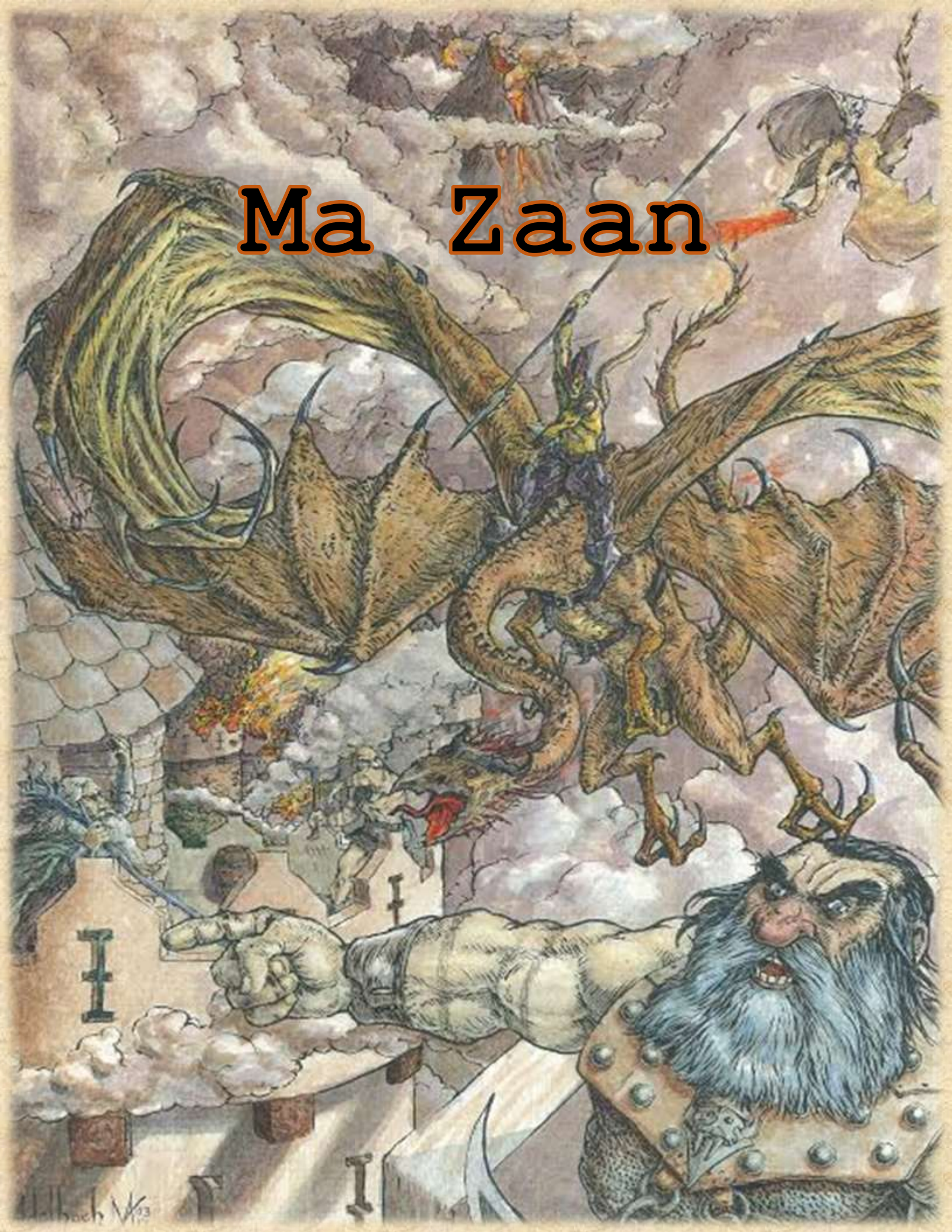


Ma Zaan



Ma Zaan

The 2nd of nine continents

in

The World of Myrr

A Campaign Setting for Use with 5th Edition

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Open Gaming Content Throughout



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Map of Ma Zaan



Myrr

The History of ma zaan

Dwarf Dukes, Devilfolk, and the Drow

A constant state of war exists in this fiery land. Active volcanoes and dangerous earthquake zones also cover this turbulent continent. The dwarves of the mountains are fighting a losing war against powerful tieflings. The dragonborn and hill dwarves have little power in this struggle. Meanwhile, the dangerous drow have begun to surface from the DarkWorld.

Three thousand years after the elves arrived in the World of Myrr the dwarves were the next humanoids to come into being. For hundreds of years the dwarves lived underground but most of their settlements are above ground now. A few are still built into mountains and most still have underground levels. This is the home of the dwarves but they will have to fend off evil forces if they are to survive. The tieflings and drow are both threats, as well as fellow dwarves.

The Dwarf Homeland

Dwarves have lived in Ma Zaan for over three thousand years, it is their original home. Many dwarves say their deities created the first dwarves. However, the dwarves have now split into two factions. The three southern holds make up the evil Southern Dukes. The two northern holds are composed of the good Free Dwarves. They are not a much of a seafaring people and only a few settlers have left and established themselves on the continent of Myrr. They make their home in the harsh, violent setting of Ma Zaan. Currently both dwarf factions are in a brutal war against the tiefling Valarian Empire.

