soon as a battle ensues.

Maintaining Order. Marshalling the dracorians is easy as they are a disciplined race. The mages are known to lead from the front in battle, often using their shield spells.

Draconic Tome. A legendary draconic tome is guarded by these mages in the largest of their temples. This book is said to contain the sacred commandments of the Queen of Dragons herself.



DRACORIAN MAGE

Medium humanoid (dracorian), lawful evil

Armor Class 18 (high dracorian armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Dex +6, Con +5, Wis +7

Skills Insight +7, Perception +7, Stealth +6

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 17

Languages Common, Dracorian

Challenge 8 (3,900 XP)

Dragon Shape. The dracorian can use its action to polymorph into a Large dragon, or back into its true form, which is humanoid. Its statistics, other than its size and bite attack, are the same in each form. Any equipment it is wearing or carrying is transformed. It reverts to its true form if it is killed.

Innate Spellcasting. The dracorian's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit). It can innately cast the following spells, requiring no components:

At will: *blade ward*, *message*, *shocking grasp* (5th level)

1/day each: *darkness*, *detect magic*, *detect thoughts*, *thunderwave* (3rd level)

2/day each: *shield*

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

ACTIONS

Multiattack. The dracorian makes two melee attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 14 (3d6 + 4) piercing damage in Large form.

Dragon Staff (Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 13 (3d8) lightning damage.

Breath Weapon (Recharge 5–6). The dracorian exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 31 (7d8) lightning damage on a failed save, or half as much damage on a successful one.

HIGH PRIEST OF HATE

Medium humanoid (any race), lawful evil

Armor Class 16 (chain mail)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	12 (+1)	20 (+5)	16 (+3)

Saving Throws Int +6, Wis +10, Cha +8

Skills History +6, Medicine +10, Persuasion +8, Religion +6

Senses passive Perception 15

Languages Common and two others

Challenge 13 (10,000 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 17 (5d6) radiant damage on a hit. This benefit only lasts until the end of the next turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above the 1st (but only up to 4th level).

Spellcasting. The priest is a 17th-level cleric. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The priest has the following cleric spells:

Cantrips (at will): *light, resistance, sacred flame, spare the dying, thaumaturgy*
1st level (4 slots): *bane, guiding bolt, inflict wounds, protection from evil and good*
2nd level (3 slots): *hold person, silence, spiritual weapon*
3rd level (3 slots): *animate dead, dispel magic, mass healing word*
4th level (3 slots): *banishment, divination, locate creature*
5th level (2 slots): *flame strike, insect plague*
6th level (1 slot): *harm*
7th level (1 slot): *fire storm*
8th level (1 slot): *antimagic field*
9th level (1 slot): *gate*

ACTIONS

+2 Mace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

HIGH PRIEST OF HATE

IN VERY LARGE CITIES POWERFUL EVIL PRIESTS lead some of the temples. These high priests of hate have tremendous influence in the sprawling settlements. They spew horrid, cruel teachings of xenophobia and other evil beliefs. Incredibly, these priests are able to travel to other planes of existence. They are even able to visit their deity on its home plane.

Unholy Hierarchy. Many other priests, clerics, and acolytes follow the high priest. Evil knights and anti-paladins are also members of the priests' temples. In some cases, these priests and their followers can rule an entire city or kingdom.

Populist Priest. Some of the poorest of the city are enthralled by these evil priests' message. A number of these outraged citizens are aligned with the misguided beliefs.

Towering Temple. The headquarters for the priests is usually a large, expansive temple. Not many creatures ever get access to this heavily guarded complex. An immense dungeon area is used to house prisoners for horrific ceremonies.



HOLY AVENGER

Medium humanoid (any race), lawful good

Armor Class 20 (plate, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	11 (+0)	16 (+3)	18 (+4)

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

Skills Insight +7, Intimidation +8, Perception +7, Religion +4

Senses passive Perception 17

Languages Common, Celestial, and two others

Challenge 10 (5,900 XP)

Aura of Courage. The holy avenger and any allies within 10 feet of the holy avenger can't be frightened when they are conscious.

Aura of Protection. The holy avenger and any allies within 10 feet of the holy avenger add +4 to their saving throws.

Holy Immunity. The holy avenger is immune to disease and poison.

Spellcasting. The holy avenger is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16). It has the following spells:

1st level (4 slots): *bless*, *compelled duel*, *heroism*, *shield of faith*

2nd level (3 slots): *branding smite*, *find steed*, *zone of truth*

3rd level (3 slots): *blinding smite*, *crusader's mantle*, *dispel magic*

4th level (1 slot): *staggering smite*

ACTIONS

Multiattack. The holy avenger makes three attacks with its sword or one with its crossbow.

The Blade of the Angels. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) slashing damage. A bonus action can be used to cast bright light in a 30-foot radius. Evil humanoids that can see the sword must make a DC 16 Wisdom saving throw or become frightened for 1 minute. This magical sword can also be immediately summoned from anywhere in the multiverse.

+1 Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Lay on Hands. The holy avenger has access to a healing pool of 50 hit points. They can use an action to heal an ally or themselves from this pool. This healing power also heals any disease. The pool recharges after a long rest.

HOLY AVENGER

THE HOLY AVENGER IS AN EXTREMELY POWERFUL knight. They can rule large areas of land, even kingdoms. At times these powerful holy warriors will serve a sovereign or good high priest. They might also command a contingent of knights.

A Mission from God. These heroes are fully devoted to their mission. They serve lawful good deities and dedicate their lives to truth and justice. Loyal members of their church are close allies of this ardent warrior.

Patient Path. Holy avengers move with purpose and don't waste their energy. They trust they are on the correct path and act with supreme confidence. Their faith is clear and they have no interest in other opinions.

Legendary Sword. Their deity has armed them with the Blade of the Angels. This powerful magical longsword can strike fear on the battlefield. Most evil humanoids will flee if they see this shining sword.



LOST SOUL

A shadow flies in front of you. Several feet away a lantern is smashed and all of a sudden, darkness falls. More shadows land and you think you glimpse a group of young men. Lost souls are a gang of undead who were created by a vampire lord. They will use violence to get what they want. These monsters live in a ruined temple on the edge of the Temple District. Because they can fly, the lost souls are able to access the remaining upper floors of this lair.

Forever Young. Lost souls have retained their youth because of the vampirism running through their veins. They loathe older humanoids and will hunt them down. Young and restless, these troublemakers are often out at night seeking a good time. Lost souls are always attempting to add new victims to their gang.

Lost Mother. A night hag has become like a mother to these wrathful undead. She travels in and out of the district, going to other planes at times. The lost souls are loyal to her and bring her new victims to toy with.

Undead Nature. A lost soul doesn't require air.



LOST SOUL

Medium undead, chaotic evil

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	12 (+1)	10 (+0)	12 (+1)

Skills Perception +3, Stealth +6

Damage Resistances necrotic, poison

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

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

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

ACTIONS

Multiattack. The lost soul makes one unarmed attack and one bite attack.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage. Instead of dealing damage the lost soul can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the lost soul, incapacitated, or restrained. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the lost soul regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a lost soul.



MAD MONK

Medium humanoid (any race), lawful evil

Armor Class 17

Hit Points 55 (10d8 + 10)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	13 (+1)	10 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +7, Athletics +4, Perception +6, Religion +3

Damage Resistances fire

Senses passive Perception 16

Languages Common and one other

Challenge 5 (1,800 XP)

Martial Fury. As a bonus action, the monk can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

Unarmored Defense. If the monk isn't wearing armor or using a shield their AC equals 10 + their Dexterity modifier + their Wisdom modifier.

ACTIONS

Multiattack. The monk makes two unarmed attacks or dart attacks, or one quarterstaff attack.

Unarmed Attack. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Fiery Dart. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 4 (1d8) fire damage.

Fiery Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage plus 9 (2d8) fire damage.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the monk deflects the missile. The damage it takes from the attack is reduced by 1d10 + 4.

Hellish Rebuke. If the monk is hit by a melee attack it can use a reaction to do 4 (1d8) fire damage.

Slow Fall. The mad monk can use its reaction when it falls to reduce any falling damage it takes by 40 hit points.

Hell Raisers. In combat the mad monk uses fiery weapons created by devils. Some of them make pilgrimages to Hell itself. This has become known as the Infernal Path.

MAD MONK

SOME MONKS DON'T REACH ENLIGHTENMENT IN their training and get lost on a dark path. These martial warriors are impulsive and extremely deadly in combat. Their eyes are strangely red and they usually wear black robes. Mad monks must shave their heads in regular rituals.

Furious Faction. Although somewhat unpredictable, they are always part of large evil factions. Mad monks serve and honor the factions' strict hierarchy. An ancient monastery in the Temple District serves as headquarters for the organization.

Controlled Chaos. Mad monks attack with a blind wrath, like wild beasts. They never retreat and will sacrifice themselves without a second thought. Seeing them in action is like watching a fire dance.

MYSTIC

Medium humanoid (any race), any non-evil alignment

Armor Class 17 (mind armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

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

Skills Insight +7, Nature +4, Perception +7, Religion +4

Damage Resistances psychic

Senses passive Perception 17

Languages Common and two others, telepathy 60 ft.

Challenge 6 (2,300 XP)

Innate Spellcasting (Psionics). The mystic's innate spellcasting ability is Wisdom (spell save DC 15). The mystic can innately cast the following spells, requiring no components:

At will: *blade ward*, *mage hand*, *message*

2/day each: *blur*, *darkvision*, *see invisibility*, *shield*

1/day each: *counterspell*, *feather fall*, *haste*, *telekinesis*

Inscrutable. The mystic 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 mystic's intentions or sincerity have disadvantage.

Mental Fortitude. The mystic has advantage on saving throws against being charmed or frightened, and magic can't put the mystic to sleep.

Mind Armor. The mystic has mind armor and can add its Constitution and Wisdom modifiers to its AC.

Mind Power. The mystic uses its Wisdom modifier for psychic attacks.

Psychic Engine. When the mystic suffers a critical hit or is reduced to 0 hit points, psychic energy erupts from its frame to deal 10 (3d6) psychic damage to each creature within 10 feet of it.

ACTIONS

Multiattack. The mystic makes two attacks.

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

Thought Bolts. *Ranged Weapon Attack:* +7 to hit, range 30/80 ft., one target. *Hit:* 8 (1d8 + 4) psychic damage.



MYSTIC

MYSTICS ARE DEEPLY CONNECTED TO THE MULTIVERSE. Many folks believe these humanoids have mastered their minds. This is incorrect, they have actually surrendered to their souls. They do have a new relationship to their minds however, simply observing their thoughts.

Interior Life. Mystics aren't consumed by their thoughts and emotions. They stay in the moment and take whatever action they feel is required. Mystics understand that thoughts and emotions are merely passing through their consciousness.

Psionic Master. Their psionic powers include the ability to create a psychic sword with their mind. They can also send out forceful bolts of thought to target their enemies. In addition, their minds form a psionic shield around them called mind armor.

Patient Perfection. The mystic learns that their personal journey could last a long time, possibly beyond mortal constructs. They trust in something greater than themselves and continue steadily on their path.



THE OUTRAGED

A CROWD HAS GATHERED TO BERATE AND TAUNT a man cornered in an alley. They scream about the hateful things he has done and throw garbage at him. These are the outraged, evil citizens who have lost all perspective.

Righteous Brothers and Sisters. The outraged believe they are in the right and nobody can question their point-of-view. These whiny, creepy creatures don't understand that the world doesn't exist to serve them.

Broken Boundaries. They are extremely immature and egocentric. These lost individuals have poor boundaries and don't take responsibility for their own actions. Lost child-like versions of their true selves, they wander through life causing more and more chaos.

Becoming the Monster. What the outraged don't realize, is that they are becoming what they hate. In many cases they behave worse than those they have targeted. In fact, they become trapped in their own inner battle unable to let go of anger.

THE OUTRAGED

Medium humanoid (any race), chaotic evil

Armor Class 13 (leather armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	7 (-2)	9 (-1)

Skills Deception +1, Persuasion +1

Senses passive Perception 8

Languages Common

Challenge 1 (200 XP)

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

ACTIONS

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

Toxic Breath. *Ranged Weapon Attack:* +4 to hit, range 10/30 ft., one target. *Hit:* 3 (1d6) necrotic damage.

Hate Storm (1/day). The outraged can create a hate storm centred on itself for 1 minute. Ugly, screaming faces fill the air, making the area within 30 ft. lightly obscured. Any creature in this area must make a DC 13 Wisdom saving throw or take 4 (1d8) necrotic damage and join in the hate storm for 1 turn.

RED ROBE

Medium humanoid (human), lawful evil

Armor Class 18 (plate)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +5, Investigation +2, Perception +3

Senses passive Perception 13

Languages Common and one other

Challenge 4 (1,100 XP)

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

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

ACTIONS

Multiattack. The red robe makes two melee attacks.

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

REACTIONS

Wrathful Reprisal. In response to taking damage, the red robe makes a halberd attack against a random creature within 10 ft. of it. If no creature is within reach, the red robe moves up to half its speed toward an enemy it can see, without provoking opportunity attacks.

RED ROBE

STANDING GUARD OUTSIDE A GRAY STONE TEMPLE ARE two men in long red robes. Each man wields an intimidating black halberd. They stand still as statues and are always on the lookout for intruders.

Ghoulish Guards. The nasty sentinels are trained to kill and take no prisoners. Red robes are filled with wrath and physically seethe with anger. They are highly sought after by evil priests and other evildoers to protect temples.

Savage Sentinels. Red robes are known to dispose of their opponents in gruesome fashion. Many of their victims end up being displayed outside temples.

Hate Machine. A number of red robes are in the service of the High Priest of Hate. They protect his temple and travel alongside him as personal bodyguards. Many of them will ride warhorses or nightmares.





SAINT

GOLDEN LIGHT SHINES DOWN ON A SIMPLE CHAMBER as a baby is born. The pure radiant energy covers the newborn. This is the origin of the saint. A child blessed by the divine who then devotes their life for the good of others.

Heaven on Earth. These individuals are aware that the divine is in everything. Saints respect life in all its forms and find bliss in every moment. They are the closest one can get to being a celestial without being one.

SAINT

Medium humanoid (any race), lawful good

Armor Class 14

Hit Points 90 (12d8 + 36)

Speed 30 ft.

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

Saving Throws Con +6, Wis +8

Skills Insight +8, Perception +8, Religion +4

Senses passive Perception 18

Languages Common, Celestial, and two others

Challenge 7 (2,900 XP)

Holy Immunity. The saint is immune to disease and poison.

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

At will: guidance, light, spare the dying

3/day each: bless, cure wounds (3rd level), detect evil and good, healing word, purify food and drink, sanctuary

2/day each: prayer of healing (3rd level), silence

1/day each: mass healing word (3rd level)

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

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

Radiant Presence. Any non-evil creatures within 30 ft. of the saint add +1 to their saving throws.

ACTIONS

Multiattack. The saint makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage plus 9 (2d8) radiant damage.

Pure Patience. Saints embody patience and they are as still as water on a calm lake. Just being near them aids those of good alignment. In tune with the world, saints can hear as well as many beasts.

Divine Duty. These heroes will go out of their way to help those in need. A few saints have been known to be faithful patrons to good-aligned adventurers. They have no interest in fame or fortune and will donate all their gold to one of the many temples in the district.



SIN: GREED | VIRTUE: CHARITY

Themes: Benevolence, generosity, buying, selling, trading, slavery, robbery, trickery, performing, family, tradition

THE MARKET DISTRICT IS ONE OF BUSIEST IN the city. Noise bursts from every direction as buyers and sellers go about their business. Carts move in and out of the area bringing all sorts of goods back and forth. This area is full of stores and open-air markets filled with stalls. A wide range of folks frequent this area, from evil gangs to honorable knights. Most of the guilds in the city have a strong presence here.

There are often residential areas nearby, not as poor as the slums as some of the merchants live here. It is quite common for many taverns and inns to be present in the area. It's the most social area of all the districts in the city. When festivals are happening the population in the district can increase exponentially.

AUTHORITY

Guards and thugs offer protection in this district.

LANDMARKS

Stores, markets, stalls, houses, inns, taverns, warehouses, breweries

MARKETS

Clothing, food, equipment, weapons, armor, hirelings, slaves, tools

STORES

alchemist, armor, art, bakery, blacksmith, books, bowyer, butcher, cobbler, carpenter, carver, equipment, fishmonger, food, furniture, general, herbalist, jeweler, leather worker, maps, mason, music, stables, tailor, tools, wagon maker, weapons, weaver

INNS AND TAVERNS

Modest and poor quality

SERVICES

Coach Cab between Towns: 5 cp per mile

Coach within the City: 2 cp

Messenger: 3 cp per mile

Skilled Hirelings: 2 gp per day

Untrained Hirelings: 4 sp per day

MARKET DISTRICT ENCOUNTERS

d20 Encounter

- | | |
|----|----------------|
| 1 | mage |
| 2 | 1d6 veterans |
| 3 | 1d8 bandits |
| 4 | spy |
| 5 | 1d4 nobles |
| 6 | 1d6 guards |
| 7 | 1d10 commoners |
| 8 | mastiff |
| 9 | 1d8 giant rats |
| 10 | mimic |
| 11 | 1d4 thugs |
| 12 | 1d6 commoners |
| 13 | 1d4 acolytes |
| 14 | cat |
| 15 | half-ogre |
| 16 | priest |
| 17 | 1d6 cultists |
| 18 | 1d4 scouts |
| 19 | doppelganger |
| 20 | night hag |

GREED

GREED APPEARS AS A WELL-DRESSED ARISTOCRAT with a maniacal grin. He seems out of place in the market. A couple of black hell hounds are always at his heels. This is the first hint that Greed isn't all he seems to be. In his firm grip is an exquisite red cane. What most don't know is the cane hides a deadly sword inside.

Fanatical Fiend. This well-dressed gentleman is in fact a terrifying devil. He is a disciplined individual who heads an extensive trading empire. Hundreds of merchants work for this terrifying tyrant.

Insatiable Desire. Greed cannot help himself. He needs more and more gold, building larger and larger vaults in his dungeons. Anxious someone might steal his treasures; he is obsessed with acquiring even more. He would cheat a peasant out of their last gold piece. Most of the deals he makes aren't worth the parchment they're written on.

Dark Tower. This devil resides in the tallest tower in the city. Many evil merchants also live in this soaring structure. Numerous fiends and soldiers protect Greed in his spacious chambers at the summit.

GREED

Medium fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 262 (25d8 + 150)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	22 (+6)	25 (+7)	20 (+5)	24 (+7)

Saving Throws Con +13, Int +14, Wis +12, Cha +14

Skills Deception +14, Intimidation +14, Investigation +14, Perception +12, Persuasion +14

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 22

Languages all, telepathy 120 ft.

Challenge 23 (50,000 XP)

Corruption. As a bonus action, Greed targets one creature he can see within 90 feet of him. The target must make a DC 21 Charisma saving throw. An evil creature makes the save with disadvantage. On a failed save, the target is charmed by Greed until the start of Greed's next turn. Once charmed, the devil often makes deals with creatures that he never intends to make good on. The parchment he has victims sign is worthless. On a successful save, the target becomes immune to Greed's Corruption for the next 24 hours.

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

Greed Sense. Greed can pinpoint, by scent, the location of coins and gems, within 120 feet of him.

Infernal Hounds. A pair of hell hounds are always at his side.

Innate Spellcasting. Greed's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). He can innately cast the following spells, requiring no components:

At will: *friends*, *prestidigitation*, *ray of frost*, *vicious mockery* (5th level)

3/day each: *charm person*, *dancing lights*, *dissonant whispers* (5th level)

1/day each: *cloud of daggers* (5th level), *cone of cold*, *suggestion*

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

Legendary Resistance (3/Day). If Greed fails a saving throw, he can choose to succeed instead.

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

Magical Weapons. Greed's weapon attacks are magical.

ACTIONS

Multiattack. Greed makes two melee attacks.

Cane Sword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 22 (5d8) cold damage.

Blinding Gaze (Recharges 5–6). Greed targets one creature he can see within 60 ft. of him. If the target can see him, 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.

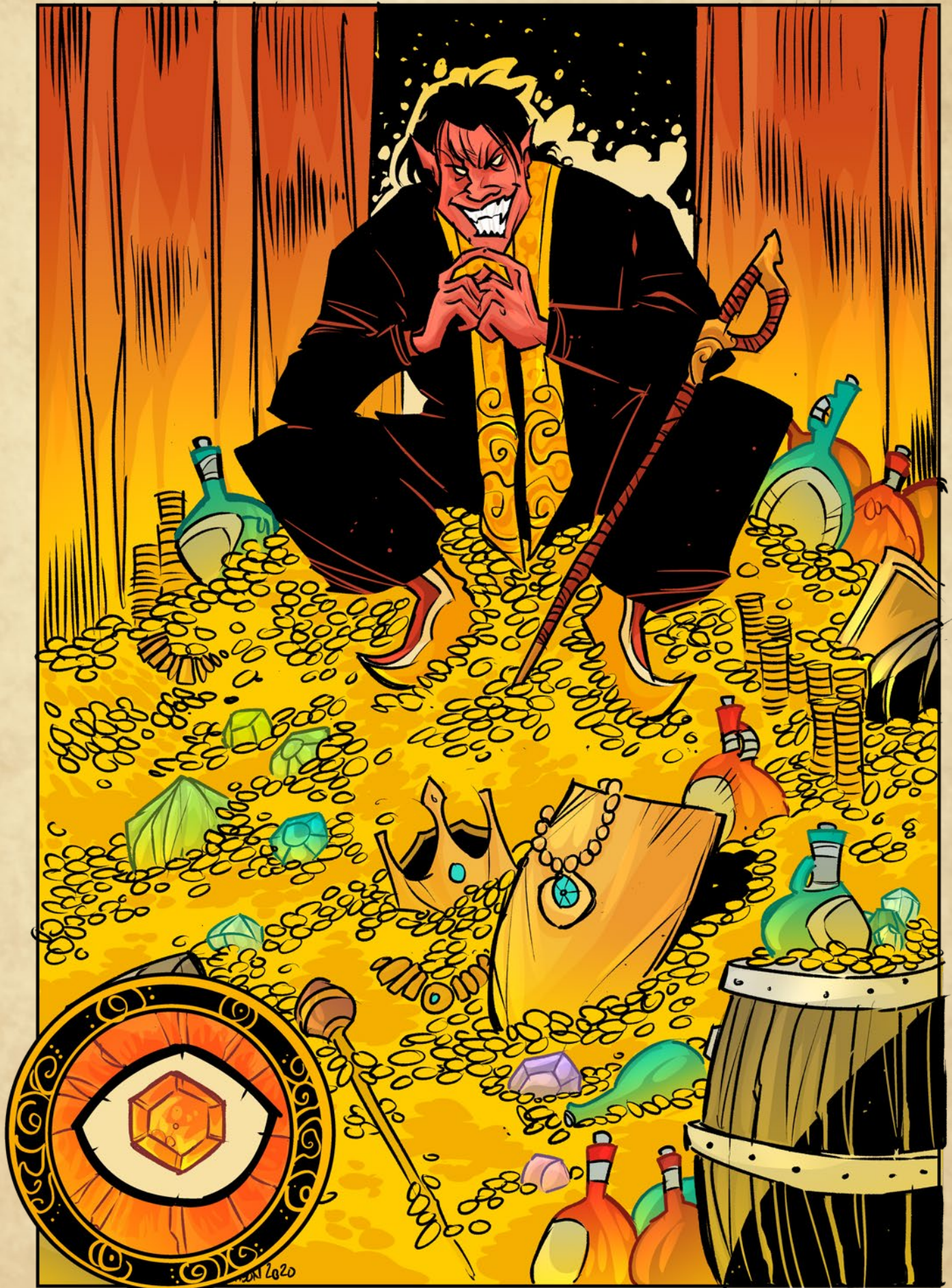
LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Awaken Greed. Greed casts *charm person* or *major image*.

Cane Sword Attack (Costs 2 Actions). The devil attacks with his magic sword.

Misty Step (Costs 2 Actions). Greed vanishes in a mist, only to reappear nearby.





CHARITY

GIVING ASSISTANCE TO THOSE IN NEED IS THE GENEROUS being known as Charity. This celestial encourages nobles to share their wealth for the benefit of their fellow citizens. She teaches the elite that this is the right thing to do. Setting a virtuous example to other wealthy individuals is her continuing mission.

Divine Reflection. Charity is a pure reflection of divine goodness. She influences any creatures that are around her with her joyful outlook. Her trusty golden sword radiates a holy light, giving hope to all those who see it.

Generous Noble. This celestial is actually very wealthy and invests back in her community. She runs a large guild with other merchants who also share their wealth. Their guild helps anyone in need.

Ethical Market. Charity is constantly trying to influence the market by promoting ethical businesses. She and her followers will engage greedy merchants and attempt to enlighten them. This celestial is genuinely concerned for others and doesn't see herself as more important than anyone else.

CHARITY

Medium celestial, lawful good

Armor Class 19 (natural armor)

Hit Points 294 (28d8 + 168)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	22 (+6)	20 (+5)	25 (+7)	20 (+5)

Saving Throws Con +13, Wis +14, Cha +12

Skills Insight +14, Perception +14, Persuasion +12

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 23 (50,000 XP)

Innate Spellcasting. Charity's innate spellcasting ability is Wisdom (spell save DC 22, +14 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: *create food and water, friends, guidance, light, prestidigitation*

3/day each: *bless, charm person, create or destroy water, dimension door, enhance ability, lesser restoration, revivify, thunderwave (5th level)*

1/day each: *beacon of hope, calm emotions, expeditious retreat, suggestion*

Joyful Presence. Any creature that starts its turn within 60 feet of Charity must make a DC 20 Wisdom saving throw. On a failed save, the creature becomes charmed by Charity for 1 minute. If the charmed creature takes any damage, the effect ends.

On a successful save, the creature becomes immune to this feature for the next 24 hours.

Legendary Resistance (3/Day). If Charity fails a saving throw, she can choose to succeed instead.

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

Magical Weapons. Charity's weapon attacks are magical.

ACTIONS

Multiattack. Charity makes two melee attacks.

Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 31 (7d8) radiant damage. Charity can use a bonus action to make this sword cast bright light in a 30 ft. radius. Any non-evil creature that sees this light adds +1 to their saving throws.

LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Cantrip. Charity casts a cantrip.

Bolster (Costs 2 Actions). Charity bolsters all nonhostile creatures within 120 feet of her until the end of her next turn. Bolstered creatures can't be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of Charity's next turn.

Healing Touch (Costs 3 Actions). Charity touches another creature. The target magically regains 34 (7d8 + 3) hit points and is freed from any curse, disease, poison, blindness, or deafness.



AZER BLACKSMITH

STEAM POURS OUT OF A NEARBY SHOP. THE INHABITANTS of the Market District know the local azer blacksmith is hard at work. The elemental is a popular merchant and respected for its reasonable prices. Appearing as a male dwarf with metallic skin, this creature also has fiery hair and a flaming beard. Unlike other azers, these individuals create metal items like armor and weapons. They don't usually work with gemstones.

AZER BLACKSMITH

Medium elemental, lawful neutral

Armor Class 17 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Common, Ignan

Challenge 3 (700 XP)

Craft Armor and Weapons. Given 2d4 days the azer can craft any kind of armor or weapon. However, it sells it for twice the price.

Heated Body. A creature that touches that azer or hits it with a melee attack while within 5 feet of it takes 6 (1d12) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 4 (1d8) fire damage (included in the attack).

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

ACTIONS

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 4 (1d8) fire damage.

Fiery Nature. Although it is a responsible merchant, this azer has quite the temper. Its regular customers know it likes to do things its way. Everyone must line up quietly and enter its workplace respectfully.

Generous Merchant. Its shop is open to anyone and is usually quite busy. Many citizens will relax and chat quietly as the blacksmith works. It is known to be honest and reliable. The azer blacksmith has even intervened in fights in the market square to protect the locals.

Living Fire. An azer doesn't require food, drink, or sleep.



BERSERK BUTCHER

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common, Abyssal

Challenge 2 (450 XP)

Bargain. The butcher has advantage on Charisma checks when buying or selling goods.

ACTIONS

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

BERSERK BUTCHER

A CUSTOMER COMPLAINS THAT HIS MEAT IS OF POOR quality. Suddenly a crazed monster with a meat cleaver charges out of the back room of the butcher shop. The patrons soon realize it is the berserk butcher, an insane demon. People run for cover and pandemonium ensues.

Meet the Murderer. This monster is always armed with a brutal, bloody meat cleaver. The aggressive fiend attacks with this weapon and treats victims like the meat it sells.

High Cost. Anyone who buys products from this butcher finds the cost is exorbitant. Berserk butchers are known to be extremely greedy. Nevertheless, many folks continue to do business with the fiend as the meat is usually of the highest quality.

Bloody Business. There are often bloody trails around the shop where this demon works. Some of the locals complain to the authorities but nobody is brave enough to do anything.



BOUNTY HUNTER

ONE OF THE MOST EXPENSIVE WARRIORS FOR HIRE IS the bounty hunter. These skilled fighters are trained to hunt down their prey and bring them back. They usually succeed on their missions and local citizens know to stay out of the way. Most people in the city have never even heard of a bounty hunter losing a fight before.

Warrior for Hire. They are focused on making as much gold as they can. Evil bounty hunters can be paid to do almost anything.

BOUNTY HUNTER

Medium humanoid (any race), any alignment

Armor Class 18 (*hunter plate*)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Str +7, Dex +6

Skills Acrobatics +6, Athletics +7, Insight +4, Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common and one other

Challenge 5 (1,800 XP)

Inscrutable. The bounty hunter 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 bounty hunter's intentions or sincerity have disadvantage.

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

ACTIONS

Multiattack. The bounty hunter makes two attacks.

Quarterstaff of the Hunter. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage. The metal quarterstaff can also cast *firebolt* or *shocking grasp* 3/day (+4 to hit with these spell attacks).

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Wondrous Weapon. A bounty hunter's magical quarterstaff is always at their side. Not only is it a melee weapon, it also has several magical qualities. These features usually surprise their opponents.

Heavy Metal. Bounty hunters wear a magical suit of armor called *hunter plate*. The armor covers every inch of the bounty hunter except their eyes. *Hunter plate* is plate armor infused with darkvision and magical resistance.

CHARLATAN

Medium humanoid (any race), neutral evil

Armor Class 13

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Skills Deception +5, Perception +6, Performance +5, Persuasion +5, Sleight of Hand +5, Stealth +5

Senses passive Perception 16

Languages Common and two others

Challenge 4 (1,100 XP)

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

False Identity. The charlatan can spend seven days and 25gp to establish the history, profession, and affiliations for an identity. It can't establish an identity that belongs to anyone else. Thereafter, if the charlatan adopts the new identity as a disguise, other creatures believe it to be the person until given an obvious reason not to.

Fast Hands. The charlatan can use a bonus action granted by its Cunning Action to make a Dexterity (Sleight of Hand) check, use its thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Sneak Attack (1/Turn). The charlatan deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the charlatan that isn't incapacitated and the charlatan doesn't have disadvantage on the attack roll.

Spellcasting. The charlatan is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13). It can cast the following spells:

Cantrips (at will): *friends, prestidigitation, vicious mockery*

1st level (4 slots): *charm person, comprehend languages, darkness, illusory script*

2nd level (3 slots): *calm emotions, detect thoughts, knock*

Tools of the Trade. The charlatan is always equipped with a disguise kit and thieves' tools.

ACTIONS

Multiattack. The charlatan makes two attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage.



CHARLATAN

AN EAGER CROWD HAS GATHERED TO WATCH A MAN play cards on a rickety table. The charming stranger asks for the audience to cough up some gold to see him continue. This is one of the charlatans, greedy inhabitants of the Market District. They are very charming and can talk most individuals into one of their many schemes.

False Front. A great number of people get taken advantage by these rascals. The charlatans have the ability to take on an entirely new identity to fool anyone. They will create elaborate stories and swindle whoever they can. Some of them have robbed nobles of thousands of gold pieces.

Charming Creatures. Whether or not folks find them attractive, people are drawn to their magnetic personalities. They have a way of saying what people want to hear.

On the Move. Most charlatans don't stay in one place for too long. They prefer to move on to a new settlement before anyone catches onto to their illegal activities.



DEATH SCRIBE

WORKING DEEP INTO THE NIGHT ARE FEY KNOWN AS the death scribes. They appear much like a zombie, with permanent dark shadows under their eyes. In most cases, horror is the only genre that appeals to these writers. They are prolific, but only create horrifying, toxic works.

Toxic Tongue. These fey are known for their verbal attacks against others. Their poisonous, twisted tongue always hangs from their mouth like a slobbering dog. This fey says it is respectful and genuine, but nothing could be further from the truth.

DEATH SCRIBE

Medium fey, lawful evil

Armor Class 12

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	14 (+2)	8 (-1)	14 (+2)

Skills Deception +4, History +4, Persuasion +4

Senses darkvision 60 ft., passive Perception 9

Languages Common and one other

Challenge 3 (700 XP)

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

Innate Spellcasting. The death scribe's innate spellcasting ability is Charisma (spell save DC 12). The death scribe can innately cast the following spells, requiring no components.

At will: *prestidigitation*, *vicious mockery*

1/day each: *dissonant whispers*, *hellish rebuke*, *hex*

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

ACTIONS

Multiattack. The death scribe makes two attacks, one with its dagger and one with its tongue.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) poison damage.

Tongue Lashing. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) poison damage.

Focused on Fame. The death scribe will do anything for fame. It will steal other writers' works without a moment's hesitation. Death scribes have no conscience and will do whatever it takes to advance their career.

Corrupt Guilds. Unprincipled writing guilds desperate for cheap scribes will hire these creatures. Many of the writers in these guilds will befriend the death scribe. They are charmed by the egocentric monster and are blind to its toxic nature.

DEMON BARBER

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	13 (+1)	12 (+1)	13 (+1)

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

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common, Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The demon makes two melee attacks.

Infernal Razor. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Endless Chatter (2/day). The demon will start talking about random topics. Any creature within 30 ft. must make a successful DC 15 Constitution saving throw or take 7 (2d6) psychic damage. If a creature succeeds on their saving throw, they're immune from the demon's Endless Chatter for 24 hours.

REACTIONS

Close Shave. The demon can use its reaction to add +1 to its AC against a melee attack. It must be able to see the attacker.



DEMON BARBER

A HANDSOME YOUNG PRINCE IS HAVING HIS HAIR CUT when he notices something. His barber has horns coming out of his head and a tail has just appeared from under long robes. The nervous noble lets the creature finish his haircut and quickly leaves the shop. This is the demon barber, a dangerous and unpredictable fiend.

Hair Raising. Locals in the Market District are impressed by the demon's skills and his shop is quite busy. A few nobles frequent the establishment and

brag about their unique haircuts to all their friends. However, everyone is well aware that dealing with this fiend is very risky. The monster has a deadly razor in his clutches at all times.

Cutting Words. A customer can suffer a horrible fate if they choose to converse with this demon. It will chatter endlessly and likely give the patron an intense headache. One famous demon barber will even break out into song.



T.H. Adams 2023

FORTUNE TELLER

CERTAIN INDIVIDUALS ARE GIFTED WITH GREAT INSIGHT into the world around them. The fortune teller is one of the wisest people in the city. They have the ability to see into the future. By looking at the night sky, reading tea leaves, examining palms, staring

into crystal balls, or simply being present; these people know what is to come. They have often had challenging lives and know the depths of their own souls. This has awakened a deep, pure wisdom and connection to unseen patterns in the multiverse. These exceptional souls can be found hidden away from the main market.

Ancient Wisdom. They are not on the side of good or evil. Fortune tellers see themselves simply as observers. These seers believe in balance and stay clear of moral questions. Although they won't assist evil creatures under any circumstances.

Altered States. Fortune tellers are used to entering other realities, lucid dreaming at times. Yet they spend most of their time living a very ordinary life.

Unconditional Charity. Sometimes, fortune tellers will help out those people who can't afford their services. They will assist ordinary citizens by giving them a glimpse into their future.

FORTUNE TELLER

Medium humanoid (any race), neutral

Armor Class 12 (15 with mage armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	20 (+5)	14 (+2)

Saving Throws Wis +8

Skills Insight +8, Perception +8, Performance +5

Senses passive Perception 18

Languages Common and three others

Challenge 7 (2,900 XP)

Innate Spellcasting. The fortune teller's innate spellcasting ability is Wisdom (spell save DC 16).

The fortune teller can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *detect magic*, *light*, *message*, *prestidigitation*

3/day each: *banishment*, *clairvoyance*, *misty step*, *screaming*

1/day each: *confusion*, *dimension door*, *hypnotic pattern*, *mage armor*, *silence*, *suggestion*

Inscrutable. The fortune teller 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 fortune teller's intentions or sincerity have disadvantage.

ACTIONS

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

GUILDMASTER OF GREED

LEADING MANY OF THE GUILDS IN THE CITY ARE SOME questionable characters. The most notorious of the guildmasters is the Guildmaster of Greed. He often heads influential guilds in large settlements. These include merchant guilds, fighters' guilds, mariner guilds, and many others.

Stubborn Stance. This citizen is as bold and brash as his elegant clothing. He isn't intimidated by anyone and will stubbornly go about his business.

GUILDMASTER OF GREED

Medium humanoid (any race), lawful evil

Armor Class 13 (studded leather)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	18 (+4)	16 (+3)	18 (+4)

Saving Throws Int +7, Wis +6, Cha +7

Skills Deception +7, Insight +6, Perception +6, Persuasion +7

Senses passive Perception 16

Languages Common and two others

Challenge 8 (3,900 XP)

Bargain. The guildmaster has advantage on Charisma checks when buying or selling goods.

Raven Companion. A raven familiar accompanies the guildmaster.

Spellcasting. The guildmaster is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The guildmaster can cast the following spells:

Cantrips (at will): *friends, light, message, vicious mockery*

1st-level (4 slots): *bane, charm person, comprehend languages, find familiar*

2nd level (3 slots): *calm emotions, silence, suggestion*

3rd level (3 slots): *dispel magic, fear, sending*

4th level (3 slots): *compulsion, confusion, locate creature*

5th level (1 slot): *dominate person*

ACTIONS

Multiattack. The guildmaster makes two melee attacks.

Mace of the Merchants. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 7 (2d6) poison damage.

A menacing raven familiar usually sits on the guildmaster's shoulder.

Money for Nothing. Guildmasters are obsessed with hoarding as much treasure as possible. They also want to do the least amount of work to get rich. Their henchmen are always busy doing their dirty work.

Guild Members. Members of the guild are kept in line by intimidation or by magical means. Most of these individuals exploit the hierarchal structure of their organization.





THE HOLLOW MAN

AN ADORING CROWD CHEERS AS A LONG-HAIRED young man climbs on stage. He begins to read a passage from a book and acts out the story. This is the hollow man, an artist with an ego so big it corrupts his art.

Egocentric Circle. This odd character actually believes the world does revolve around him. His circle of friends includes other egotistical men and women. They assume everyone else is also out for themselves.

THE HOLLOW MAN

Medium humanoid (human), neutral evil

Armor Class 12 (leather armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	12 (+1)	13 (+1)	9 (-1)	17 (+3)

Skills Deception +5, Persuasion +5, Performance +5

Senses passive Perception 9

Languages Common

Challenge 4 (1,100 XP)

Cunning Opportunist. The hollow man has advantage on the attack rolls of opportunity attacks.

Evasion. If the hollow man is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the hollow man instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 10 (3d6) poison damage.

Overact (3/day). The hollow man can attempt to charm another humanoid with their overacting. The target must make a DC 14 Wisdom saving throw or become charmed for 1 minute. If the target takes any damage the effect ends. The target can repeat the saving throw at the end of each of its turns. If a target makes a successful saving throw, they are immune the hollow man's overacting for the next 24 hours.

REACTIONS

Uncanny Dodge. When an attacker that the hollow man can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

False Front. Incredibly, the hollow men present themselves to the public as caring members of the community. In truth they actually see themselves as superior to ordinary citizens. They are greedy narcissists, lost in their own minds.

Fervent Following. Sometimes the lowest form of art is the most popular. This is blatantly obvious with regards to the hollow men. They have passionately loyal fans who see these egomaniacs as exceptional artists.

MASTER ALCHEMIST

Medium humanoid (any race), neutral evil

Armor Class 11 (14 with *mage armor*)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	20 (+5)	14 (+2)	13 (+1)

Skills Arcana +8, Nature +8, Medicine +5

Senses darkvision 60 ft., passive Perception 12

Languages Common and three others

Challenge 7 (2,900 XP)

Brew. Given a week and the right ingredients, the master alchemist can brew any potion, but he sells it for double the price.

Homunculus Familiar. The master alchemist has a homunculus familiar at his side.