Hill Cousins

Hill dwarves have lived on the continent almost as long as their cousins. However, many more hill dwarves now live on the continent of Myrr. They have found several safe places to live in the world to the West. In Ma Zaan, they are always threatened by the Southern Dukes, bandits, or deadly monsters. In fact, a number of hill dwarves are used as slaves by the evil dwarf dukes.

Infernal Eruptions Open Riftgates

Volcanic activity and earthquakes are commonplace on this fiery continent. The tieflings emerged onto Ma Zaan after eruptions opened up a Riftgate to the Nine Hells. Another Riftgate brought the dragonborn onto the continent as well.

An Entrance to the DarkWorld

Volcanic activity has also opened passageways into the DarkWorld, the underground world of Myrr. The evil drow have used these long tunnels to access the surface. They have secretly taken control of the western dwarf hold of Korin. Deep gnomes have also made their way out of the DarkWorld and onto the surface of Ma Zaan. Some of the deep gnomes have been captured and enslaved by the authoritarian southern dwarves.

THE Zaanian calendar

The Days of the Week and the Mountain Times

The Zannian Week

A Zaanian week is seven days long.

Day	Purpose
Morday	work
Durday	work
Wenday	work
Thorday	work
Frikday	rest
Sarday	work
Sudday	worship



The Mountain Times

A Zaanian year is 360 days long.

Time	Duration
New Mountain (Spring)	90 days
High Mountain (Summer)	90 days
Low Mountain (Fall)	90 days
Old Mountain (Winter)	90 days

General information

Weather

Ma Zaan has a moderate to cold climate, although north of the Tarkan Moutains it gets colder. (For the weather conditions roll 1d6; 1-2 cloudy with precipitation, 3-5 sunny, 6 stormy). There is a great deal of seismic and volcanic activity.

Population

Villages have 50-500 inhabitants.

Towns have 500-5000 inhabitants.

Cities have 5000-50000 inhabitants.

Languages

Dwarves naturally speak Dwarvish in Ma Zaan. Some tieflings and drow also speak Dwarvish.

Travel

Travelling quickly: 30 miles/day

Travelling at a normal pace: 24 miles/day

Travelling on horseback cuts travel times in half.

Mounts in Ma Zaan include horses, bears, and quadraks (see New Monsters section).

Vehicles

Hiring a boat or cart costs 1-5 cp/mile.

There are no airships in Ma Zaan.

Tolls

For cities and towns: 2cp to 1sp

For villages: 1cp.

Some roads can also have tolls: 1-4cp

Services

Rooms at an inn cost anywhere from 7cp to 4gp. (See the Taverns and Inns section.)

Hirelings cost 5gp/day.

Messengers cost 5cp/mile.



The Races of Ma Zaan

The Dwarves

The dwarves of the mountains are the original inhabitants of Ma Zaan and have lived there for over three thousand years. Tough and loyal, this race is also known to be brave warriors, skilled craftspeople, and hardy miners. The dwarves are known to build very sturdy structures with stone and iron. They are currently split into two alliances, the evil Southern Dukes and the good Free Dwarves. The Southern Dukes are a strictly controlled, authoritarian group. Their enemies are the democratic, cooperative Free Dwarves. The Holds of Finrik, Dorandunn, and Hargrim make up the Southern Dukes. The Holds of Oskeln and Korin are the North Wizards.

The Hill Dwarves

The cousins of the dwarves are smaller in numbers and more hill dwarves actually live on the continent of Myrr. Many left their original home of Ma Zaan. Most hill dwarves live in the Hills of Gor on the western side of the continent. They are also exclusively interested in mining.

The Tieflings (the Devilfolk or the Horns)

The cruel and cunning tieflings are new to Ma Zaan. About five hundred years ago tieflings surfaced in Ma Zaan, a few also travelled to the continent of Myrr. A huge volcanic eruption had opened a Riftgate to the Nine Hells and let the tieflings cross over. Most are fighters, warlocks, and wizards. They are currently at war with both dwarf factions in the Grimgate War. Another war against the drow is threatening to break out at any moment. The devilfolk use iron to build many of their structures.

The Deep Gnomes

This resourceful race live in the DarkWorld, the Myrrian underworld. Some have been captured and used as slaves by the Southern Dukes.

The Dragonborn

Dragonborn emerged from a Riftgate with the tieflings and were quickly enslaved by the devilfolk. This occurred about two hundred years ago. Forty years ago some hardy dragonborn escaped to the continent of Myrr.

The Duergar

The evil cousins of the dwarves live far below the surface, in the DarkWorld. A number of duergar have been captured by the Southern Dukes and used as slaves. However, these gray dwarves have also captured a number of the Southern Dukes dwarf troops.

The Drow

The evil dark elves are also from the Darkworld. They have tunneled all the way out of the underworld, and have only recently surfaced in Ma Zaan. They have also secretly seized part of the city of Korin. Their network of spies across the continent lay the groundwork for a full invasion. The drow plan to take over the continent after the tiefling Valarian Empire has crushed both dwarf alliances. However, they consider both the tieflings and dwarves their enemies.



The Zaanian Timeline

In Zaanian years (MZY)

- 0 The first dwarves inhabit caves in southern Ma Zaan. Legend says the god Dalen placed the dwarves there. They were the second race in the World of Myrr after the elves.
- 1 The first shrine to Dalen is built.
- 2 A lava dragon is said to have eaten the first group of dwarf adventurers.
- 3 Several quadraks are said to have burned the second group of adventurers to death with fiery breath attacks.
- 4 A small group of dwarves encounter the first rockmogs. A few dwarves don't survive.
- 7 A volcanic eruption blocks the advance of numerous monsters and provides a safe area for the dwarves to live.
- 8 The village of Oskeln is founded. The first unions (marriages) take place.
- 10 Four lava dragons destroy a village just as the buildings were finished being built
- 12 Copper deposits are discovered near Oskeln.
- 15 A number of copper mines are built.
- 21 The village of Baldunn is founded.
- 29 A number of explorers die as their ships are destroyed by a kraken.
- 36 The Gorunn brotherhood of monks is founded by Gorunn the dwarf.
- 37 The city of Oskeln is founded. It began as a small village.
- 40 A large temple of Dalen is completed in Oskeln.
- 45 The village of Holdern is founded
- 47 Silver deposits are found near the city of Oskeln.
- 52 A number of silver mines open across western Ma Zaan.
- 53 The first Duke of Oskeln is killed in an avalanche.
- 59 More mines are constructed in northern Ma Zaan.
- 66 More explorers die as their ships are destroyed in a very violent storm.
- 72 Two young dwarf children save a village by warning of a tsunami
- 73 A massive earthquake destroys the original city of Oskeln.
- 80 Construction begins on the mountainside city of Marden
- 87 The brown bears begin to be used as mounts by the dwarves.
- 94 Black unicorns terrorize travelers in the Thorwood

- 99 The city of Marden is completed. A massive stone city build into a mountain.
- 100 A massive celebration is held to recognize the first century of the dwarf race.
- 101 A patrol of bear riders from Oskeln find a series of mysterious caves in the far north
- 106 A few brave dwarves begin to fish on Lake Mordal. Most dwarves dislike boats.
- 114 An enormous monster in Lake Hora eats a famous party of adventurers
- 121 The village of Thoran is founded.
- 129 The final version of the Map of Mazaan is finished by the famous cartographer Hardunn
- 138 Settlers found three more volcanoes in the Tarkan Mountains.
- 143 A record snowfall covers Oskeln in several feet of heavy snow.
- 152 Platinum deposits are discovered near the city of Korin.
- 153 Several platinum mines begin operation in the Hold of Korin.
- 159 A strange plague threatened many lives until a paladin saved the day.
- 160 Four convoys of dwarf settlers disappear in the Thorwood.
- 161 A lava dragon destroys a dwarven convoy exploring the far eastern parts of Ma Zaan
- 165 Dwarf bandits begin to operate in the Tarkan Mountains.
- 170 Bandits become more and more a problem for traders. Several convoys are ambushed.
- 173 A massive gold deposit was found in the central part of the Tarkan Mountains.
- 179 The duchess of Oskeln gives birth to triplets. Celebrations go on for days.
- 185 A large earthquake destroys a convoy of dwarf settlers
- 188 The North Wizards mage guild is founded in the city of Oskeln.
- 190 Earthquakes rattle Oskeln.
- 203 Construction begins on the city of Dorandunn.
- 208 A large volcanic eruption occurs in the Tarkan Mountains. Felt across western Ma Zaan.
- 211 The city of Dorandunn is completed.
- 214 More and more hill dwarves settle in the Hills of Gor, west of Lake Mordal.
- 219 A large earthquake kills hundreds of dwarf settlers in souther Ma Zaan.
- 222 A brave group of dwarves bring some visitors from Myrr to Ma Zaan.
- 227 Several scouting parties go missing near the city of Oskeln.
- 230 Devil-worshipping cultists are found in Oskeln. Most are jailed by the Duke and his forces.
- 231 A young dwarf named Kirak saves a convoy of wagons from a landslide.
- 235 The village of Holdern is attacked by a lava dragon.
- 253 A dwarf bandit lord leads an assault on Baldunn.
- 300 Troops from Oskeln push many of the bandit clans south into Southern Dukes territory.
- 304 The Hold of Hargrim begin to raise horses brought from Myrr.