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

Spellcasting. The master alchemist is a 12th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *acid splash*, *blade ward*,
detect magic, *poison spray*, *prestidigitation*

1st level spells (4 slots): *find familiar*, *fog cloud*,
mage armor, *purify food and drink*

2nd level spells (3 slots): *darkness*, *enlarge/reduce*,
locate object

3rd level spells (3 slots): *dispel magic*,
glyph of warding, *stinking cloud*

4th level spells (3 slots): *arcane eye*, *fabricate*,
polymorph

5th level spells (2 slots): *legend lore*, *mislead*

6th level spells (1 slot): *magic jar*

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 9 (2d8) poison damage.

Lob Acid Flask (4/day). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 14 (4d6) acid damage.



MASTER ALCHEMIST

EAGER TO GET RICH, THE MASTER ALCHEMIST WORKS all through the night creating new potions to sell. He will make dangerous and deadly mixtures for anyone who has enough gold. Master alchemists know that all the elements in the multiverse are related. They use this knowledge to make themselves rich.

Magical Substances. These spellcasters are always on the lookout for new substances to use in their creations. They will pay a lot of gold for these ingredients. Therefore, master alchemists are always hunting for adventuring parties to send on quests.

Mysterious Properties. At times, these alchemists deal with substances that they can't control. Massive explosions and bizarre mutations are just a couple of the results of their experiments. To help them in their work they have a creepy homunculus familiar.

Shady Shops. Hidden from the authorities, these alchemists work away in their secret shops and hideouts. Most of these menacing merchants know their businesses would be shut down if they were discovered.



THE PIEMAN

THIS EVIL MONSTER IS A BAKER WHO DIED FILLED with rage. The pieman is out for revenge and nothing is going to stop it.

Killer in the Kitchen. This crazed baker spends much of its time in hot kitchens. Being an undead creature, it doesn't usually get along well with the other staff. Eventually its temper gets the better of it. This causes all sort of issues as the creature runs amok.

Baked Goods. The pieman bakes deadly blades into his pies. These lethal pies are then hurled at its victims. Afterwards, the pieman will enjoy the fruits of his labor.

Sweet Revenge. Wanting revenge on any customers, this undead monster will attack anyone enjoying themselves. It usually strikes by throwing its pies before closing in and attacking with a large iron fork.

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

THE PIEMAN

Medium undead, chaotic evil

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	6 (-2)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages the languages it knew in life

Challenge 1 (200 XP)

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

ACTIONS

Large Fork. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage plus 2 (1d4) necrotic damage.

Throw Bladed Pie. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 4 (1d8) piercing damage plus 2 (1d4) necrotic damage.



STALKER WALKER

Large fey, neutral evil

Armor Class 13 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 25 ft.

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

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

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

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

ACTIONS

Multiattack. The stalker walker makes two attacks.

Unarmed. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the stalker walker can only grapple one more target. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

STALKER WALKER

WATCHING THE MARKET FROM HIGH ABOVE ARE A group of strange fey. They have incredibly long arms and legs and conduct their surveillance from a lofty height. Stalker walkers are hired by merchants to watch their market stalls or stores. Greed motivates these monsters; they will do anything for gold or a delicious meal.

Sizeable Sentinels. They are very tall and can observe much of what is going on in the streets. If they need to, they can suddenly reach down with their long arms and deal with pickpockets and other criminals.

View from the Top. Stalker walkers will patrol markets and crane their long necks to observe the action. The slums are often so chaotic many creatures won't even look up and notice the odd monsters.

Lost Fey. These fey were tricked into leaving Feyland and would love to return home. They don't enjoy being ordered around and having to rely on others to survive in this strange land.



TRACKER

IN THE CORNER OF THE MARKET A YOUNG MAN READS a book. His face is partially hidden by the hood of his traveling cloak. He watches everyone moving from stall to stall buying food. This is the tracker, a skilled ranger who can be hired to help guide adventurers. They aren't usually greedy, known to work for a reasonable rate.

Lay of the Land. These warriors know the area well and have much to offer any newcomers. For the right price, they'll guide groups from one part of the kingdom to another.

Armed to the Teeth. Most trackers are heavily armed and well prepared for adventuring. Many of these individuals have backpacks filled with extra gear.

Experienced Guide. Trackers have a wealth of experience and are skilled in combat. If they are good-aligned warriors, they will protect the creatures they are guiding.



TRACKER

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

Saving Throws Str +5, Dex +7

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

Senses passive Perception 15

Languages Common and two others

Challenge 5 (1,800 XP)

Colossus Slayer. When the tracker hits a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. The tracker can deal this extra damage only once per turn.

Escape the Horde. On each of the tracker's turns when it makes a weapon attack, it can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of its weapon.

Land's Stride. Moving through nonmagical difficult terrain costs it no extra movement. It can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, it has advantage on saving throws against plants that are magically created or

manipulated to impede movement, such like those created by the *entangle* spell.

Natural Explorer. The tracker has the following benefits in the wilderness:

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

Spellcasting. The tracker is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13).

The tracker can cast the following ranger spells:

1st level (4 slots): *animal friendship*, *cure wounds*, *detect magic*, *hunter's mark*

2nd level (3 slots): *beast sense*, *locate animals or plants*, *locate object*

ACTIONS

Multiattack. The tracker makes two attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/400 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.



DOCKS DISTRICT

SIN: LUST | VIRTUE: CHASTITY

Themes: Temptation, seduction, purity, abstinence, mystery, seafaring, piracy, smuggling, gangs, storytelling, travel

FOG DRIFTS OFF THE OCEAN AND OFTEN ENGULFS this part of the city. The busy Docks District offers many possibilities for adventurers. Ships travel in and out with goods and passengers all the time. Newcomers are arriving constantly and adventure is around every corner. Shady characters often control the area and the authorities have little say in the everyday lives of the inhabitants. This area is close to the Market District as goods need to be bought and sold. There will usually be a fortification of some sort in this part of the settlement, a castle or keep in many instances. These structures serve to protect the city from any attack from the sea.

AUTHORITY

City guards, soldiers, bandits, and thugs offer protection in this district.

LANDMARKS

Castles, keeps, fortresses, guard towers, stores, warehouses, houses, inns, taverns, fish processing buildings, gambling halls, shipyards, brothels, temples, lighthouses

STORES

Food, equipment, clothing, weapons, armor, alchemist, blacksmith, leathermaker, shipwright, carpenter

INNS AND TAVERNS

Poor and squalid quality

SERVICES

Coach Cab between Towns: 3 cp per mile

Coach within the City: 1 cp

Messenger: 2 cp per mile

Skilled Hirelings: 2 gp per day

Untrained Hirelings: 2 sp per day

Ship's Passage: 1 sp per mile

DOCKS DISTRICT ENCOUNTERS

d20 Encounter

- | | |
|----|--------------------|
| 1 | vampire |
| 2 | wight |
| 3 | doppelganger |
| 4 | 1d6 bandits |
| 5 | 1d10 commoners |
| 6 | mastiff |
| 7 | 1d8 zombies |
| 8 | 1d4 shadows |
| 9 | 1d4 veterans |
| 10 | 1d4 swarms of rats |
| 11 | 1d10 commoners |
| 12 | 1d4 thugs |
| 13 | swarm of bats |
| 14 | specter |
| 15 | half-ogre |
| 16 | ghost |
| 17 | 1d4 vampire spawn |
| 18 | 1d6 wererats |
| 19 | 1d4 ghastrs |
| 20 | sea hag |

LUST

THIS IS A HEARTLESS MONSTER WHO PREACHES THAT physical desire is all important. Lust influences the Docks District in many ways. This demon holds sway over a number of individuals who wield tremendous power in this part of the city. Even some kings and queens have come under the influence of this fiend. At the same time, Lust is also on the streets tempting ordinary citizens.

Intense Wanting. The hot-tempered fiend preys on those who have lost their way. This demon tempts them to follow their most carnal desires. Once Lust uses her charms, most individuals can't resist temptation.

Symbiotic Seduction. This monster isn't interested if relationships have a healthy balance. Lust is violent and will push her agenda any way she can. She wants all creatures to follow their chaotic, primitive urges. The demon is a sworn enemy of the celestial known as Chastity.

Awful Addictions. Some of those who come into contact with Lust end up as addicts. The addictive nature of desire can destroy lives, relationships, and families. Many of these addicts end up wandering the Docks District for the rest of their lives.

LUST

Medium fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 247 (26d8 + 130)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	18 (+4)	14 (+2)	25 (+7)

Saving Throws Con +12, Wis +9, Cha +14

Skills Deception +14, Perception +9, Persuasion +14, Stealth +10

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

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages Abyssal, telepathy 120 ft.

Challenge 23 (50,000 XP)

Innate Spellcasting. Lust's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: *charm person*, *eldritch blast* (11th level), *minor illusion*, *shocking grasp* (11th level)

3/day each: *darkness*, *dimension door*, *enthrall*, *hellish rebuke*, *hold person*, *ray of enfeeblement*, *suggestion*

1/day each: *blight*, *fear*, *hypnotic pattern*

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

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

Undertow. As a bonus action when she is underwater, she can cause all the water within 60 feet of her to be difficult terrain for other creatures until the start of her next turn.

ACTIONS

Multiattack. Lust makes three melee attacks.

Vampiric Touch. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 18 (4d8) necrotic damage.

Fire Breath (Recharge 5–6). Lust exhales fire in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Casts Cantrip.

Life Drain (Costs 2 Actions). Drains 10 hit points from any creatures within 30 feet unless they make a successful DC 20 Constitution saving throw.

Shadow Jump. Lust can teleport up to 30 feet to an unoccupied space she can see. Both the space she teleports from and the space she teleports to must be in dim light or darkness.





T. Hanson 2014



CHASTITY

EMERGING FROM THE FOG IS A BEAUTIFUL WINGED woman in a white dress. She steps barefoot on the wet wooden planks of the pier. Chastity lives a lonely existence in this part of the city. Her pure presence stands in stark contrast to much of life in the Docks District.

Heartfelt Holiness. Chastity knows the challenge she faces and bravely continues her work. She also knows in her heart that she is following the right path. To her, love between two individuals brings with it a healthy maturity.

Beautiful Balance. She promotes a perfect balance of desire, reason, and willpower. Mastering passion can lead to enlightenment and finding a long-lasting relationship. Some clerics, priests, and paladins assist the celestial on her mission.

Respectful Reverence. Chastity encourages healthy relationships in which individuals honor each other by seeking a pure connection. She consistently preaches patience and respect.

CHASTITY

Medium celestial, lawful good

Armor Class 19 (natural armor)

Hit Points 204 (24d8 + 96)

Speed 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	20 (+5)	23 (+6)	25 (+7)

Saving Throws Cha +14, Wis +13

Skills Insight +13, Nature +12, Perception +13

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

Condition Immunities charmed, exhausted, frightened, paralyzed

Senses truesight 120 ft., passive Perception 23

Languages Celestial, telepathy 120 ft.

Challenge 23 (50,000 XP)

Aura of Clarity. Any charm magic within 60 ft. of the celestial ends.

Chastity Belt (1/day). Chastity can aide a humanoid by creating a magical golden belt that will provide immunity from any charm magic for 8 hours. Only a celestial can remove the belt before then.

Innate Spellcasting. Chastity's innate spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: blade barrier, bless, detect evil and good, guidance, light

3/day each: calm emotions, guiding bolt (11th level), shield of faith, zone of truth

1/day each: commune, hallow, silence

Legendary Resistance (3/Day). If Chastity fails a saving throw, she can choose to succeed instead.

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

Magic Weapons. Chastity's weapon attacks are magical.

Wings of Love. Chastity can use a bonus action to make her wings disappear or reappear at any time.

ACTIONS

Multiattack. Chastity makes three melee attacks.

Holy Spear. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage plus 13 (3d8) radiant damage.

LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Casts Cantrip.

Healing Touch (Costs 2 Actions). Chastity touches another creature. The target magically regains 18 (4d8) hit points.

Blinding Gaze (Costs 3 Actions). Chastity targets one creature she can see within 30 feet of her. If the target can see her, 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.

CAPTAIN GRAYBEARD

A FAMOUS PIRATE LIVES IN THE DOCKS DISTRICT. Many exciting tales are told throughout the kingdom about Captain Graybeard. Some folks believe his past is simply too wild to be true. However, they are sorely mistaken. This notorious pirate has led a life like none other. Although his beard hides his true age, he isn't an old man.

Heroic Past. Captain Graybeard was once a celebrated sea captain in the Royal Navy. He was a favorite of the queen and his enemies gave him their utmost respect. Nevertheless, after defeating a fleet of enemy ships, the captain fled with the bounty. His ship sailed far away and the captain began a new life as a pirate.

Successful Scoundrel. After deserting from the navy, the captain has become a legend. He and his bold pirate band plunder all manner of ships. These buccaneers are well-trained and well-equipped by their clever leader. Captain Graybeard is a fierce and cunning opponent who inspires his followers.

Band of Brothers. A number of fighters and rogues make up his rowdy band of pirates. The captain and several of his crew live in an old manor in the Docks District. A hidden tunnel allows the pirates to travel to their ship without having to be seen on the street.



CAPTAIN GRAYBEARD

Medium humanoid (human), neutral evil

Armor Class 18 (studded leather)

Hit Points 150 (20d8 + 60)

Speed 30 ft., swim 25 ft.

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

Saving Throws Con +6, Wis +7

Skills Athletics +8, Deception +8, Intimidation +8, Perception +7, Survival +7

Senses passive Perception 17

Languages Common

Challenge 10 (5,900 XP)

Flourish. The captain adds his Charisma modifier to the damage roll for his sword attacks (included in the attack).

Lightfooted. The captain can take the Dash or Disengage action as a bonus action on each of his turns.

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

Special Scimitar. The captain's Scimitar of Speed has a +2 bonus to attack and damage rolls. He can also

make another attack with a bonus action (included in attacks) with this magical sword.

Sneak Attack (1/Turn). The captain deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the captain that isn't incapacitated and the captain doesn't have disadvantage on the attack roll.

Suave Defense. While the captain is wearing light or no armor and wielding no shield, his AC includes his Charisma modifier.

Weather Wise. When at sea, the captain knows what weather is coming the next day.

ACTIONS

Multiattack. The captain makes three attacks with his sword or two with his crossbow.

Scimitar of Speed. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (1d6 + 10) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

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

THE CODFATHER

A LARGE FISH-LIKE CREATURE MOVES SLOWLY through the fish market. He is an aquarian, a race of very unusual fish-like humanoids. Four tentacles also stretch out from this large, rotund monster. Many thugs and admirers are constantly at his side. The charming Codfather controls the fish markets with his extensive network of minions. Part of the fishing fleet is also owned by him.

Might Is Right. This monster is extremely strong and uses his thick tentacles to reach out and grab any opponents. He finds many ways to intimidate those in his territory. The Codfather is a legend in this part of the city. In fact, he sees himself as the “King of the Docks.” At the same time, he looks down on all other races. This strange monster sees aquarians as the superior race.

Pier Pressure. Most businesses in the Docks District know they must pay tribute to the Codfather. A few bags of gold are paid to the gangster’s minions each month. His main henchman, Fishmongrel takes charge of this regular chore.

Lustful Libido. Everyone in the city knows the Codfather can’t resist a pretty face. If he has an obvious weakness it is his pursuit of romantic companions. The aquarian has been seen with barmaids, bards, visiting princesses, and even mermaids.



DOCKS DISTRICT

THE CODFATHER

Large humanoid (aquarian), lawful evil

Armor Class 15 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 20 ft.

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

Skills Deception +7, Insight +6, Intimidation +7, Perception +6, Persuasion +7, Survival +6

Senses passive Perception 16

Languages Common, Aquan

Challenge 8 (3,900 XP)

Amphibious. The Codfather can breathe air and water.

Bargain. The Codfather has advantage on Charisma checks when buying or selling goods.

Innate Spellcasting. The Codfather’s innate spellcasting ability is Wisdom (spell save DC 14). The Codfather can innately cast the following spells, requiring no components:

At will: *message*, *prestidigitation*, *vicious mockery* (5th level)

3/day each: *charm person*, *crown of madness*, *dissonant whispers*

1/day each: *suggestion*

ACTIONS

Multiattack. The Codfather makes four tentacle attacks.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. The target is grappled (escape DC 15) if it is a Large or smaller creature and the Codfather doesn’t have three other creatures grappled.

Swallow. If the Codfather is grappling a target, he can also swallow it. The grapple ends and the creature is blinded and restrained. While swallowed, the creature has total cover against attacks and other effects outside the Codfather. It takes 7 (2d6) acid damage at the start of each of the Codfather’s turns. If the Codfather dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.



FISHMONGREL

Medium humanoid (aquarian), lawful evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	11 (+0)

Skills Intimidation +2, Perception +4, Survival +4

Senses passive Perception 14

Languages Common, Aquan

Challenge 3 (700 XP)

Amphibious. Fishmongrel can breathe air and water.

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

ACTIONS

Multiattack. Fishmongrel makes two melee attacks or one ranged attack.

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

Net. *Ranged Weapon Attack:* +4 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 14 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.

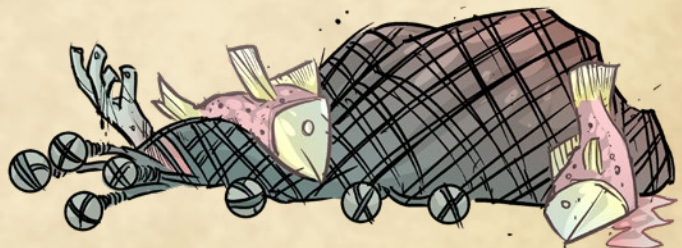
FISHMONGREL

FISHMONGREL IS THE CHIEF HENCHMAN OF THE Codfather. He is an aquarian, a race of very unusual fish-like humanoids. Unlike his master, this creature lacks any charm. This monster is a cold-blooded killer.

Horrible Henchman. Fishmongrel does all of the Codfather's dirty work. People are almost as scared of him as they are of his boss. He hunts the fish markets and piers with a long trident and net. This odd fishman also seeks out companions for his master. Fishmongrel loathes this part of his daily duties.

Fish out of Water. This creature has never felt comfortable out of his natural environment. He doesn't like living on the land or any of the local inhabitants. Fishmongrel longs to return to the aquarian homeland.

Nautical Network. Thugs, pirates, and other nefarious characters work for Fishmongrel. They follow orders obediently and don't ask questions. Some disobedient henchmen have been known to disappear and wash up on shore a few days later.



HANDSOME DEVIL

MEETING STRANGERS IN THE DOCKS DISTRICT IS always a risky business. The handsome devil is one monster that everyone should avoid. He plays the part of a charming gentleman to acquire fame and fortune. They are not that easily identifiable, even their horns are sometimes hidden under their neatly trimmed hair.

Rocky Romance. Most handsome devils are involved in a romantic entanglement with someone. These relationships are often chaotic and the devil takes full advantage of the situation. He is incredibly vain and this can cause even more drama. This devil believes he is the most handsome creature alive.

Well Connected. Not only do these devils seek fame and fortune, they are smart enough to know how to get what they want. Handsome devils will quickly build up a network of contacts in a city. Sometimes handsome devils will gain great power and reach noble status. These monsters will even start cults to gain a loyal following. They are also known to consort with succubi and incubi.



DOCKS DISTRICT

HANDSOME DEVIL

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	12 (+1)	12 (+1)	20 (+5)

Saving Throws Int +4, Wis +4, Cha +8

Skills Deception +8, Insight +4, Perception +4, Persuasion +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Infernal, Common, and one other

Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The devil makes two melee attacks.

Hellish Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 3 (1d6) fire damage.

Devilish Charm. The devil targets one humanoid that he can see within 30 feet of him. If the target can see the devil, it must succeed on a DC 15 Wisdom saving throw or be magically charmed. The charmed creature regards the devil as a love interest. Although the target isn't under the devil's control, it takes the devil's requests or actions in the most favorable way it can. Each time the devil or its allies do something harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the devil dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the devil's Devilish Charm for the next 24 hours. The devil can have no more than two humanoids and up to four beasts charmed at a time.

MESMERELLA

THE TAVERN ERUPTS IN APPLAUSE AS A GORGEOUS dancer walks on the stage. Mesmerella is a popular entertainer in the Docks District. She dances gracefully and the crowd watches her every move. A red snake companion slips off the stage unseen and slithers under the tables.

Hypnotic Dance. Her performances are magical and hypnotize the crowd. Members of the audience don't usually know what's happening and their minds go blank. Soon the entire crowd is enthralled by the dancer and their guard goes down.