- 312 A shipment of horses is stolen by Southern Dukes spies.
- 324 Mount Faldun erupts and the volcano destroys the village of Osfarg.
- 336 The first open unions (marriages) take place. Gender is not a factor any more.
- 347 A wise cleric creates a medicine that stops a dangerous disease from spreading.
- 358 A fight breaks out between Hargrim and Baldunn, Oskeln sends troops south.
- 377 A huge gold deposit is discovered in central Ma Zaan.
- 385 Two ships traveling from Myrr sink off the Northwest corner of the continent.
- 396 The Southern Dukes officially form their alliance, combining the might of the holds of Hargrim, Doranduun, and Finrik.
- 400 The North Wizards help unite the two northern holds, Oskeln and Korin, as the Free Dwarves. The treaty is known as the Osrin Pact.
- 408 Hargrim soldiers attack a number of merchant caravans from the Hold of Oskeln.
- 426 The Grim establishes itself in the city of Hargrim
- 430 The Grim begin to operate in the Hold of Finrik
- 467 A number of prisoners escape the city of Hargrim and return home to Oskeln.
- 487 Pirates operating in the Sea of Yarr put a stop to most dwarves traveling to Myrr.
- 500 An ancient lava dragon destroys part of the village of Thoran.
- 510 A large earthquake damages the city of Finrik.
- 522 Fighting breaks out between the Southern Dukes and the Free Dwarves near Lake Mordal.
- 534 The Free Dwarves push the Southern Duke forces back into the South.
- 554 The Grim start to operate in the city of Dorandunn.
- 565 The Eldarn find the lair of an ancient lava dragon and slay it.
- 566 Fighting breaks out again between the north and south, this time near the Hills of Gor.
- 597 The Eldarn kill a powerful bandit lord and their legend grows even more.
- 608 Soldiers from Finrik intercept a weapon shipment bound for the Hold of Korin.
- 613 A large earthquake damages a large number of buildings in Baldunn.
- 633 Hill dwarves ask the warring sides to stay clear of their Hills of Gor. They're ignored.
- 652 Dorandunn is flooded by the rivers from the nearby mountains. Hundreds die.
- 668 A series of dykes are finished near Dorandun. To protect from any future flooding.
- 700 A terrible mine accident near Finrik kills over a hundred mountain dwarves. It comes to be known as the Day of Silence.
- 712 The city of Finrik celebrates as a popular dwarf noblewoman is married.
- 774 An earthquake destroys the village of Baldunn. It takes years to rebuild.
- 777 The village of Baldunn is rebuilt.

- 879 A huge mine is built just east of the Thorwood.
- 901 More and more dwarves begin to become comfortable venturing onto the lakes.
- 910 Fishing on Lake Mordal hits record levels.
- 983 The Eldarn fight off a trio of black unicorns who were attacking travelers in the Thorwood.
- 999 More and more timber is harvested from the Thorwood. Druids are unhappy with the leaders of Hargrim.
- 1000 A small earthquake kills a number of miners in central Ma Zaan.
- 1045 The Eldarn are attacked by troops from Hargrim. The knights wipe them out.
- 1046 The Southern Dukes become increasingly hostile towards the Eldarn.
- 1127 A dragon turtle sinks a ship near the city of Korin
- 1201 Cults begin to operate again in the shadows of dwarf society.
- 1244 A few of the Eldarn head north and join the Free Dwarves.
- 1268 A large bandit force attacks Finrik.
- 1302 Four small dwarf ships sink off the south-eastern coast.
- 1347 The city of Osrin is founded in eastern Ma Zaan.
- 1392 A large guard tower is built east of Oskeln.
- 1433 The legendary wizard duel between Mogar and Findar takes place. Mogar is victorious.
- 1458 A disease kills many dwarves in the city of Dorandunn.
- 1467 Oskeln stops a group of Hargrim assassins from killing their duke.
- 1587 Cultists kidnap a large group of dwarf children from Hargrim.
- 1599 The Eldarn save the city of Finrik from an adult lava dragon.
- 1611 Battles break out between two hill dwarf clans.
- 1623 A famous dwarf druid named Thordal the Wise vanishes in an eastern forest.
- 1745 A group of dwarf cultists are killed by a raid by Hargrim soldiers.
- 1998 Preparations begin for the special celebrations to come the following year.
- 1999 A lengthy celebration is held to honor the two thousandth year.
- 2000 A truce holds for the whole year in honor of the two thousandth year.
- 2153 A hill dwarf seer named Gwallas warns of a danger coming from the East.
- 2175 A dozen Eldarn rescue a trapped group of mountain dwarf miners in the Tarkan Mountains.
- 2198 Several volcanoes erupt in northern Ma Zaan.
- 2222 The South and North Gates are built after the seer Gwallas finally convinces the dwarf leaders of a coming threat. It takes months and months to build the huge iron structures.
- 2265 A large number of hill dwarves are killed by rampaging rockmogs.
- 2293 The number of troops at the South and North Gates is increased.