Men at Work. While the dancer performs, members of her gang get to work. They move through

the crowd robbing people, taking what they want. A number of rogues and fighters are usually in league with Mesmerella.

Perceptive Performer. This fey is highly perceptive and not only understands the effect her physical beauty has on others, but seems to read minds. She is rather cunning and insightful.

MESMERELLA

Medium fey, chaotic neutral

Armor Class 14

Hit Points 38 (7d8 + 7)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	12 (+1)	14 (+2)	15 (+2)	20 (+5)

Skills Acrobatics +6, Insight +4, Perception +4, Performance +7, Persuasion +7, Stealth +6

Senses passive Perception 14

Languages Common

Challenge 4 (1,100 XP)

Cunning Opportunist. Mesmerella has advantage on the attack rolls of opportunity attacks.

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

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

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

Snake Sidekick. Her small poisonous red snake is always nearby.

ACTIONS

Multiattack. Mesmerella makes two melee attacks.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.

Hypnotic Dance (Recharge 2-3). While she dances any creatures within 60 ft. of Mesmerella must make a DC 15 Wisdom saving throw or become charmed for 1 minute. If a charmed creature takes any damage, the effect ends. The targets can repeat the saving throw at the end of each of their turns. If a target succeeds on their saving throw, they are immune to the effects of Mesmerella's dance for the next 24 hours.





PURITAN

COMBATING THE PRESENCE OF LUST IN THE DOCKS District are puritans. These people are against pleasure of any sort and follow a strict religious text. They believe they have the divine duty to enforce their beliefs on others. Puritans don't care what others think or feel, they are engaged in a cultural war.

Law above All. The puritans are obsessed with old traditional laws. To them the laws are divine and trump any other values. These people are not satisfied with the tolerance of certain practices by the authorities. Puritans only embrace intimacy within a sacred union of human male and female.

Divine Fight. Puritans feel they are in a fight of good against evil and are convinced they are on the side of good. They are not usually open to discuss alternative viewpoints. However, there are some puritans who will debate the issues.

Moral Majority. The puritans are sworn enemies of many criminal organizations and anyone who strays from the path of righteousness. Many priests and clerics are part of their movement.

VARIANT: MILITANT PURITANS

Some puritans, known as militant puritans, are lawful evil. These puritans are especially eager to spread their teachings to the peasant class. They will even promise help to feed, clothe, and house the poor. However, this assistance comes with a price. The peasants are forced to follow the divine text of the puritans.

Militant puritans will not hesitate to use violence to further their cause. These puritans also support corrupt leaders if the movement achieves its goals. They will even wage civil war to overthrow monarchies or governments.

DOCKS DISTRICT

PURITAN

Medium humanoid (human), lawful neutral

Armor Class 13 (studded leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Skills Intimidation +3, Religion +2, Survival +2

Senses passive Perception 10

Languages Common

Challenge ½ (100 XP)

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

Righteous Devotion. The puritan has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The puritan makes two melee attacks or one ranged attack.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.



SATYR, CITY

Medium fey, chaotic neutral

Armor Class 14

Hit Points 49 (9d8 + 9)

Speed 40 ft.

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

Skills Perception +3, Performance +7, Stealth +6

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The satyr makes two melee attacks: one ram attack and a sword attack, or two sword attacks.

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

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

Smoky Voice. The satyr sings a magical melody. Every female creature within 60 ft. of the satyr that can hear the song must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. The satyr must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the satyr is incapacitated. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this satyr's song for the next 24 hours.

SATYR, CITY

AS A HANDSOME GENTLEMAN STRIDES THROUGH A crowd, an older woman turns to watch him. Then she notices horns poking out from his top hat and his hooves. He calls the woman over and she soon joins him. City satyrs have magnetic personalities and lustful hearts.

Pleasure Seeker. The city satyr seeks out pleasure just as his woodland cousins do. He can often be found in inns, taverns, and even lavish galas. These fey are as curious as their cousins and want to learn about everyone and everything. They enjoy every ounce of mead and every drop of wine. Hardly an event goes by that these fey aren't a part of.

Charming Creature. City satyrs have reputations in the city and their charismatic personalities help them survive. Many inhabitants are aware that coming into contact with the fey might alter the course of their evening, or even their life. However, the satyrs still succeed in drawing many admirers into their circle.

Chaotic Nature. At heart these creatures are emotionally immature and chaos seems to follow them around. They often enjoy themselves too much and don't know how to look after themselves properly. A number of the satyrs run afoul of the law and end up in trouble with the authorities.

SIRIUS MOONLIGHT

Medium humanoid (half-elf), chaotic good

Armor Class 17 (studded leather)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	13 (+1)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Dex +8, Wis +5, Cha +6

Skills Acrobatics +8, Insight +5, Perception +5, Stealth +8

Senses darkvision 60 ft., passive Perception 15

Languages Common, Abyssal, Elvish, Infernal

Challenge 6 (2,300 XP)

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

Land's Stride. Moving through nonmagical difficult terrain costs Sirius no extra movement. He can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, Sirius has advantage on saving throws against plants that are magically created or manipulated to impede movement, such like those created by the entangle spell.

Spellcasting. Sirius is a 10th-level bard. His spellcasting ability is Charisma (spell save DC 14). He can cast the following bard spells:

Cantrips (at will): *blade ward, dancing lights, message, true strike*

1st level (4 slots): *charm person, cure wounds, feather fall, healing word*

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

3rd level (3 slots): *dispel magic, nondetection, major image*

4th level (3 slots): *confusion, freedom of movement, greater invisibility*

5th level (1 slot): *animate objects*

ACTIONS

Multiattack. Sirius makes two attacks with his swords or bow.

+2 Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

+2 Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/400 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Serious Inspiration (3/day). Any ally within 60 ft. of Sirius can add a d4 to one ability check, attack roll, or saving throw. A creature can only make use of this feature once a day.

SIRIUS MOONLIGHT

A TALL, SLENDER HALF-ELF STEPS OFF AN OLD SAILING ship and looks around the docks. Sirius Moonlight has returned from his many travels. This warrior is a renowned adventurer and hero in the district. His catchphrase, "Let's get serious!" is known by all the locals. Two shining longswords hang at his hips.

The White Duke. A former duke from a faraway elf kingdom, he now lives in the city. This mysterious half-elf is also known for his grace. He is an accomplished dancer, which explains his skill with a sword.

Modern Love. This dreamy soul is a loner and completely focused on his life as an adventurer. He is a follower of the celestial Chastity and doesn't get involved in romantic relationships. The half-elf enjoys his solitude, rarely socializing with others.

Arch Enemies. Sirius is a sworn enemy of the Codfather and many other criminals in the city. He makes his home in an invisible sailing ship at the docks.



SLITHER KELP

LIVING ON THE PIERS AT THE DOCKS IS A DANGEROUS ooze from the ocean. Slither kelp slides out of the sea and hunts for food on land. It's easy for the ooze to hide on the beach, on and around piers, in the fog, or amongst foul mounds of garbage. Like other oozes, these creatures prefer the dark. They are mindless predators that seek out living organisms to feed on.

From the Deep. These bizarre creatures are from the deepest part of the sea. They will return every once in awhile to their home and move easily in the water.

Drag Back into the Ocean. The slither kelp usually drags victims back into the ocean. Once there, the kelp and other sea creatures will eat their prey. The remains of victims will wash up back in the Docks District days or weeks later.

Ooze Nature. An ooze doesn't require sleep.

SLITHER KELP

Large ooze, unaligned

Armor Class 8

Hit Points 42 (5d10 + 15)

Speed 20 ft., climb 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	16 (+3)	1 (-5)	5 (-3)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities acid, poison, psychic, slashing

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1 (200 XP)

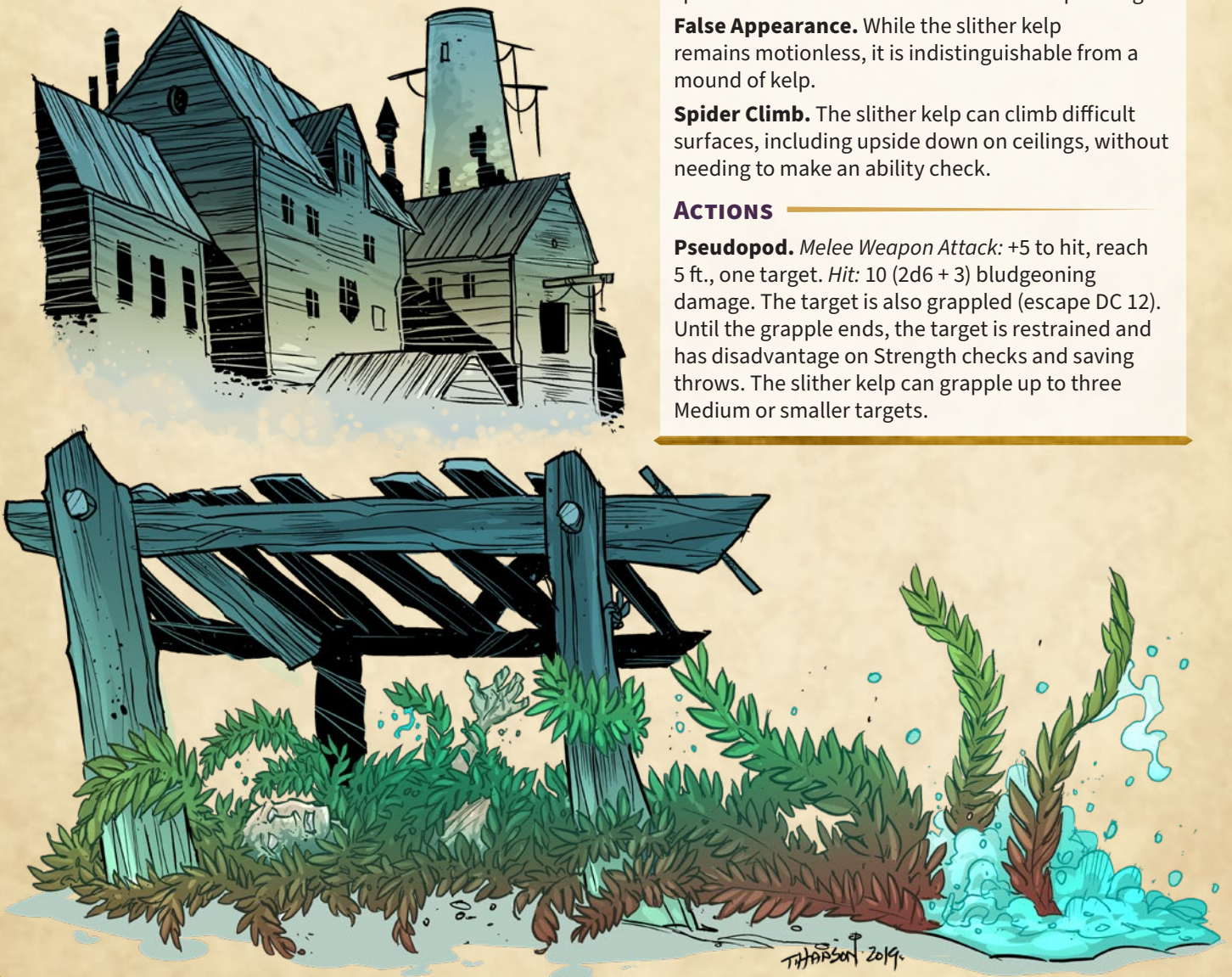
Amorphous. The slither kelp can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the slither kelp remains motionless, it is indistinguishable from a mound of kelp.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. The target is also grappled (escape DC 12). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and saving throws. The slither kelp can grapple up to three Medium or smaller targets.





SPRITE THIEF

Tiny fey, chaotic evil

Armor Class 15

Hit Points 5 (2d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	10 (+0)	14 (+2)	14 (+2)	11 (+0)

Skills Perception +4, Stealth +7, Survival +4

Senses passive Perception 14

Languages Common, Elvish, Sylvan, thieves' cant

Challenge ½ (100 XP)

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

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

ACTIONS

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage plus 2 poison damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage plus 2 poison damage.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

SPRITE THIEF

ONE OF THE MOST CHALLENGING KIND OF ROGUES TO deal with is the sprite thief. Unlike the good-aligned sprites, these fey rascals can be a handful. They are known to cause all kinds of trouble in the Docks District. Tavern owners often have to go to extraordinary lengths to get rid of these fey from their establishments. A trickster arch fey has given these fey the power to resist some magic. This boon had made these tiny creatures even more difficult to deal with.

Aggressive Fey. Sprite thieves are bold and don't shy away from conflict. However, they are quick to turn invisible and fly away if they need to. They won't think twice about bullying small and tiny creatures.

Greedy Hearts. Their twisted hearts desire gold and jewels above all else. They make hidden hideouts in the roofs of warehouses and other out-of-the-way locations.

Guild Member. Sprite thieves will often join the Thieves' Guild and have good reputations with this sort of faction. Their skills can be very useful to criminal organizations, especially when working as part of a team.



TEMPTRESS

A YOUNG DARK-HAIRED WOMAN GLIDES THROUGH the ballroom wearing a long red dress. Many suitors are eager to meet the mysterious beauty. Little do they know; she is the temptress, the most dangerous of all femme fatales. She is only after power, fame, and fortune. This evil woman will use every trick to lure suitors. She will gladly use illusions and other magic to weave her own selfish narrative.

Sly Seduction. She often tempts individuals into serving her. The temptress is very patient and will play the long game. Sometimes she will infiltrate someone's life or inner circle for months or years. This villain has no interest any other person's welfare and will even kill to get what she wants.



Social Butterfly. This woman is always aware of the social hierarchy in the city and uses it to her advantage. Highly successful temptresses can even find themselves in the royal court if they play their cards right. Entire cities and kingdoms have fallen due to the actions of this lethal psychopath.

TEMPTRESS

Medium humanoid (human), neutral evil

Armor Class 13

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	12 (+1)	13 (+1)	18 (+4)

Skills Deception +7, Insight +4, Perception +4, Performance +7, Persuasion +7

Senses passive Perception 14

Languages Common and three others

Challenge 5 (1,800 XP)

Innate Spellcasting. The temptress's innate spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no components.

At will: *charm person*, *detect evil and good*, *minor illusion*

1/day each: *enthrall*, *hold person*, *hypnotic pattern*, *sleep*, *silence*, *suggestion*

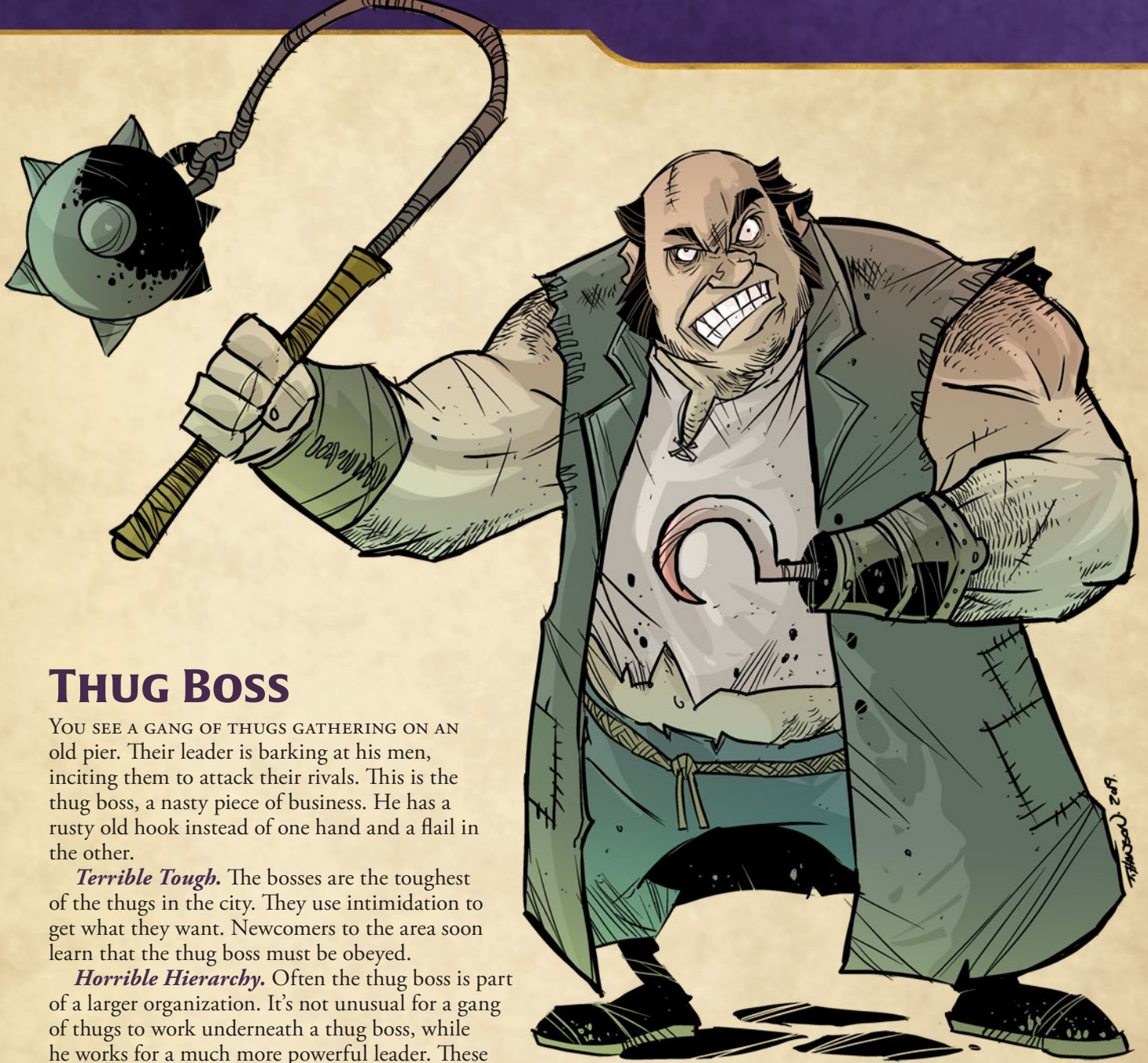
Magic Resistance. The temptress has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The temptress makes two attacks with her dagger.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft. one target. *Hit:* 5 (1d4 + 3) piercing damage plus 9 (2d8) poison damage.

Intoxicating Touch (2/Day). The temptress touches a willing creature or a creature charmed by it. The creature must make a DC 15 Wisdom saving throw or follow the temptress' orders. Each time the temptress or the temptress' companions 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 24 hours or until the temptress is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.



THUG BOSS

YOU SEE A GANG OF THUGS GATHERING ON AN old pier. Their leader is barking at his men, inciting them to attack their rivals. This is the thug boss, a nasty piece of business. He has a rusty old hook instead of one hand and a flail in the other.

Terrible Tough. The bosses are the toughest of the thugs in the city. They use intimidation to get what they want. Newcomers to the area soon learn that the thug boss must be obeyed.

Horrible Hierarchy. Often the thug boss is part of a larger organization. It's not unusual for a gang of thugs to work underneath a thug boss, while he works for a much more powerful leader. These leaders include the Codfather, vampires, and bandit leaders.

THUG BOSS

Medium humanoid (any race), any evil alignment

Armor Class 13 (leather armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

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

Skills Intimidation +3, Perception +3, Survival +3

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

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

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

ACTIONS

Multiattack. The thug makes two melee attacks.

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

Hook. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

TWINS AND NEEDLES

Large undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	7 (-2)	10 (+0)	6 (-2)

Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 3 (700 XP)

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

Turn Defiance. Twins and Needles has advantage on saving throws against effects that turn undead.

Two Heads. Twins and Needles has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

ACTIONS

Multiattack. Twins and Needles makes two attacks.

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

Needles. *Ranged Weapon Attack:* +4 to hit, range 20/40 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

TWINS AND NEEDLES

YOU NOTICE A STRANGE SHAPE MOVING IN THE DARK. It appears two oddly-shaped humanoids are moving towards you. As you get a better look, you see that it is one hideous creature. It appears to be a short, squat man attached to a large, thin man. The shorter man's body is riddled with needles, while the taller man wields a bloody glaive.

Terrible Twins. These undead twins are a terrifying combination. The short creature can actually shoot the needles out of its body. Meanwhile the tall creature can be deadly with its glaive. The monster was created when two evil men died a gruesome death. A crazed necromancer gave them a second twisted life. At times the twins don't get along and end up in a nasty fight.

Henchmen for Hire. Twins and Needles is feared throughout the city and lives in the Docks District under the piers. From time-to-time one of the evil factions will hire this horrifying monster.