- 2300 A number of brave explorers lead a small convoy of ships to the continent of Myrr.
- 2305 Dwarf bandits attack the settlement of Gunn.
- 2321 A protest to remove the South and North Gates is ignored by the dwarf leaders.
- 2549 Massive volcanic eruption in the Tarkan Mountains. A Riftgate opens to the Nine Hells.
- 2549 Tieflings arrive in Ma Zaan through the new Riftgate.
- 2550 The settlement of Rakos is founded.
- 2551 Tiefling knights, the Damakai clash with dwarves in Thandos (formerly known as Osrim).
- 2553 The Lake War ends with the tieflings seizing full control of Thandos.
- 2554 The tieflings, the Valarian Empire, overtake a number of dwarf towns and villages in the East. The Grimgate War begins.
- 2566 Numerous attacks from the Valarian Empire deal more crushing defeats to the dwarves.
- 2598 Two horned devils and a Damakai patrol attack the Southern Gate. More soldiers arrive in days from Hargrim.
- 2613 The Duke of Hargrim marries the Duchess Vainar in a lavish union (wedding).
- 2626 The Damakai take over the dwarf gold mines in the Tarkan Mountains. Hundreds of dwarves are killed.
- 2734 The Eldarn are barred from the city of Hargrim. Rumor has it they headed south.
- 2843 A large temple to Dalen is built in Oskeln, the biggest temple in all of Ma Zaan.
- 2947 A huge earthquake rocks the city of Finrik.
- 2950 Grim assassins kill the Duke of Oskeln.
- 2951 The North Wizards surprise the Grim in Hargrim and kill a dozen of their members including the guild's leader.
- 2952 A new duke comes to power in Oskeln
- 2959 A patrol of drow are killed in the Thorwood.
- 2957 Tunnels are discovered that lead to the Darkworld from caves in the Tarkan Mountains.
- 2960 A large number of deep gnomes are taken prisoner by the Southern Dukes and enslaved.
- 2963 A drow group assassinates several key military commanders in the city of Korin.
- 2970 An attack by Damakai riding quadraks wipes out a large contingent of Hargrim soldiers.
- 2975 Tiefling assassins kill a number of dwarves after infiltrating the city of Hargrim.
- 2998 The Valarian Empire begins to use quadraks as mounts.
- 2999 An assault force of drow capture the central part of the city of Korin. The True Myrrians arrive through a Riftgate from Myrr.
- 3000 The Hold of Oskeln sends an emissary to the city of Korin to investigate the situation.
- 3001 The Valarian army comes closer and closer to the Southern Gate.

The Elders

The Original Dwarf Leaders of Ma Zaan

Gorunn

dwarf male, monk, lawful good

Gorunn was the first leader of the dwarves. He and Festra had the first children.

Durin Oskeln

dwarf male, wizard, lawful good

This wizard was the first in a long line that would later become the North Wizards guild.

Galdur Hargrim

human male, cleric, lawful good

Galdur worshipped Dalen and built the first shrine to the mountain god.

Festra Finrik

human female, ranger, chaotic good

This ranger was known as the Mother of the Dwarves. She and Gorunn had the first child in Ma Zaan.

Holgar Korin

human male, fighter, lawful good

Holgar was always at Gorunn's side. He was a fierce warrior.

Dainen Dorandunn

human male, cleric, lawful good

Dorandunn explored the deepest caves in the central mountains and mysteriously disappeared.

THE First Myrrians

The Most Notable Group of Adventurers from the Continent of Myrr

Temerity

female tiefling, 8th level warlock, chaotic good. (hot tempered, holds grudges)

She was one of the few good aligned tieflings. She and her party were kidnapped and brought to Ma Zaan by the drow. They were the first Myrrians to make an impact in the Grimgate War. Her ancestors came from Ma Zaan.

Knucks

male dragonborn, 8th level bard, lawful neutral. (jovial, a team player, helped keep the group together)

This dragonborn composed many songs about the party's numerous adventures. He survived the initial trip into the DarkWorld by avoiding most of the combat. His ancestors also came from Ma Zaan.

Ivor Bersk

male human, 8th level cleric, chaotic good. (nervous, unbalanced, reckless)

Ivor was a worshipper of Balthor and Rand, two Myrrian deities. Carried a reliquary around which jingled when he used magic. Killed by a demon lord.

Mindartis Stormwind

male half-elf, 8th level paladin, lawful good. (a singing paladin, optimist)

Mindartis worshipped Rogan, a Myrrian deity. Took the Oath of Vengeance. Killed by drow and driders.

Gorn Bloodreader Kilakahn

male human, 8th level fighter, chaotic good. (traditionalist, idolized great-grandfather, charged into battle fearlessly)

A powerful eight foot tall warrior with many scars all over his body. He killed many creatures in the DarkWorld. Gorn survived the initial adventures through bravery and brute force.

Thanks to Sarah Bagshaw (Temerity), Joshua Pardy (Ivor and Mindartis), Jeff Porter (Knucks), and Pavel Margolin (Gorn) for permission to showcase their characters from our Ma Zaan campaign.

THE GRIMGATE WAR

The War Between the Dwarves and Tieflings

Beginnings

The war began not long after the tieflings made their way through a Riftgate. Total control of Ma Zaan was the only option for the Valarian Empire. They decided they would try to exterminate the dwarf race from the continent. Quadraks arrived with the devilfolk and gave them air superiority over the stunned dwarves. The first skirmishes were massacres as the dwarves were completely unprepared.

Current Situation

The tieflings are winning the war, especially in the South. They have taken much of the southern portion of the continent and are now at the South Gate. This has forced the Southern Dukes to focus on the Grimgate War instead of their civil war with the Free Dwarves. Up north the tieflings are having a harder time with the Free Dwarves. The Oskeln soldiers and the Wizards of the North have fought back and pushed the tieflings away from the North Gate. However, even up north the Damakai use quadraks and make deadly incursions into dwarf territory. Most dwarves wonder how they can continue to fight the powerful tieflings.