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



VAMPIRE LORD

THE LEGENDARY VAMPIRE LORD IS ONE OF THE MOST powerful denizens of the city. This evil monster can even rule an entire city or kingdom. It will often have other vampires under its command as well as an army of vampire spawn and other undead. Like other vampires, it preys on the living. However, unlike other vampires it is able to fly in vampire form. Vampire lords also have unusual mounts like nightmares, wyverns, or even evil dragons.

Double Life. The vampire lord really lives two lives, it's a charming noble during the day and a hideous monster at night. This undead monster is often part of the elite in a large city. Sometimes it is a close advisor to the king or queen. There are tales of vampire lords remaining undetected for years and years, all the time living amongst the aristocracy. The vampire lord's manor or castle is often filled with trophies from its victims. These arrogant creatures often boast about their treasures to other nobles but don't reveal how they acquired them.

Legendary Lord. Only the bravest of heroes would face this dangerous foe. It creates multiple resting places by moving dirt from its grave. Some vampire lords have survived for hundreds of years.

Undead Nature. A vampire doesn't require air.

VAMPIRE LORD

Medium undead (shapechanger), lawful evil

Armor Class 17 (natural armor)

Hit Points 209 (22d8 + 110)

Speed 30 ft., fly 50 ft.

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

Saving Throws Dex +10, Wis +10, Cha +11

Skills Insight +10, Perception +10, Persuasion +11, Stealth +10

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 20

Languages the languages it knew in life

Challenge 18 (20,000 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms



with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except, the damage it takes from sunlight.

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 25 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

- **Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants.
- **Harmed by Running Water.** The vampire takes 20 acid damage if it ends its turn in running water.
- **Stake to the Heart.** If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.
- **Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

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

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. Instead of

dealing damage the vampire can grapple the target (escape DC 20).

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 9 (1d8 + 5) piercing damage plus 17 (5d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 18 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's next bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/day). The vampire magically calls 3d4 swarms of bats, provided that the sun isn't up. While outdoors, the vampire can call 3d8 wolves instead. The called creatures arrive in two rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Move. The vampire can move up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite attack.



SLUM DISTRICT

SIN: ENVY | VIRTUE: KINDNESS

Themes: Satisfaction, compassion, survival, redemption, resourcefulness, rebellion, perseverance

THE SLUM DISTRICT IS THE POOREST AND THE most populous area of the city. The majority of the peasants, the bulk of the population, live here. Dusty, dirty streets are packed with houses, stores, inns, and taverns. It is a dangerous area, especially at night. The slums are chaotic, smelly, crowded, and extremely noisy. Even the Sewer District residents, the few there are, look down on the residents of the slums. The notorious Thieves' Guild, other guilds, slavers, and many gangs can be found here.

However, there is another side to this district. Many of the residents are hard-working and quite resourceful. Strong communities do form in these areas, some with busy community halls. Eager street performers are common and they bring some life and energy to the district. Furthermore, town criers entertain the masses when they deliver the news of the day.

AUTHORITY

The city guard, bandits, and even thugs offer protection in this district. However, this protection comes with a price.

LANDMARKS

Houses, stores, inns, taverns, community halls, warehouses

STORES

Food, clothing, cobbler, equipment, general, herbalist, tailor, tools

INNS AND TAVERNS

Poor and squalid quality.

SERVICES

- Coach Cab between Towns:** 3 cp per mile
- Coach within the City:** 1 cp
- Messenger:** 2 cp per mile
- Skilled Hirelings:** 2 gp per day
- Untrained Hirelings:** 2 sp per day

SLUM DISTRICT ENCOUNTERS

d20	Encounter
1	1d4 vampire spawn
2	shambling mound
3	1d6 cultists
4	swarm of rats
5	1d4 guards
6	1d6 thugs
7	1d4 acolytes
8	half-ogre
9	1d10 commoners
10	veteran
11	mastiff
12	1d6 commoners
13	cat
14	1d4 thugs
15	1d10 commoners
16	1d6 giant rats
17	1d4 swarms of insects
18	1d8 bandits
19	gladiator
20	1d4 berserkers

ENVY

WANDERING THROUGH THE SLUM DISTRICT IS A hateful fiend known as Envy. Cursed with a faceless form, she is addicted to acquiring new identities. Envy wishes she could live her life like the nobles. However, her destiny lies here with the downtrodden. She has attempted to leave but always ends up back in the slums.

Seething Anger. So much anger is in this demon that she radiates a sick energy. Other creatures often feel ill and unwell in her presence. Nobody feels like themselves when they're near this monster.

Sad Heart. Her heart was broken long ago and hate poured in. This demon fell in love with a celestial

and her romantic advances were spurned. She wasn't brave enough to feel the hurt and has turned cold against the world.

Blind Following. Most folks don't see the anger that fills every ounce of this monster. Quite probably because Envy has a following every bit as angry and envious as she is. Her minions adore her and make excuses for her toxic nature.

Foul Mouth. The vile words that pour from her mouth are often fouler than from the crudest sailor. Hate seems to continually ooze out of this fiend into the world.

ENVY

Medium fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 231 (22d8 + 132)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	23 (+6)	21 (+5)	18 (+4)	24 (+7)

Saving Throws Int +12, Cha +14

Skills Deception +14, Intimidation +14, Perception +11, Persuasion +14, Survival +11

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 21

Languages Abyssal, telepathy 120 ft.

Challenge 23 (50,000 XP)

Aura of Madness. Creatures within 20 feet of Envy that aren't fiends have disadvantage on saving throws, as well as on attack rolls against creatures other than Envy.

Innate Spellcasting. Envy's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: *friends*, *prestidigitation*, *vicious mockery* (11th level)

3/day each: *charm person*, *crown of madness*, *dancing lights*, *jump*

1/day each: *cloud of daggers* (4th level), *expeditious retreat*, *suggestion*

Legendary Resistance (3/Day). If Envy fails a saving throw, she can choose to succeed instead.

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

Magical Weapons. Envy's weapon attacks are magical.

Mask Appearance. Envy can assume the appearance of one her victims. She'll use her magical scimitar to cut off the face of a humanoid after it's killed.

Envy can wear the face and remain in the form of that humanoid for 1 hour, or end the effect with a bonus action. All of her stats are the same and any equipment she is wearing or carrying is transformed with her. If she dies, she reverts to her faceless form.

ACTIONS

Multiattack. Envy makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 22 (5d8) poison damage.

Whisper of Madness (Recharge 5–6). Envy chooses up to three creatures if can see within 60 feet of it. Each target must succeed on a DC 19 Wisdom saving throw or it takes 22 (5d8) psychic damage and must use its reaction to make a melee weapon attack against one creature of Envy's choice that she can see. Constructs and undead are immune to this effect.

LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Sow Discord. Envy casts *crown of madness*.

Spit Poison (Costs 2 Actions). *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 22 (5d8) poison damage.

Spiteful Glare (Costs 2 Actions). Envy targets one creature she can see within 60 feet of her. If the target can see Envy, the target must succeed on a DC 19 Wisdom saving throw or become frightened of Envy until the end of her next turn. If a target makes a successful saving throw, they are immune to Envy's glare for the next 24 hours.





KINDNESS

KINDNESS WANDERS THE SLUMS AND ATTEMPTS TO ease the suffering of ordinary people. He appears as a healthy young man with long brown hair and a brown beard. Wearing simple clothes, he blends into any crowd in the district. As he travels through the slums, he radiates a gentle energy. Kindness can travel to other worlds but spends the majority of his time on the Material Plane.

Atonement. This powerful being walks the earth simply to help others. He feels deep empathy for all

living things. This wise celestial knows that everyone is connected, in reality there is no separation.

Open Heart. Kindness won't think twice about providing food and drink for anyone who needs it. He'll simply magically create it and continue on his path.

Formless. The celestial can change shape into any kind of humanoid. He often does this to go unnoticed and watches how people treat him differently depending on what form he takes.

KINDNESS

Medium celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 228 (24d8 + 120)

Speed 30 ft.

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

Saving Throws Con +12, Wis +14

Skills Insight +14, Nature +11, Perception +14

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120 ft., passive Perception 24

Languages Celestial, telepathy 120 ft.

Challenge 23 (50,000 XP)

Innate Spellcasting. Kindness's innate spellcasting ability is Wisdom (spell save DC 22, +14 to hit with spell attacks). Kindness can innately cast the following spells, requiring no components:

At will: *friends, guidance, light, purify food and drink, spare the dying*

3/day each: *bless, calm emotions, create food and water, dimension door, mass cure wounds* (3rd level)

1/day each: *beacon of hope, glyph of warding, plane shift*

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

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

Magical Weapons. Kindness's weapon attacks are magical.

Peaceful Presence. Any creature within 60 feet of him cannot be frightened.

Shapechange. Kindness can use a bonus action to shapechange into any kind of Medium-sized humanoid or back into his true form. All his statistics are the same and any equipment he is wearing or carrying is transformed with him. If Kindness dies, he reverts back to his true form.

Water Walker. Kindness can walk on any body of water.

ACTIONS

Multiattack. Kindness makes two melee attacks.

Unarmed Strike. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 22 (5d8) radiant damage.

Inspire Allies (4/Day). Kindness calls out and any non-evil creatures within 60 ft. add +2 to their next saving throw, ability check, or attack roll.

Foster Peace. If a non-evil creature hits Kindness with an attack roll while within 60 feet of him, Kindness magically causes the attack to miss, provided he can see the attacker.

LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Cast Cantrip. Kindness casts a cantrip.

Healing Touch (Costs 3 Actions). Kindness touches a creature and heals 30 (6d8 + 3) hit points.

Halo Throw (Costs 3 Actions). A halo forms above Kindness's head. He grabs it and throws it. One evil creature of his choice within 100 ft. is automatically hit and takes 27 (6d8) radiant damage.



ALE OOZE

AS A ROWDY TAVERN CLOSES ITS DOORS, A LARGE AMBER creature slides past the bar. It moves across the floor towards an innocent barkeep. His scream goes unheard on the nearby deserted street.

Alcoholic Adversary. Like other oozes, they are attracted by the warmth of living creatures. Therefore, they are especially fond of taverns, inns, and other places where many humanoids gather. It will attack

ALE OOZE

Large ooze, unaligned

Armor Class 8

Hit Points 30 (4d10 + 8)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	15 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances acid

Damage Immunities lightning, poison, psychic, slashing

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

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

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus humanoids must make a successful DC 12 Constitution saving throw become intoxicated. Once intoxicated the target gain one level of exhaustion and is at disadvantage for all saving throws, ability checks, and attack rolls for 10 minutes. The target can repeat the saving throw at the end of each of the ooze's turns.

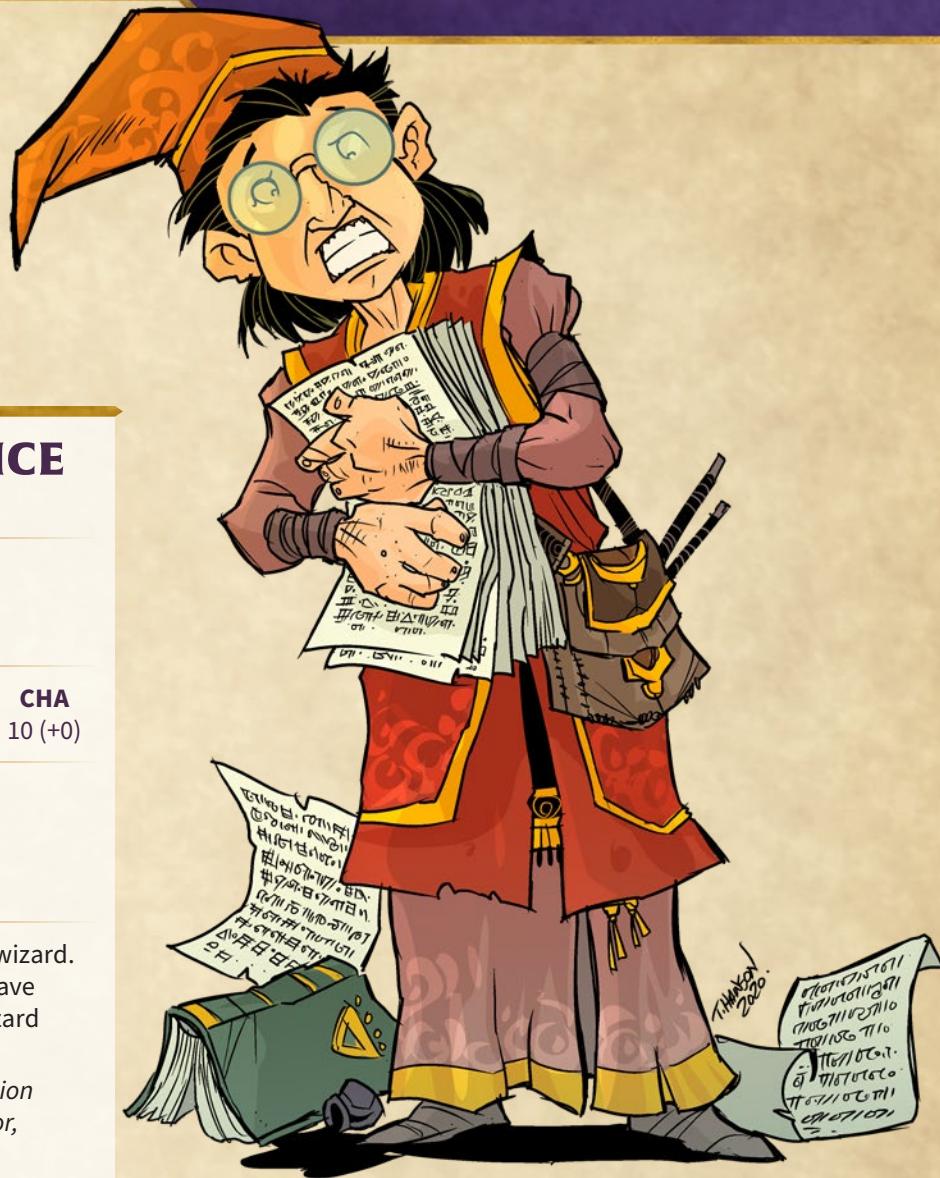
REACTIONS

Split. When an ooze that is Medium or larger is subjected to lightning or slashing damage, it splits into two new oozes if it has at least 15 hit points. Each new ooze has hit points equal to half the original ooze's, rounded down. New oozes are one size smaller than the original ooze.

with its pseudopods to weaken and intoxicate its victims. Finally, the ooze will ingest their bodies.

Night Life. Ale oozes are most active at night. Tavern staff often have to check under tables, on the ceilings, in the kitchen, and in storerooms to make sure they are safe.

Ooze Nature. An ale ooze doesn't require sleep.



ANXIOUS APPRENTICE

Medium humanoid (any race), any alignment

Armor Class 10 (13 with *mage armor*)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	17 (+3)	12 (+1)	10 (+0)

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common and one other

Challenge 1 (200 XP)

Spellcasting. The apprentice is a 3rd-level wizard. Its spellcasting ability is Intelligence (spell save DC 13). The apprentice has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *prestidigitation*
 1st level (4 slots): *burning hands*, *mage armor*,
magic missile

2nd level (2 slot): *hold person*, *mirror image*

Spellcasting Chaos. Every time the apprentice casts a spell, roll a d4. On a roll of “4” the apprentice’s spell doesn’t work and the following occurs. Roll 1d10:

1. The spell works backwards
2. The apprentice becomes the target of his spell
3. Wand explodes and does 1d6 force damage in a 30 ft. radius
4. The apprentice ends every sentence with “genius!” for a week
5. Closest creature ages 1d4 years
6. The apprentice turns invisible for 1 minute
7. Closest creature teleports to another part of the city
8. Closest creature gains 1d8 temporary hit points
9. The closest creature changes gender for a week
10. The apprentice turns into a frog for 1 minute

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

ANXIOUS APPRENTICE

WIZARDS STUDY MAGIC FOR THEIR ENTIRE LIFETIME. They begin as anxious apprentices and learn from clever masters. The young wizards are wide-eyed and often get themselves in over their heads.

Clumsy Character. Apprentices are new to spellcasting and their spells are not always successful. There is a good chance that their spells will misfire and some strange arcane effect will occur. Some of these effects are mundane, others useful, and others cause mayhem.

Master and Servant. Each apprentice is under the tutelage of an older, more experienced wizard. The younger mages are usually very loyal to these magic-users and do their bidding. Some wizards take advantage of the situation and have the younger mages do endless chores. There is a famous story of a wizened spellcaster who made his novice spend hours cleaning his tower.

Wand Envy. Apprentices are usually quite envious of experienced spellcasters. Evil apprentices might even undermine their masters.



BANDIT LORD

SOME WARRIORS HAVE A CODE OF HONOR, AND THEN there are the bandits. Leading these clans of scoundrels are bandit lords. Powerful warriors, they are skilled commanders as well.

Cruel Rule. Some bandit lords rule over slum areas, while others control a nearby wilderness area. They use intimidation to keep their clan and the local populace in line. Their bandits are not always armed with the highest quality weapons and armor, but they are fierce opponents.

BANDIT LORD

Medium humanoid (any race), any evil alignment

Armor Class 16 (chain mail)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Str +7, Con +6, Cha +7

Skills Athletics +7, Insight +5, Intimidation +7, Survival +7

Senses passive Perception 12

Languages Common

Challenge 8 (3,900 XP)

Brave. The bandit lord has advantage on saving throws against being frightened.

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

True Blood. The bandit lord has advantage on saving throws against poison, and has resistance against poison damage.

ACTIONS

Multiattack. The bandit lord makes two attacks with its greatsword or one with its crossbow.

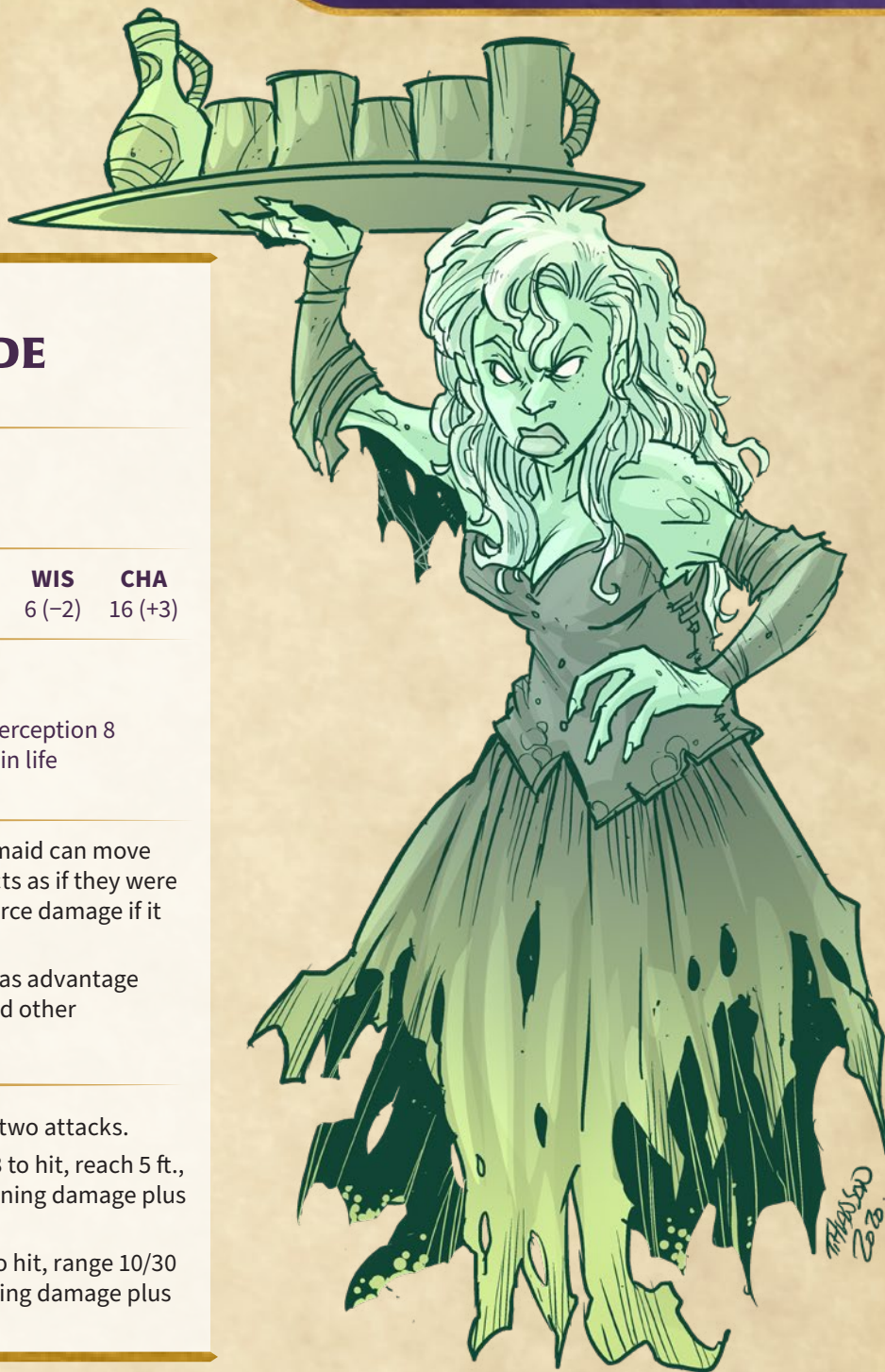
Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Leadership (2/day). For 1 minute, the bandit lord can utter a special command or warning whenever a nonhostile creature that it can see within 60 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the bandit lord. A creature can benefit from only one Leadership die at a time. This effect ends if the bandit lord is incapacitated.