Tactics

The tieflings use their quadraks to attack deep into dwarf territory. They cast spells and use ranged weapons from the backs of these mounts. The quadraks also use their fire breath. There are also evil knights called the Damakai who act as Special Forces, deep inside dwarf territory. Sometimes quadraks are used to deliver the Damakai into these areas. The regular Valarian troops are used in more traditional ways and take on large groups of dwarf troops. The two dwarf alliances have very different tactics. Southern Dukes forces attack in wave after wave and don't retreat. This has not been an effective tactic and these dwarves are losing more and more territory. The Free Dwarves have learned to be more patient and ambush the tieflings as they enter the northern dwarf territories. A number of wizards are used as part of this strategy, hiding in caves or other secluded areas and then striking out. Both groups of dwarves have fortified their settlements and their troops are heavily armed and ready for attacks deep inside dwarf territory. The large cities are virtual fortresses. This helps protect against deep incursions by the tieflings and prevents damage from aerial attacks by the quadraks. A number of ballistae are also aimed at the skies. Over time some dwarves have been able to shoot a few of the quadraks out of the skies. Both sides of the Grimgate War are using more and more spies and tension mounts as nobody knows who to trust anymore.

Armies

The Free Dwarves

Oskeln Soldiers (guards, chain mail, warhammers, heavy crossbows)

Korin soldiers (guards, chain mail and shield, spears)

The Southern Dukes

Hargrim soldiers (guards, chain mail, battleaxes and heavy crossbows)

Finrik soldiers (guards, chain mail, glaives, light crossbows)

Dorandunn soldiers (guards, chain mail, longswords, heavy crossbows)

The Tieflings (The Valarian Empire)

Valarian soldiers (elite guards, chain shirt and shields, longswords, longbows)

Damakai (knights, half plate, greatswords, javelins)



The Gates

Two Important Kinds of Gates Exist in Ma Zaan

The North and South Gates

Huge iron gates that cut off the dwarf holds from the Valarian Empire. It takes a hundred dwarves to open these massive gates. They are usually shut unless a large dwarf army is on the move east. The top part of the gate has numerous arrow slots and many heavy ballistae. On either side of the gates are twenty foot high walls that stretch out and block the way west. The Southern Dukes have a large contingent of Hargrim soldiers at the South Gate and the Free Dwarves have a large contingent of Oskeln soldiers at the North Gate. Major battles have now been fought at these gates as the Valarian Empire creeps further and further west with every military victory.

The Riftgates

Very unstable portals that have been opened by seismic activity and magical interference. These portals lead to other continents in the World of Myrr, other worlds on the Material Plane, and other planes.

d12 Roll	Effects
1-2	Travel to one of the Elemental Planes. Gain two levels of exhaustion.
3-4	Travel to the Abyss or the Nine Hells. Lose 1d20 hit points.
5-6	Travel to the continent of Myrr.
7-8	Travel to the continents of Naern, Zogg, Saul, or Zoth.
9-10	Travel to the continents of Gaelen, Jinos, or Tyranos.
11-12	Travel to a demiplane. Have amnesia for 1d12 days.

THE TUNNELS

A Number of Tunnels Now Lead into the Darkworld, the Area Underneath the World of Myrr

Location

Most of these tunnels lead from the Tarkan Mountains deep underground to the DarkWorld. The drow have dug a new tunnel right into the city of Korin in the west.

The Dwarves

Dwarves have explored these tunnels for many years. Some lead to their mines. Deeper ones have opened into the DarkWorld. The evil Southern Dukes have taken a number of slaves.

The Drow

Drow have lived in the DarkWorld for hundreds of years. Their lower tunnels have now joined with tunnels to the surface. Most of the tunnels head into the western part of Ma Zaan. A group of drow are using the western tunnels to infiltrate the city of Korin.

The Deep Gnomes

Many deep gnomes have been captured by dwarves so they avoid the tunnels as much as possible.

The Duergar

Some duergar have been also been enslaved by their dwarf cousins. However, they have been worthy adversaries and might cause more problems for the surface dwarves soon.

The Tieflings

The tieflings have found some small tunnels but most are in the west far away from their territory.

Encounters

See the DarkWorld encounter table in the Encounter Tables section.

THE ZaanIAN pANTHEON

The Greater Gods

God	Alignment	Domain
Archion	Chaotic Evil	Fire
Azimir	Chaotic Evil	Magic
Balduran	Lawful Evil	War, the Forge
Borin	Chaotic Neutral	Luck
Dalen	Lawful Good	Mountains
Farunn	Chaotic Good	Nature
Galmoloch	Neutral Evil	Death
Grakheim	Neutral Evil	Greed
Marrak	Neutral	Death
Murinden	Chaotic Good	Magic
Rallakai	Chaotic Evil	War
Sharunn	Neutral Good	Home, Family
Thoralin	Lawful Good	Knowledge

The Demi-Gods

Demi-God	Alignment	Domain
Bannifer	Chaotic Evil	Lust
Horgan	Lawful Good	Honor
Naiva	Neutral Evil	Spiders
Melwynn	Lawful Good	Axe Master
Phaestra	Chaotic Evil	Assassins
Zethidius	Chaotic Neutral	Trickery

The Great Old Ones

Great Old One	Alignment	Domain
Gorbak	Chaotic Neutral	The Deepest Mines
Lokil	Neutral	The Volcano
Ormarion	Neutral Evil	The Mists of the North
Rumnadunn	Neutral Good	The Sound of Drums



THE DEITIES OF Ma zaan

The class level is a guide to the deities' powers.

The Greater Gods

Archion

The tiefling god of fire. Archion appears as a 15 ft. tall, red-skinned male tiefling. This god believes that fire can cleanse all the worlds of lesser beings. Lesser beings usually end up fleeing in terror from Archion. He commands four horned devils who guard him at all times. Symbol: A black mountain with red flames erupting from it. Alignment: chaotic evil. 15th level sorcerer

Azamir

The tiefling god of magic. This deity appears as a male tiefling wrapped in a black cloak. He teaches that magic can be used to seize power. Most magic-users in the tiefling community worship Azamir. His worshippers are also clad in black cloaks with his symbol on the back. Symbol: Three red stars Alignment: chaotic evil. 16th level wizard

Balduran

The dwarf god of war. His beard is grey and his eyes are reddish brown. He is worshipped by the evil Southern Dukes. War is the only thing Balduran knows, he encourages his followers to organize and then strike out. Balduran carries a large silver axe known as 'The End'. Symbol: Two crossed silver axes Alignment: lawful evil. 20th level barbarian

Borin

The dwarf god of luck. Borin has a neat red beard and is smaller than the average dwarf. A number of bards and rogues worship this deity. Once Borin hides, he is said to be almost invisible. His followers pray for him to send them luck. They are also masters at stealth. Symbol: A red four-sided die. Alignment: chaotic neutral. 14th level bard

Dalen

The dwarf god of the mountains. He is the only dwarf god worshipped on the continent of Myrr. Dwarf miners new to Myrr were the first to bring Dalen's teachings from their homeland. However, Dalen is still worshipped widely in Ma Zaan. Dalen teaches his followers to honor and respect every aspect of the mountains. There are a number of famous songs written about this deity. He appears as an elderly dwarf warrior with black hair and a thick black beard. He carries a magical black warhammer. Symbol: A black warhammer. Alignment: lawful good. 20th level fighter

Farunn

The dwarf goddess of nature. Faruun is a beautiful female dwarf with dark blue eyes and golden hair. This goddess wears a long green robe and is said to watch over the woodlands of Ma Zaan. She is worshipped by most of the dwarf druids in Ma Zaan. There are a number of her shrines in the Morwood and Thorwood. Symbol: A red tree. Alignment: chaotic good. 16th level druid

Galmoloch

The tiefling god of death. He appears as a black-skinned, male tiefling. Galmoloch wields a magical, poisonous black halberd. Galmoloch brings death to any and all around him. He represents the negative, toxic aspects of death. His worshippers include a number of dangerous cults. Symbol: A black halberd. Alignment. 15th level wizard (necromancer)

Grakheim

The dwarf god of greed. Grakheim appears as a large, rather overweight dark-haired dwarf. He encourages greed in all of its many destructive forms. Many rogues worship this deity. The evil Grim Thieves Guild all worship Grakheim. Symbol: A black sun Alignment: neutral evil. 15th level thief

Marrak

The dwarf god of death. Marrak is a male dwarf with a large white beard. He carries a deadly double-bladed red axe. Like the tiefling deity Galmoloch, he represents all the negative aspects of death. Some cultists and some of the evil Southern Dukes worship him. Symbol: A double-bladed red axe Alignment: lawful evil. 15th level fighter

Murindin

The dwarf god of magic. He appears as a smaller dwarf with white hair and a very long white beard. Murindin wears a dark blue magical cloak with his golden symbol on the back. Many in the Wizards of the North worship Murindin. Symbol: A golden spiral Alignment: lawful good. 15th level wizard

Rallakai

The tiefling god of war. Rallakai appears as a purple skinned male tiefling wearing red plate armor. He is the chief god of the tiefling pantheon. His followers are following his plan of domination. This deity has grand plans to rule all of Ma Zaan. A huge purple snake is displayed on his spectacular armor. Symbol: A huge purple snake Alignment: lawful evil. 15th level fighter

Sharunn

The dwarf goddess of the home. Sharunn appears as a middle-aged dwarf female with brown hair and hazel eyes. She is concerned with the life around the home of a dwarf family. Sharunn is chiefly concerned with altering the male domination of the dwarf race. Symbol: A bushel of wheat Alignment: lawful good. 15th level cleric

Thoralin

The dwarf god of knowledge. He appears as a very old dwarf with gray hair and a long gray beard. Thoralin is always carrying the Rock Tome, An ancient reddish-brown dwarven book. He believes knowledge is the key to life. Many of his followers have build libraries in western Ma Zaan. Symbol: A white quill Alignment: lawful good. 15th level wizard

The Demi-Gods

Bannifer

The tiefling demi-god of jealousy and lust. An extremely attractive tiefling who appears to be both male and female. Bannifer has light skin and red horns with a black curled up tail. Alignment: chaotic evil. 15th level bard