Resilient Rebel. These rebellious individuals are tough and will persevere through difficult circumstances. Bandit lords are resourceful and take lessons from their many life experiences. They are often divergent thinkers and come up with interesting solutions to problems. Many of their opponents are surprised by their unorthodox tactics.

Slum Strongholds. Many bandit captains and bandits serve these bold commanders. A number of bandit lords are based in old keeps or rundown manors.



BARMAID FROM THE SHADE

Medium undead, chaotic evil

Armor Class 12

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	7 (-2)	6 (-2)	16 (+3)

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages the languages it knew in life

Challenge 2 (450 XP)

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

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

ACTIONS

Multiattack. The barmaid makes two attacks.

Tankard. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 2 (1d4) necrotic damage.

Dart. *Ranged Weapon Attack:* +4 to hit, range 10/30 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 2 (1d4) necrotic damage.

BARMAID FROM THE SHADE

LATE AT NIGHT AN INTENSE BRAWL BREAKS OUT AT A seedy tavern. Suddenly, a ghost in a dress rises up out of a nearby cask with a tray of tankards. To everyone's horror, she is also armed with darts. This is the barmaid from the shade, a chilling undead monster.

Endless Envy. She hated all her customers in life and died one night in a fight with one. Filled with hate and envy she longs for her old life.

Wicked Woman. Envious of anyone enjoying themselves, this monster is consumed by spite. She is

a crazed murderer and will fight until she is destroyed. A few taverns have had to close their doors after the shade has moved in.

Last Call. She will often get into wild fights near the end of the night. Just as the tavern is closing, the barmaid will make her presence known and begin attacking customers.

Undead Nature. A barmaid from the shade doesn't require air, food, drink, or sleep.



CRADLE SNATCHER

Small fey, chaotic evil

Armor Class 13

Hit Points 27 (6d6 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	7 (-2)	10 (+0)	7 (-2)

Skills Acrobatics +5, Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 2 (450 XP)

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

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

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

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

CRADLE SNATCHER

THE DARKEST OF FAERIE TALES FEATURE A HORRID creature. Hiding late at night in the shadows are cradle snatchers. They kidnap children for a price, usually a high one. Cradle snatchers can move quickly and are exceptionally agile.

Hidden Horror. These fey are especially active after dark. They relish their nighttime missions, much more at home in the inky darkness than anywhere else.

Early Envy. Cradle snatchers grow up envious of happy families in Feyland. They loathe the togetherness of these families and journey to the ordinary world to wreak havoc. Back in Feyland, they know better than to attempt the same crimes. They're aware they'll be hunted down by the powerful Seelie Court.

Evil Employers. Most cradle snatchers are hired by foul creatures like witches, hags, and fiends.

THE CRITIC

Medium humanoid (any race), neutral evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Deception +4, Investigation +3, Persuasion +4

Senses passive Perception 9

Languages Common and one other

Challenge 2 (450 XP)

Evasion. If the critic is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the critic instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Innate Spellcasting. The critic's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *vicious mockery*

1/day: *charm person*, *dissonant whispers*,
illusory script

ACTIONS

Poisoned Quill. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) poison damage.

Patronize (3/day). The critic can attempt to patronize another humanoid within 30 feet that can understand it. The target must make a DC 13 Wisdom saving throw or take 2 (1d4) psychic damage. If the target makes their saving throw, they can't be patronized by the critic for the next 24 hours.

REACTIONS

Uncanny Dodge. When an attacker that the critic can see hits it with an attack, it can use its reaction to halve the attack's damage against it.



THE CRITIC

AN ANXIOUS MAN STORMS OUT OF A THEATRE AND begins to scribble frantically on a piece of parchment. This callous character can't wait to unleash his toxic quill. This is the critic, a sad and heartless intellectual. The critic rages against art, especially in the purest forms. He wishes he could write or paint like the creators he loathes.

Jaded Jealousy. He can't stand seeing others succeed where he has failed miserably. His scathing critique of artists is simply envy. The critic only dreams he could do what real creators do. His patronizing comments are the best he can come up with.

Sad Citizen. Ultimately, the critic is a fraud whose outgoing personality hides his true self. He is an unhappy person caught up in the lives of others.

Pathetic Prose. There comes a time when a critic will once again attempt to create. However, the hate in his heart always tarnishes these creations.



GOBLIN SPY

Small goblinoid (goblin), neutral evil

Armor Class 14 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Deception +2, Insight +2, Perception +2, Persuasion +2, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1 (200 XP)

Goblin Guises. The goblin carries a disguise kit and is proficient in its use.

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

ACTIONS

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

REACTIONS

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

GOBLIN SPY

LURKING IN THE BUSY MARKET IS A HOODED GREEN creature. A goblin spy has snuck into the city to get information. The head of its clan wants to know about the soldiers who guard the settlement. Knowing it is in enemy territory; the goblin will make sure to keep out of the limelight.

Horrible Humanoid. This little monster is a nasty piece of business. It will do whatever it takes to accomplish its mission. Goblin spies spend lots of time in other communities and their envy has grown over time. They're eager to destroy the societies they've become so jealous of.

Deft Disguises. Most of the time these goblins will be wearing some kind of disguise. They carry a disguise kit with them all the time. Many of these spies attempt to pass themselves off as halflings or gnomes.

Nefarious Network. Several goblins spies have contacts with gangs and the Thieves' Guild. They do favors for each other and often have similar goals.



HOTHEAD

Medium humanoid (any race), chaotic evil

Armor Class 15

Hit Points 52 (8d8 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	7 (-2)	7 (-2)	8 (-1)

Skills Athletics +5, Intimidation +1

Senses passive Perception 8

Languages Common (but can barely read it)

Challenge 3 (700 XP)

Rage (2/day). The hothead can rage for 1 minute twice a day. During this time, they have advantage on Strength checks and Strength saving throws. They also do +2 on their damage rolls. Finally, they also have resistance to bludgeoning, piercing, and slashing damage.

However, they make Wisdom checks and saving throws, Intelligence checks and saving throws, and ranged attacks at disadvantage.

Unarmored Defense. The hothead adds its Constitution modifier to its AC.

ACTIONS

Multiattack. The hothead makes two melee attacks.

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

HOTHEAD

A MAN'S FACE GOES RED AND HE SUDDENLY EXPLODES with rage. He hurls curses in every direction and loses control. All the citizens near him back away as fast as they can. Luckily for the inhabitants of the city these hotheads are not common. Most ordinary citizens can't stand them.

Explosive Temper. Hotheads go about their day like other citizens in the city. However, their temper can easily get the better of them and trigger their rage. Turning into an even more hulking beast, the hothead can do a lot of damage. As they solve problems with violence, they will often grab an object nearby and use it as a weapon.

Confused Citizen. These men are usually in a state of bewilderment, seemingly unable to function in normal society. They don't get along well with others and constantly get into fights. They are quite egocentric and therefore live in a state of envy much of the time.

Unable to Commit. Hotheads change their minds constantly and can never commit to anything. They are extremely unreliable henchmen and chaos usually follows them wherever they go.

JOLLER

JOLLERS ARE YOUNG THUGS WHO LIVE ON CITY streets. They are often tougher than they look and a group of them can handle themselves in a fight. Jollers enjoy cursing, fighting, drinking, and generally causing chaos.

Challenging Childhood. Many of them have had difficult childhoods. They are survivors and will do whatever they need to. Jollers are quite jealous of those who didn't struggle like they did. They especially look down on the noble class.

Stealthy Survivor. Even in turbulent times they will find a way to survive. Jollers will work for anyone, often teaming up with the Thieves' Guild or other evil factions.

Gang Life. Groups of jollers work together to look after each other. Their gangs are the closest thing they have to a family.

JOLLER

Medium humanoid (any race), chaotic evil

Armor Class 13 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Deception +3, Perception +3, Sleight of Hand +4, Survival +3

Senses passive Perception 13

Languages Common

Challenge 1 (200 XP)

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

ACTIONS

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

REACTIONS

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





LORD OF THE SLUMS

A TALL, ROUGH-LOOKING MAN LEADS A RAGTAG group of peasants down a dirty alley. He wears a conspicuously tall hat and dresses in a bright, bold style. The man dangles a creepy-looking doll from his left hand. In his right hand is a large club. This is the Lord of the Slums, a very influential man. He is a slave lord and is delivering the unfortunates to their new owner. Slavers often operate in the Slum District and most of them work for this intimidating individual.

Explicit Exploitation. Slavers kidnap other humanoid and sell them to the highest bidder. They will enslave humans, dwarves, elves, halflings, and many other races. The slaves end up doing hard labor and have to endure awful living conditions.

Organized Crime. This lord leads a large, organized faction. Evil rogues, fighters, thugs, veterans, and

SLUM DISTRICT

LORD OF THE SLUMS

Medium humanoid (human), chaotic evil

Armor Class 16 (+2 leather armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Con +6, Cha +7

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

Senses passive Perception 16

Languages Common and one other

Challenge 10 (5,900 XP)

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

Street Fortitude. If damage reduces the lord to 0 hit points, he must make a Constitution saving throw with a DC of 3 + the damage taken, unless the damage is from a critical hit. On a success, the lord drops to 1 hit point instead.

ACTIONS

Multiattack. The lord makes three attacks, two with his club and one with his whip.

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

Whip. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Deadly Doll (1/day). *Ranged Weapon Attack:* +8 to hit, range 20/40 ft., one target. *Hit:* 20 (4d8 + 2) force damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the lord can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of him makes an attack roll or a saving throw. The creature can add a d6 to its roll provided it can hear and understand the lord. A creature can benefit from only one Leadership die at a time. This effect ends if the lord is incapacitated.

even some spellcasters are a part of the organization. They often use an old manor or abandoned warehouse as their headquarters.

Inner Envy. His appearance and grandiose nature belie the inferiority complex inside him. The Lord of the Slums is very envious of the wealthy and wishes life had dealt him a different hand.



SATYR BRUTE

TWO HULKING CREATURES MOVE THROUGH THE crowded, dirty streets. One of the local gangs has hired them to hunt down a young man who owes them money. The crowds part quickly as people notice the horned monsters. Satyr brutes are the worst of their kind.

Famous Fey. Infamous for their brutality, these fey are nothing like their cousins. They are known for their immense strength and intimidating presence. To most citizens they appear to be a mass of muscles topped off with a menacing set of horns.

Pugilistic Presence. The satyr brutes are often hired as bodyguards by evildoers. They are very good at dealing with crowd control and can clear the streets quickly.

Feared Thug. Other fey are not fond of these bullies and most satyr brutes have been banished from Feyland. For this reason, the brawny bullies will target fey creatures whenever they can.

SATYR BRUTE

Large fey, chaotic evil

Armor Class 15 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	12 (+1)	9 (-1)	8 (-1)

Skills Athletics +6, Perception +1

Senses passive Perception 11

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Block the Path. Until the start of the satyr's next turn, attack rolls against the satyr have disadvantage, it has advantage on the attack roll it makes for an opportunity attack, and that attack deals an extra 11 (2d10) bludgeoning damage on a hit. Also, each enemy that tries to move out of the satyr's reach without teleporting must succeed on a DC 14 Strength saving throw or have its speed reduced to 0 until the start of the satyr's next turn.

Brute. The satyr deals one extra die of its damage when it hits (included in the attack).

ACTIONS

Multiattack. The satyr makes two attacks.

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

REACTIONS

Bloody Rampage. When the satyr takes damage, it makes one attack with its unarmed attack against a random creature within its reach.

TRUTH TELLER

Medium humanoid (any race), chaotic good

Armor Class 11 (16 with *barkskin*)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	18 (+4)	20 (+5)	15 (+2)

Saving Throws Con +6, Int +8, Wis +9

Skills Insight +9, Nature +8, Perception +9, Persuasion +6, Survival +9

Senses truesight 60 ft., passive Perception 19

Languages Common and three others

Challenge 12 (8,400 XP)

Divine Awareness. The truth teller knows if it hears a lie.

Innate Spellcasting. The truth teller's innate spellcasting ability is Wisdom (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *druidcraft*, *spare the dying*
3/day each: *barkskin*, *cure wounds* (2nd level),
dispel evil and good, *sanctuary*

1/day each: *beacon of hope*, *mass healing word*
(4th level), *plane shift*, *silence*, *true seeing*

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

Radiant Presence. Any good-aligned beings within 90 ft. of the truth teller add +1 to their saving throws.

ACTIONS

Multiattack. The truth teller makes two melee attacks.

Staff of Truth. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage plus 9 (2d8) radiant damage and the target must make a successful DC 17 Wisdom saving throw or fall under the effects of a *zone of truth* spell.

Eye of Truth (Recharges 4–6). The truth teller targets an evil creature it can see within 60 feet. The target must make a successful DC 17 Wisdom saving throw or take 31 (7d8) psychic damage, half damage on a save.

LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Cantrip. The truth teller casts a cantrip.

Staff Attack (Costs 2 Actions). Makes a staff attack.

Misty Step (Costs 2 Actions). Disappears in a mist only to reappear nearby.

TRUTH TELLER

THESE KIND BEINGS ARE VESSELS OF WISDOM AND simply know the truth. Truth tellers are profoundly present and genuine. At the same time, they are highly sensitive and feel an urgent need to take action because of what they know. They simply embody deep wisdom in everything they do and say.

Rebel Rebel. Knowing the truth, these individuals are often rebelling against the status quo. Those individuals taken over by ego are threatened by truth tellers. The lost souls assume everyone is as egocentric as they are.



WEREWOLF SPY

A full moon sits above as a dark figure slips inside an elegant manor. The intruder moves through the home in the lonely moonlight. It grabs several valuable maps and quickly climbs back out of the guarded compound. Werewolf spies are sought-after throughout the kingdom. They will work for anyone and will do anything to complete their mission.

Dark Wolf. This evil spy has many talents and can handle difficult missions. Over time they often become envious of the lifestyle of the wealthy. Most of them relish the opportunity to bring any of the elite to their knees.

Moonlight Missions. Werewolf spies prefer to operate on nights with a full moon. At home in the moonlight they go about their task quickly and quietly. They usually change into their hybrid form when they need to climb a tall building.

Spy Senses. The werewolf's heightened senses help it to remain undiscovered and determine any dangers.



WEREWOLF SPY

Medium humanoid (human, shapechanger),
chaotic evil

Armor Class 15 in humanoid form (studded leather),
13 in wolf or hybrid form (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft., (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	10 (+0)

Skills Deception +3, Insight +4, Perception +4, Sleight of Hand +6, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 14

Languages Common and two others (can't speak in wolf form)

Challenge 5 (1,800 XP)

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

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

Second-Story Work (Hybrid Form Only). Climbing no longer costs the werewolf extra movement.

When making a running jump, the distance it covers increases by 3 feet.

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, 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.

Sneak Attack (1/Turn). While a humanoid or hybrid, the werewolf deals an extra 10 (3d6) damage when it hits a target with a sword attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the werewolf that isn't incapacitated and the werewolf doesn't have disadvantage on the attack roll.

ACTIONS

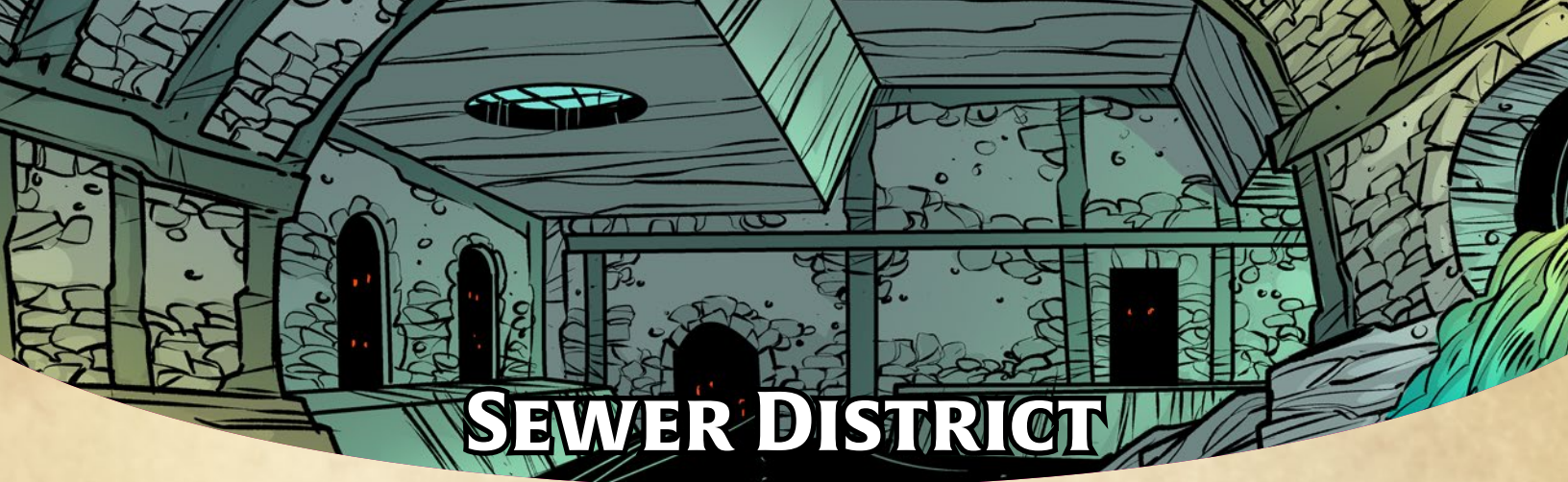
Multiattack (Humanoid or Hybrid Form Only).

The werewolf makes two attacks: one with its bite and one with its claws or shortsword.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



SEWER DISTRICT

SIN: SLOTH | VIRTUE: DILIGENCE

Themes: Pollution, persistence, ethics, survival, thieving, cults, slavery, secrets, mystery, disease, hard work

THE SEWER DISTRICT IS THE MOST OVERLOOKED OF any of the districts. The sewer system, catacombs, and other labyrinthian spaces make up the underground area. It's really another world underneath the everyday world. Awful smells and strange sounds assault the senses. Unusual echoes can travel long distances in this odd district.

The Thieves' Guild and other nefarious factions wield considerable influence. A number of cults also hide from the authorities down beneath the city. Creatures that would be hunted down by the authorities in the city can survive for years in the sewers. Some cities even have their prisons located in this district, far away from ordinary life.

AUTHORITY

The Thieves' Guild, cults, gangs

LANDMARKS

Tunnels, waterways, catacombs, ancient chambers, tombs

STORES

Some hidden shops (alchemists, magic items stores)

INNS AND TAVERNS

There are some hidden inns and taverns in the sewers of squalid quality.

SERVICES

None

SEWER DISTRICT ENCOUNTERS

d20 Encounter

- 1 otyugh
- 2 1d4 giant spiders
- 3 minotaur
- 4 1d4 cult fanatics
- 5 gray ooze
- 6 1d8 zombies
- 7 1d4 shadows
- 8 1d6 skeletons
- 9 swarm of rats
- 10 giant centipede
- 11 1d4 swarms of quippers
- 12 1d4 swarms of bats
- 13 rust monster
- 14 1d8 cultists
- 15 giant constrictor snake
- 16 black pudding
- 17 1d4 wererats
- 18 gelatinous cube
- 19 water elemental
- 20 shambling mound



SLOTH

THE LEAST ENTHUSIASTIC SIN IN THE CITY IS THIS peculiar fiend. She is a large slug-like creature with several slimy tentacles. Her long black and gray hair covers most of her pudgy face. Sloth rarely gets involved in anything, but does have significant power if she chooses to act.

Sad Hag. Sloth is obsessed with sadness and is severely depressed. She struggles with this daily and blames others for her moods. Although she's not afraid of much out in the world, her inner world challenges her constantly.

Miserable Company. A number of hags and witches enjoy Sloth's company. They sit around having bizarre tea parties and complain about the surface world. This sinister coven dreams of one day taking over the kingdom above. However, there is so much apathy in the group, it's unlikely it will ever happen.

Bubbles and Troubles. A foul-smelling cauldron is always bubbling away in Sloth's underground lair. She concocts potions and poisons and other foul, odoriferous creations.

SLOTH

Large fiend, neutral evil

Armor Class 18 (natural armor)

Hit Points 253 (22d10 + 132)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	24 (+7)	16 (+3)	12 (+1)

Saving Throws Con +13, Int +14, Wis +10

Skills Perception +10, Persuasion +8, Survival +10

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 20

Languages Abyssal, Infernal, telepathy 120 ft.

Challenge 23 (50,000 XP)

Innate Spellcasting. Sloth's innate spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: *prestidigitation*, *slow*, *vicious mockery* (5th level)
1/day each: *cloud of daggers*, *suggestion*

Legendary Resistance (3/Day). If Sloth fails a saving throw, she can choose to succeed instead.

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

Magical Weapons. Sloth's weapon attacks are magical.

Righteous Belief. This fiend always believes she's right. She has advantage on Wisdom saving throws.

Sorrowful Presence. Any creature that starts its turn within 60 ft. of Sloth must make a DC 19 Wisdom saving throw. On a failed save, the creature becomes charmed by Sloth for 1 minute. While charmed in this way, the creature's speed is halved, they have disadvantage on ability checks and saving throws. The charmed 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 Sloth's sorrowful presence for the next 24 hours.

Whenever Sloth deals damage to the charmed creature, it can repeat the saving throw, ending the effect on itself on a success.

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

ACTIONS

Multiattack. Sloth makes four tentacle attacks.

Tentacles. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 10 (3d6) necrotic damage.

Paralyzing Gaze (Recharge 5–6). Sloth gazes in an area that makes up a 30-foot cone. Each creature in that area must make a successful DC 19 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success.

LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Cantrip. Sloth casts a cantrip.

Toxic Breath Attack (Costs 2 Actions). The fiend breathes out noxious gas in a 30 ft. cone. All creatures in the area must make a successful DC 19 Constitution saving throw or take 18 (4d8) necrotic damage, half damage on a success.

Constrict (Costs 3 Actions). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage and the target is grappled (escape DC 19). Until this grapple ends, the creature is restrained. Sloth can only constrict two targets.





DILIGENCE

THE HARDEST WORKING VIRTUE LIVES DOWN IN THE sewers. Diligence appears as a large, muscular man with a warhammer strapped to his back. His leather belt carries a number of useful tools as well. He is always cleaning the sewers and making repairs. This celestial is constantly working to improve the lives of those who live below the city streets.

Chosen Path. Diligence has chosen his path and wants to help those in the most neglected district. He is quite humble and doesn't see himself as above anyone else. This profoundly honest celestial goes about

his task humbly. His ego is non-existent, his mission is to serve others and the world around him.

Fierce Focus. The celestial is focused on his tasks and his attention doesn't sway. Whatever city he inhabits, or visits, has the cleanest underground district. Many oozes and creatures who enjoy the filth will flee when he moves into their sewers.

Underground Allies. Diligence can call on good-aligned creatures from the Sewer District for aid. Most of the non-evil inhabitants are quite fond of him. His hard work inspires everyone around him.

DILIGENCE

Large celestial, lawful good

Armor Class 19 (natural armor)

Hit Points 273 (26d10 + 130)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	12 (+1)	22 (+6)	16 (+3)

Saving Throws Str +13, Con +12, Wis +13

Skills Insight +13, Investigation +8, Perception +13, Survival +13

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhausted, frightened, poisoned, prone

Senses darkvision 120 ft., passive Perception 23

Languages Celestial, telepathy 120 ft.

Challenge 23 (50,000 XP)

Divine Awareness. Diligence knows if he hears a lie.

Innate Spellcasting. Diligence's innate spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). He can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *druidcraft*, *mending*
3/day each: *animal friendship*, *dispel evil and good*,
healing word, *meld into stone*, *speak with animals*
1/day each: *commune*, *mass cure wounds*

Legendary Resistance (3/Day). If Diligence fails a saving throw, he can choose to succeed instead.

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

Magical Weapons. Diligence's weapon attacks are magical.

Medieval Tools. Diligence has a number of useful tools strapped to his leather belt.

ACTIONS

Multiattack. Diligence makes three attacks.

Warhammer. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 13 (3d8) radiant damage.

LEGENDARY ACTIONS

Can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Warhammer Attack. Makes an attack with his warhammer.

Encouragement (Costs 2 Actions). A shout of encouragement from Diligence can cause up to three allies within 60 feet of him to each use their reaction to make one weapon attack.

Divine Shout (Costs 3 Actions). Diligence shouts and each creature of his choice that is within 120 ft. and hears it must succeed on a DC 20 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 Diligence's Divine Shout for the next 24 hours.

In addition, there is a 25% chance that any good aligned creatures within the same area will come to Diligence's aid.



CULT LEADER

DEEP IN THE SEWERS LIES A HIDDEN TEMPLE. LEADING the secret cult based there is a loathsome character. The cult leader is a cold-blooded, vicious individual obsessed with the cult's mission. He is an authoritarian and doesn't seek out other opinions when making decisions. This individual is convinced he knows what is best for the cult.

Fanatic Focus. These cult leaders work tirelessly to further the cult's mission. They are very charismatic and convince many ordinary citizens to join their faction. Blindly loyal cultists will do anything for the leader, even give their lives.

Miserable Mission. Some of the cults worship demons or devils. Others worship strange reptilian creatures, aberrations, false gods, and other odd beings. They operate in secret, far away from normal city life.

Terrible Temple. The headquarters of the cult leader is a mazelike complex. Once sacrifices are brought in, they are rarely seen again. Many cultists, cult fanatics, spellcasters, and guards belong to the cult.

CULT LEADER

Medium humanoid (any race), any non-good alignment

Armor Class 11 (14 with *mage armor*)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	15 (+2)	16 (+3)	17 (+3)	17 (+3)

Saving Throws Con +5, Wis +6, Cha +6

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

Senses passive Perception 16

Languages Common and two others

Challenge 7 (2,900 XP)

Dark Devotion. The cult leader has advantage on saving throws against being charmed or frightened.

Dark Luck. When the cult leader makes an ability check or a saving throw, it can add a d6 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Spellcasting. The cult leader is a 9th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The cult leader can cast the following spells:

Cantrips (at will): *light, resistance, sacred flame, thaumaturgy*

1st-level (4 slots): *command, guiding bolt, inflict wounds, mage armor*

2nd level (3 slots): *hold person, continual flame, spiritual weapon*

3rd level (3 slots): *animate dead, bestow curse, speak with dead*

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

5th level (1 slot): *flame strike*

ACTIONS

Multiattack. The cult leader makes two attacks.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 9 (2d8) poison damage.

Incite Fanaticism (1/day). The cult leader chooses up to four of their allies within 60 feet of them that can see it. For 1 minute, each of those allies makes attack rolls with advantage and can't be frightened.



DRUID OF THE UNDERCITY

Medium humanoid (any race), any alignment

Armor Class 12 (16 with *barkskin*)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	12 (+1)	16 (+3)	8 (-1)

Saving Throws Dex +5, Con +5, Wis +6

Skills Medicine +6, Nature +4, Perception +6, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Druidic, Primordial

Challenge 6 (2,300 XP)

Rat Companion. A giant rat accompanies them.

Speak with Beasts and Plants. The druid can communicate with beasts and plants as if they shared a language.

Spellcasting. The druid is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells:

Cantrips (at will): *druidcraft*, *poison spray*, *resistance*
1st level (4 slots): *faerie fire*, *fog cloud*, *speak with animals*, *thunderwave*

2nd level (3 slots): *barkskin*, *flame blade*, *pass without trace*

3rd level (3 slots): *meld into stone*, *speak with plants*, *water breathing*

4th level (2 slots): *blight*, *grasping vine*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage plus 7 (2d6) poison damage.

Summon Rats (2/day). The druid can magically call a swarm of rats. The called rats arrive in 1d4 rounds, acting as allies of the druid and obeying its spoken commands. The rats remain for 1 hour, until the druid dies, or until the druid dismisses them with a bonus action.



DRUID OF THE UNDERCITY

SWARMS OF RATS RACE THROUGH THE SEWERS, THEIR tiny feet pattering madly on the rough stone. They have just been summoned by a druid. These natural spellcasters live far underneath the city. Deeply connected with nature, they are fond of this shadowy part of the world.

Dark World. Druids of the Undercity survive and even thrive in the gloomiest of districts. They enjoy this dark realm and build a home with whatever they can scavenge.

Beast Masters. Many different kinds of beasts, most notably rats, are allies of these druids. Their giant rat companion is often sent ahead to scout for them. The brave individuals can also commune with plants in the sewers.

Focused Spellcaster. Being tremendously hard workers, the druids work diligently on their craft. They get absorbed in what they're doing and have the reputation for being rather stubborn. However, some of them are able to make alliances with other underground inhabitants.

FOWLBEAR

AS YOU WALK DOWN A DARKENED ALLEY, YOU HEAR scratching sounds echoing against the walls. Then you see a large beast, unlike anything you've seen before. It looks like a terrifying version of the owlbear. The fowlbear is just that, a dark version of its cousin.

Wild One. These monsters are wild and mostly hunt at night. Most of them run amok, but there are stories of some being controlled by strange wizards. A few citizens have even sighted fowlbears in other parts of the city at night.

Arcane Enemies. For some reason, they hate spellcasters and seem to be able to smell them. They will attack spellcasters on sight if they come into contact with them.

Fey Origins. Legends say fowlbears are originally from Feyland. A number of travelers to the faraway realm report seeing them associating with evil fey from the Unseelie Court.



FOWLBEAR

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 40 ft.

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

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Charge. If the fowlbear moves at least 20 feet straight toward a target and then hits it with a claws attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

ACTIONS

Multiattack. The fowlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 3 (1d6) poison damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

HALF-GIANT

Large giant, any alignment

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	8 (-1)	13 (+1)	9 (-1)

Skills Athletics +7, Perception +3, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 4 (1,100 XP)

Keen Smell. The half-giant has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

Multiattack. The half-giant makes two melee attacks or ranged attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Large Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage.

HALF-GIANT

LIVING FAR AWAY FROM PRYING EYES ARE HALF-GIANTS. These creatures have learned to stay away from the everyday world. They are usually the result of large humanoids breeding with giants. Often shunned by both sides of their family, they live as outcasts.

Huge Hulk. Half-giants have to find areas they can move around in freely. Because of their size, their movement is sometimes limited by the urban environment. Over time they have found the Sewer District is the best place to live in large settlements.

Lazy Lad. They aren't the most motivated individuals and spend much of their time lying around. This has helped lower their life expectancy and they only live about 100 years. This is much less than most giants.

Small Minds. Unfortunately, half-giants are not too bright either and there are many disturbing rumors about them. Some folks say a few of the evil ones have been recruited by cults and the Thieves' Guild.





KNIGHT RAVEN

EVIL CREATURES AREN'T THE ONLY DENIZENS OF THE sewers, there is light in the darkness too. Fighting evil wherever they find it, are the brave and noble knight ravens. This creature is a hybrid creature combining the human form and that of a raven.

Bird Watcher. These good-aligned creatures guard the sewers day after day. They are diligent in their duty and even patrol during the night. Knight ravens are fearless and will explore the farthest reaches of the district.

Misunderstood Moods. They aren't known as the friendliest creatures and enjoy their solitude underground. True introverts, they just don't need as much time socializing with others. Knight ravens can live almost anywhere, often building nests where nobody will bother them. They love shiny objects and store them in their hidden lairs.

Bizarre Beginnings. Nobody is quite sure how knight ravens came into existence. Some surmise they might have crossed over from Feyland or another alternate world.

KNIGHT RAVEN

Medium fey, lawful good

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	13 (+1)	15 (+2)	9 (-1)

Skills Insight +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Auran

Challenge 2 (450 XP)

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

Innate Spellcasting. The knight raven's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *bless, dancing lights*

1/day each: *cure wounds, darkness, faerie fire*

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

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

ACTIONS

Multiattack. The knight raven makes two attacks.

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

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



LOTHAR THE LETHARGIC

STUMBLING THROUGH THE DARKNESS, YOUR PARTY attempts to make its way through the sewers. Suddenly, your movement is slowed and an odd feeling overcomes you. This is the work of Lothar the Lethargic, a bizarre sorcerer from the Thieves' Guild. He is a dangerous opponent who has many tricks up his sleeves. He used to be a member of the Wizard College and knows much about the city above. His extensive knowledge of the surface world and the many factions has been very useful to the Guild.

Slothful Sorcerer. If it was up to Lothar, he'd never leave his private chamber. But the Thieves' Guild is well organized and keep the lazy spellcaster busy. All the same, a couple of rogues have to be sent daily to wake him. Lothar provides protection for

some of the high-ranking thieves and helps deal with any intruders. At times he is enlisted for missions to the city above.

Dungeon Denizen. The sorcerer lives in the dungeon complex used as headquarters by the Guild. He spends so much of his time underground that excursions to the surface world are problematic. Lothar can't see as well in the sunlight and doesn't usually venture out on the streets until after dark.

Unassuming Slacker. Although he's an idle oddball, this sorcerer has a charismatic presence. He is a popular member of the Guild and one of the Shadow's trusted henchmen. One of the reasons Lothar is well-liked is his lack of ambition, he is content with his current role in the organization.

LOTHAR THE LETHARGIC

Medium humanoid (human), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +5, Wis +6

Skills Deception +8, Perception +6, Persuasion +8

Senses passive Perception 16

Languages Common, thieves' cant, Infernal, and two others

Challenge 9 (5,000 XP)

Magic Staff. Lothar's Staff of Striking is a +3 magical quarterstaff. It has 10 charges. When he hits with the staff, he can expend up to 3 of its charges. For each charge he expends, the target takes an extra 1d6 force damage. The staff regains 10 charges daily at dawn. If he expends the last charge, he rolls a d20. On a 1, the staff becomes a nonmagical quarterstaff.

Spellcasting. Lothar is a 12th-level sorcerer. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Lothar has the following sorcerer spells:

Cantrips (at will): *chill touch, dancing lights, mage hand, message, minor illusion, ray of frost*
 1st level (4 slots): *disguise self, mage armor, shield, sleep*

2nd level (3 slots): *darkvision, scorching ray, see invisibility*

3rd level (3 slots): *blink, dispel magic, gaseous form*

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

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

6th level (1 slot): *eyebite*

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

ACTIONS

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

Gaze of Lethargy (2–3). Lothar gazes in an area that makes up a 60-foot cone. Each creature in that area must make a successful DC 16 Constitution saving throw or have their speed cut in half for 1 minute. A slowed creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success. If a creature makes a successful saving throw, they are immune to Lothar's gaze for the next 24 hours.



QUOG

A SPECIES OF MUTANT HUMANOIDS LIVES IN THE shadowy world of the sewers. Quogs were created when a crazed wizard's experiment with *dumgi fungi* went wrong. These stupid, lazy monsters live in dark caves. They sometimes get to the surface at night to hunt for food.

Subterranean Society. Quogs usually live in large communities deep under crowded cities. The strongest of their kind rule the chaotic society. Tough quogs bully their way to the top of the pecking order.

Fungi Foragers. These unintelligent humanoids live off of the fungi that created them. If other creatures eat the fungi it will lower their intelligence (–2 for a day). This strange mushroom grows throughout the quogs' grimy lairs.

QUOG

Medium humanoid (quog), chaotic evil

Armor Class 14 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	5 (–3)	7 (–2)	3 (–4)

Skills Stealth +3

Damage Immunities poison, psychic

Condition Immunities charmed, poisoned, psychic

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Fear of Fire. If the quog takes fire damage, it has disadvantage on attack rolls and ability checks until the end of the next turn.

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

ACTIONS

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

Spit Spores (1/day). *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) poison damage. The target must also make a successful DC 11 Constitution saving throw or have their Intelligence lowered by 2 for a day.

THE RAT KING

Medium humanoid (human, shapechanger),
chaotic evil

Armor Class 13 in humanoid form,
14 (makeshit armor) in hybrid form

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	12 (+1)	12 (+1)	11 (+0)

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

Damage Immunities bludgeoning, piercing, and
slashing damage from nonmagical weapons that
aren't silvered

Senses darkvision 60 ft., passive Perception 13

Languages Common and one other (can't speak in
rat form)

Challenge 3 (700 XP)

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

Shapechanger. The rat king can use its action to
polymorph into a rat-humanoid hybrid or into a giant

rat, or back into its true form, which is humanoid. Its
statistics, other than its size, are the same in each
form. Any equipment it is wearing or carrying isn't
transformed. It reverts to its true form if it dies.

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The
rat king makes three attacks, only one of which can
be a bite.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +5
to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing
damage. If the target is a humanoid, it must succeed
on a DC 12 Constitution saving throw or be cursed
with wererat lycanthropy.

Longsword (Humanoid or Hybrid Form Only).
Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 7 (1d10 + 2) slashing damage.

Summon Rats (1/day). The rat king can summon a
swarm of rats. They appear in 1d4 rounds and obey
the rat king's commands.

THE RAT KING

SHADOWS DANCE IN TORCHLIGHT AS A PARTY OF AD-
VENTURERS explores the sewers. Then an odd creature
comes into view, it has a strange pointed nose and a
long tail. These heroes have wandered into the lair of
the Rat King. It unsheathes a glistening longsword
and turns towards the intruders.

Underworld Boss. One of the leaders in the under-
ground world of the sewers is this strange lycanthrope.
He commands a legion of wererats, many giant rats,
and swarms of rats.

Lycanthrope Leader. Wererats are extremely
loyal to their king and will even sacrifice themselves
for him. He is incredibly lazy and prefers to have his
minions do his dirty work for him. This lycanthrope
leader has no trouble sending his henchmen on dan-
gerous missions.

Big Dreams. The rat king dreams of leading a
rebellion against the surface dwellers. He has other
lycanthrope allies in the city who are
ready to fight, namely several
werewolves and werebears.





THE SHADOW

THE MOST POWERFUL ORGANIZATION IN THE SEWER District is the Thieves' Guild. Many citizens of the city simply refer to it as "the Guild". Numerous rogues, assassins, fighters, veterans, and even mages work for this faction. Their leader is a mysterious thief known as the Shadow. Many of the other important Thieves' Guild members don't know much about their leader.

The Guild. The members of the Thieves' Guild are extremely loyal and adhere to a strict hierarchy. At the very top of the organization is this influential rogue. He is a quiet and charismatic individual who is known to get results.

Revered Rogue. His exploits are legendary and very few would ever choose to get on his bad side. In fact, other thieves in the Guild look up to him and are inspired by his exploits.

Underground Headquarters. The Guild is usually based in a large underground dungeon with a complicated network of tunnels. Members of the faction have access to all the different districts in the city from the sewers. The Thieves' Guild also operates in other settlements in the kingdom.

THE SHADOW

Medium humanoid (human), lawful evil

Armor Class 20 (+2 studded leather)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

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

Saving Throws Dex +10, Int +8, Cha +8

Skills Acrobatics +10, Deception +8, Perception +7, Persuasion +8, Sleight of Hand +10, Stealth +10

Senses passive Perception 17

Languages Common, thieves' cant, and two others

Challenge 11 (7,200 XP)

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

Evasion. If the Shadow is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, the Shadow instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Fast Hands. The Shadow can use a bonus action granted by the Cunning Action to make a Dexterity (Sleight of Hand) check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Climbing no longer costs the Shadow extra movement. When making a running jump, the distance he covers increases by 6 feet.

Sneak Attack (1/Turn). The Shadow deals an extra 28 (8d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Shadow that isn't incapacitated and the Shadow doesn't have disadvantage on the attack roll.

Supreme Sneak. The Shadow has advantage on a Dexterity (Stealth) check if he moves no more than half his speed on the same turn.

ACTIONS

Multiattack. The Shadow makes two attacks.

+2 Shortsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 8) piercing damage plus 17 (5d6) poison damage.

REACTIONS

Uncanny Dodge. The Shadow halves the damage that he takes from an attack that hits him. The Shadow must be able to see the attacker.

SHADOW RABBIT

WALKING THROUGH THE CITY AT NIGHT YOU'RE STARLED by a bizarre sight. The shadow of an extremely tall rabbit is visible on a nearby wall. Moving quickly, the large creature vanishes into the foul-smelling sewers. Shadow rabbits are constantly hunting the city for their next meal.

Raging Rabbit. These creepy monsters are violent killers and are only active in the dark. Shadow rabbits will usually hunt on the surface at night and underground during the day. They stay out of the sunlight; as it weakens them a great deal.

SHADOW RABBIT

Large undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	8 (-1)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

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

Hop. The shadow rabbit's long jump is up to 15 feet and its high jump is up to 10 feet, with or without a running start.

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

ACTIONS

Multiattack. The shadow rabbit makes two attacks.

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

Dark Egg. *Ranged Weapon Attack:* +6 to hit, range 30/80 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 2 (1d4) necrotic damage.

Egg Shelled. At times, the shadow rabbit will hurl strange dark eggs. A black shadowy tail trails through the air when these bizarre weapons are thrown. The undead creatures create their eggs from shadowy necrotic matter. Shadow rabbits store piles of these eggs in secret hiding places underneath the city.

Hidden Burrow. These evil rabbits live in large hidden burrows in the sewers. A sizeable pile of treasure can usually be discovered in these lairs. Dark eggs, coins, magic items, and gemstones are just some of items that are hoarded.

Undead Nature. A shadow rabbit doesn't require air, food, drink, or sleep.



TROLL, SEWER

LIVING FAR BENEATH THE CITY IS A DISGUSTING CREATURE. The sewer troll combines some aspects of a giant frog and some aspects of a slimy troll. It uses powerful arms and legs to move around the sewers. The troll surprises many creatures with its ability to leap like a frog.

Troll Tunnels. These monsters roam the endless tunnels that make up much of the Sewer District. Not the most motivated individuals, they wander aimlessly in the shadowy underground.

Sewer Swimmer. This monster spends some of its time swimming in the dirty, foul-smelling sewer water. They feed on the strange fish and odd plants in

the muck and mire. If they smell one of the humanoids that lives underground, they will attempt to find some extra energy and hunt it down.

Lazy Lanky Lost. These sloth-like giants are usually very lazy and will use the least amount of effort to get the food they need. They aren't too bright and have literally been scared by their own shadows before.

TROLL, SEWER

Large giant, chaotic evil

Armor Class 14 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Giant

Challenge 4 (1,100 XP)

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

Regeneration. The troll regains 8 hit points at the start of its turn. If the troll takes fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Standing Leap. The troll'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 troll has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its fists.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 2 (1d4) poison damage.

Fist. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Spit Slime (Recharge 2-3). *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 4 (1d8) poison damage.





MONSTERS LISTS

MONSTERS BY CHALLENGE RATING

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Sprite Thief	93

CHALLENGE 1

Anxious Apprentice	105
Goblin Spy	110
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The Outraged	58
The Pieman	76
Quog	128
Slither Kelp	92
Windy Hopper	42

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Barmaid from the Shade	107
Berserk Butcher	67
Cradle Snatcher	108
The Critic	109
Duck of Many Things	33
Guard, Elite	35
Knight Raven	126
Satyr, City	90
Stalker Walker	77
Thug Boss	95

CHALLENGE 3

Azer Blacksmith	66
Daydream	32
Death Scribe	70
Dwarf Ambassador	14
Elf Ambassador	15
Fishmongrel	86
Griffon, Armored	19
Halfling Ambassador	20
Hothead	111
Lost Soul	134
The Rat King	129
Royal Pain	23
Twins and Needles	96

CHALLENGE 4

Charlatan	69
Cursed Coachman	31

Dracorian	51
Fowlbear	124
Gatekeeper	17
Half-Giant	125
The Hollow Man	74
Horse Master	36
Mesmerella	88
Red Robe	59
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Satyr Brute	114
Troll, Sewer	132

CHALLENGE 5

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The Cynical Sage of Old Age	49
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Temptress	94
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Mystic	57
Puppetmaster	38
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Fortune Teller	72
Master Alchemist	75
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Dracorian Mage	52
Guildmaster of Greed	73
The Sleepless Governor	24
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Cat Prince	48
Lothar the Lethargic	127

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Anti-Paladin	12
Captain Graybeard	84
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CHALLENGE 12

Faerie Godmother	34
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High Priest of Hate	53
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CHALLENGE 17

Rich Lich	40
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CHALLENGE 18

Vampire Lord	97
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CHALLENGE 20

Rakshasa Lord	39
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CHALLENGE 23

Charity	65
Chastity	83
Diligence	121
Envy	100
Gluttony	27
Greed	62
Humility	11
Kindness	103
Lust	80
Patience	47
Pride	8
Sloth	118
Temperance	28
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MONSTERS BY CREATURE TYPE

CELESTIALS

Charity	65
Chastity	83
Daydream	32
Diligence	121
Humility	11
Kindness	103
Patience	47
Temperance	28

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Death Wing	50
Demon Barber	71
Envy	100
Gluttony	27
Greed	62
Handsome Devil	87
Lust	80
Pride	8
Rakshasa Lord	39
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Ogre Baron	21
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Bounty Hunter	68
Captain Graybeard	84
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Vampire Lord	97



PLAYER CHARACTER SUBCLASSES

CLERIC DOMAIN OF TRUTH

THIS CLERIC IS BORN A TRUTH TELLER. THEY ARE INNATELY PRESENT AND ARE WISER THAN MOST HUMANIDS. HIGH PRIESTS SEARCH THE LAND FOR THESE BLESSED BEINGS AND HELP GUIDE THEM ALONG THEIR CHALLENGING PATH. THESE CLERICS ARE DESTINED TO SPEAK THE TRUTH AND CHANGE THE WORLD.

DOMAIN OF TRUTH FEATURES

Level Domain Feature

- 1st **Truly Present.** Advantage on Wisdom (Perception) checks that rely on hearing or sight.
- 2nd **Channel Divinity: True Path.** As an action, the cleric can present their holy symbol and find a path that avoids any physical traps for 1 minute, and (if possible) difficult terrain.
- 6th **Perceptive Aura.** The cleric and any allies within 30 ft. have +2 to their Wisdom (Insight) checks
True Colors. The truth teller has advantage on Wisdom (Insight) checks to discern the truth.
- 8th **Divine Strike.** Once on each turn, when they hit a with a weapon attack, the cleric can cause the attack to deal an extra 1d8 force damage to the target. When they reach 14th level, the extra damage increases to 2d8.
- 17th **Truesight.** Gains truesight 90 ft.

DOMAIN OF TRUTH SPELLS

Level Spells

- 1st *detect evil and good, sanctuary*
- 3rd *aid, zone of truth*
- 5th *beacon of hope, mass healing word*
- 7th *conjure minor elemental, dimension door*
- 9th *commune with nature, legend lore*

PALADIN ORDER OF THE HEART

THIS PALADIN HAS A DEEP CONNECTION TO THEIR HEART AND THE COLLECTIVE HEART IN THE MULTIVERSE. EVERYTHING THEY DO COMES FROM A PLACE OF LOVE. THESE PALADINS ARE ROMANTICS, SEEING BEAUTY IN EVERYTHING. THEY FEEL THEIR EMOTIONS INTENSELY AND ACT TO MAKE THE WORLD A BETTER PLACE.

ORDER OF THE HEART FEATURES

Level Domain Feature

- 3rd **Channel Divinity.** When you take this oath you gain the following two Channel Divinity options:
Heart Sense. The paladin can sense if evil creatures or evil magic is within 60 ft.
Call of the Heart. The paladin calls out and any evil creature within 30 ft. must make a successful Constitution saving throw or have disadvantage on their next attack.
- 7th **Know Alignment.** The paladin knows the alignment of any creature within 30 ft.
Aura of the Heart. Any ally within 10 ft. of the paladin is resistant to necrotic and poison damage.
- 15th **Guided by the Heart.** Whenever the paladin makes a critical hit, waves of love are sent out to its allies within 30 ft. Each ally is healed for 1d6 hit points.
Holy Horse. A loyal pegasus steed is sent from the divine to serve the paladin. If it's destroyed a new one arrives at dawn.
- 20th **Enduring Love.** Any fallen allies within 30 ft. of the paladin are immediately stabilized.

ORDER OF THE HEART SPELLS

Level Spells

- 3rd *detect evil and good, protection from good and evil*
- 5th *detect thoughts, zone of truth*
- 9th *beacon of hope, dispel magic*
- 13th *crusader's mantle, guardian of faith*
- 17th *awaken, dispel evil and good*

CITY EVENTS TABLES

CITY EVENTS TABLE A

d100	City Event
01-02	huge dragon flies by
03-04	a wagon suddenly explodes
05-06	sudden eclipse
07-08	princess' carriage passes by
09-10	treants approach city gate
11-12	peasant girl begs for help
13-14	man drops dragon egg
15-16	sorcerer predicts doom
17-18	butcher chases customer
19-20	apprentice attacks wizard
21-22	nearby windows shatter
23-24	stranger insults the party
25-26	strange odor in air
27-28	cultists recruiting
29-30	tournament begins
31-32	blacksmith weeps
33-34	thugs appear out of an alley
35-36	tree turns to ash
37-38	rooftops chase
39-40	mapmaker goes into a rage
41-42	innkeeper loses bet
43-44	dwarf ranger brags
45-46	cleric drops gold pieces
47-48	screams ring out
49-50	bard recites poem

d100	City Event
51-52	barkeep tells a tale
53-54	acolytes preach in city square
55-56	merchant shouts at peasants
57-58	elves argue with half-orcs
59-60	rat speaks to the party
61-62	guards raid a brewery
63-64	halflings offer to buy drinks
65-66	noble tosses a coin to a PC
67-68	knights on horseback charge
69-70	merchant is stabbed
71-72	dragonborn falls from tower
73-74	warlock threatens party
75-76	prisoner escapes dungeon
77-78	statue begins to cry
79-80	gnome climbs building
81-82	pilgrims block road in protest
83-84	elf on a giant elk approaches
85-86	fountain suddenly freezes
87-88	innkeeper throws guest out
89-90	druid speaks to tree
91-92	monks dive into the sewer
93-94	sinkhole opens up
95-96	summoned to royal court
97-98	griffons land in the city
99-00	portal opens up

CITY EVENTS TABLE B

d100	City Event
01-02	earthquake
03-04	drought
05-06	assassination attempt
07-08	crowd cheers a hanging
09-10	priest urges action
11-12	epic snow storm
13-14	group of cultists approaches
15-16	parade passes by
17-18	house on fire
19-20	old wizard appears suddenly
21-22	noble with entourage
23-24	barkeep gossips
25-26	farmers rioting
27-28	veteran seeks help
29-30	wild storm
31-32	two men duel with swords
33-34	guards arrest gnome
35-36	priests argue
37-38	gatekeeper refuses entrance
39-40	wild horse in the street
41-42	dwarf compliments party
43-44	bard plays in street
45-46	pickpockets are active
47-48	town crier spreads news
49-50	guard demands bribe

d100	City Event
51-52	tavern brawl
53-54	drunken dwarf in fountain
55-56	injured ranger crumples over
57-58	guards arrest thief
59-60	gang of thugs taunts the party
61-62	heavy rainfall
63-64	charlatan at work
65-66	barmaid hits customer
67-68	guards collect taxes
69-70	halfling insults a half-orc
71-72	slavers at work
73-74	priest pushes old man down
75-76	high elf turns invisible
77-78	wagon crashes
79-80	princess praises knights
81-82	wizards duel in street
83-84	peasants protest
85-86	intense heat
87-88	gladiators fight in market
89-90	wedding procession
91-92	halfling tosses orc aside
93-94	wizard looks for a spellbook
95-96	building sinks underground
97-98	warlock summons fiend
99-00	tornado



CITY ENCOUNTERS AND LOCATIONS TABLES

CITY ENCOUNTERS TABLE

d100	Encounter
01-02	rakshasa lord
03-04	rich lich
05-06	fallen king
07-08	faerie godmother
09-10	holy avenger
11-12	guildmaster of greed
13-14	saint
15-16	sleepless governor
17-18	puppetmaster
19-20	lady hawk
21-22	dracorion mage
23-24	1d4 death wings
25-26	hollow man
27-28	mystic
29-30	barmaid from the shade
31-32	temptress
33-34	gatekeeper
35-36	duck of many things
37-38	fowlbear
39-40	horse master
41-42	cradle snatcher
43-44	ale ooze
45-46	1d4 sprite thieves
47-48	1d4 quogs
49-50	1d6 jollers

d100	Encounter
51-52	1d4 piemen
53-54	goblin spy
55-56	anxious apprentice
57-58	berserk butcher
59-60	1d6 windy hoppers
61-62	1d4 knight ravens
63-64	satyr brute
65-66	druid of the undercity
67-68	bounty hunter
69-70	1d4 dracorians
71-72	mad monk
73-74	fishmongrel
75-76	friendly ghost
77-78	1d4 shadow rabbits
79-80	demon barber
81-82	werewolf spy
83-84	court jester
85-86	codfather
87-88	cult leader
89-90	ogre baron
91-92	master alchemist
93-94	anti-paladin
95-96	lord of the slums
97-98	fortune teller
99-00	high priest of hate

CITY LOCATIONS TABLE

d100	City Location
01-02	underground temple
03-04	fortress
05-06	hidden tunnels
07-08	mysterious tower
09-10	large manor
11-12	haunted house
13-14	castle
15-16	jail
17-18	cartographer's shop
19-20	fishmonger's shop
21-22	bridge
23-24	monastery
25-26	fighter's guild
27-28	guard tower
29-30	tavern
31-32	tailor's shop
33-34	weapons store
35-36	temple
37-38	smithy
39-40	small house
41-42	town hall
43-44	stables
45-46	inn
47-48	market square
49-50	tavern

d100	City Location
51-52	city gate
53-54	market stall
55-56	docks
57-58	gardens
59-60	tavern
61-62	alchemy shop
63-64	sewers
65-66	bookstore
67-68	guard barracks
69-70	trader's guild
71-72	bard college
73-74	tower
75-76	general store
77-78	jeweler's
79-80	ruined building
81-82	warehouse
83-84	invisible building
85-86	keep
87-88	catacombs
89-90	graveyard
91-92	wizard college
93-94	embassy
95-96	noble compound
97-98	hidden labyrinth
99-00	wizard's tower

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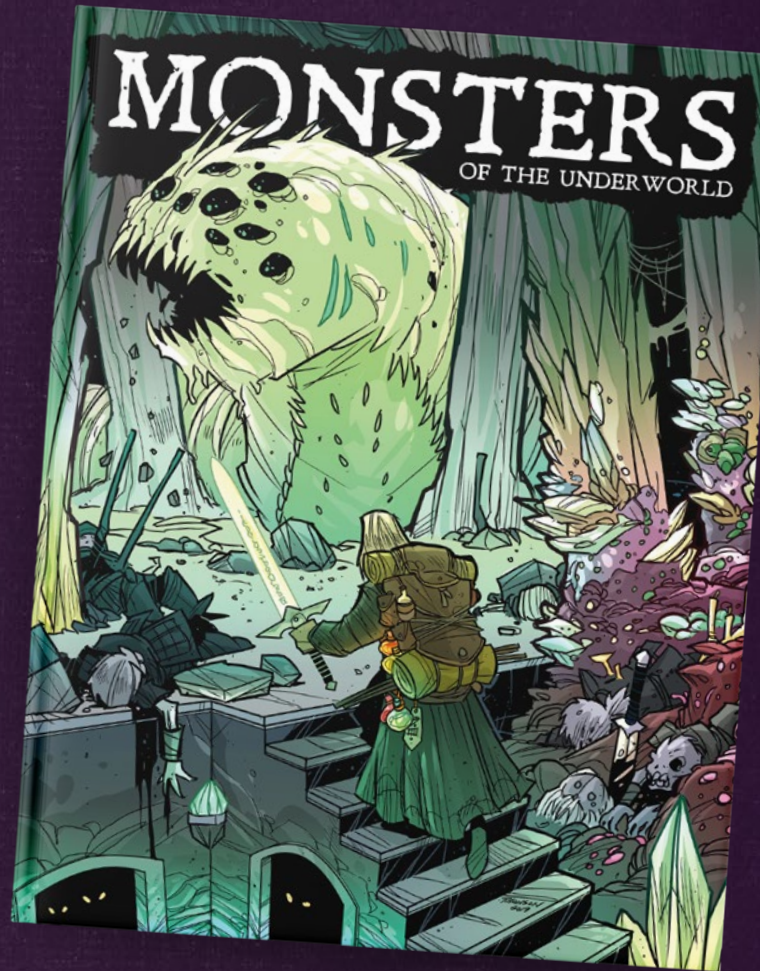
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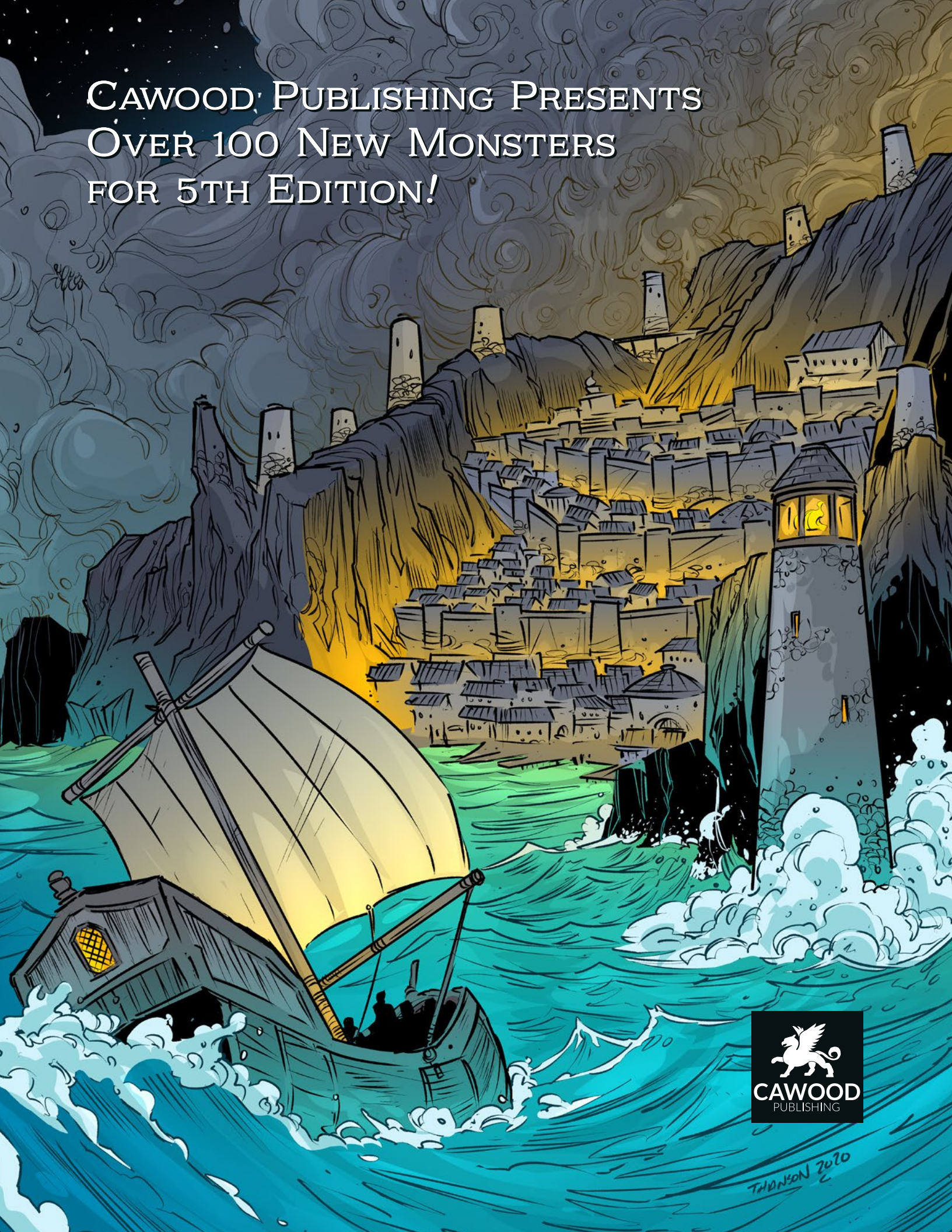


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