Horgan

The dwarf demi-god of honor. The old dwarf knights, the Elarn, worship Horgan. Some say he is the leader of the knights and lives in the southern part of Ma Zaan. Alignment: lawful good. 12th level paladin

Melwynn

The dwarf demi-goddess of axe mastery. One of the heroes of female dwarves. Mastery and bravery are her key teachings. Alignment: lawful good. 14th level barbarian

Naiva

Demi-goddess of the dark elves. She is one of the handmaidens of the dark elf spider goddess. There have been some sightings of her in the Eastwood. It is believed she is helping dark elf spies enter into the Nerathian Kingdom from the dark elf homeland of Ma Zann. This is in fact true, the demi-goddess is the one responsible for creating the portal on Raelen Island. Naiva has now created a gateway from Myrr back to Ma Zaan. She appears as a beautiful, Alignment: neutral evil

Zethidius

The tiefling demi-god of trickery. Zethidius is a short tiefling with a dark green cloak. Unlike most of the devilfolk's deities he is chaotic. He encourages violence and the use of stealth to gain an advantage over the enemy. Some tiefling leaders see the worshippers of Zethidius to be a threat to their power. This is a wise assumption. Alignment: chaotic evil

Phaestra

The tiefling demi-goddess of rogues. She is much like Zethidius, except she believes in a code and structure. The more organized rogues follow this deity. Alignment: lawful evil. 13th level rogue

The Great Old Ones

Gorbann

He is the anti-dwarf. Gorbann is seen as the laziest, most disloyal being. He has however reached an enlightened state few ever reach. Gorbann is aware of the peace at the center of everything and everyone. He appears as an ancient, gray-bearded dwarf. Alignment: neutral

Lokil

Lokil appears as a glowing ball of fire. He is fury, flame, and destruction. Pyromancers are said to commune with this being. He is rumored to be from the Elemental Plane of Fire. Alignment: chaotic evil

Ormarion

This deity is pure unpredictability. Ormarion can appear as a number of different entities. He has appeared as a rock creature, an air creature, and a lava creature. Alignment: chaotic neutral

Rumnadunn

He is the rumble of the volcano. This massive smoke creature is said to live in the largest volcano at the very center of the continent. Alignment: neutral evil

Geographic Features of Ma Zaan

Seismic and Volcanic Activity

Earthquakes

The continent commonly has seismic activity.

d20 roll	Effects
1-12	minor rumble, no damage
13-14	small rumble, a few items fall off shelves
15-16	minor earthquake, some damage to structures, a few injuries
17-18	strong earthquake, major damage to structures, many deaths and injuries
19-20	massive earthquake, many structures destroyed, hundreds of deaths and injuries

Volcanoes

Many active volcanoes can be found in the Tarkan Mountains.

d20 roll	Effects
1-12	smaller rumble, no damage
13-14	volcano rumbles and can be felt for miles around
15-16	blast of smoke and dust after strong rumble, several injuries
17-18	minor eruption, a few structures damaged, many injuries
19-20	massive eruption, many structures destroyed, hundreds of deaths and injuries

Forests

Kharwood

This forest is completely under the control of the tiefling Valarian Empire. Spruce and Pine trees make up this old woodland. It is very dark and not much light penetrates the thick canopy. However, a soft, eerie reddish light seems stretch through these woods. There are a number of trails that cross through this forest. However, even the powerful Damakai don't venture into the darkest areas. Foul beasts lurk in many corners of the Kharwood. There is said to be an old dwarven keep hidden in the depths of the dark woods. Rumors persist that the old building is haunted. However, few undead have ever been seen in Ma Zaan.

Morwood

The Morwood is on the far western side of Ma Zaan. Cedar trees dominate this woodland. The forest is filled with many interesting creatures. Some say the woods seem more like the fey lands on the continent of Naern. A number of hill dwarves make this place home, including a dangerous group of cultists. One can also find a number of shrines to the goddess Farunn in this forest. Deer, hawks, boars, and some brown bears are some of the creatures that make this place home. Although black unicorns are found in the other two forests, none seem to live in Morwood.

Thorwood

This dense forest sits in the center of the continent. Tall red cedar trees make up most of the woods. Black unicorns hunt in the deepest parts of this woodland. Badgers, deer, boar, and hawks are common in this territory. Hargrim soldiers patrol the main trails on horse or bear mounts. Some tiefling scouts attack these patrols if they find a way into the Hold of Hargrim. It seems the Grimgate War will reach these woods very soon.

Hills

The Hills of Gor

In the western part of Ma Zaan are a series of low-lying hills. This is the home of the hill dwarves, although many more live on the continent of Myrr now. A few dwarf bandit clans operate in this area. The bandits attempt to capture hill dwarves and sell them as slaves to the Southern Dukes cities of Finrik, Dorandunn, and Hargrim.

Lakes

Lake Hora

Sitting alongside the Kharwood is a turquoise lake called Lake Hora. The Valarian Empire patrols this body of water in small black ships called Kairols. There are some rumours that the Empire has set up prisoner of war camps on some of the small islands in the lake. Dwarf scouts are exploring the area secretly to find out if these rumors are true.

Lake Mordal

In the northwest lies Lake Mordal, the other lake on the continent. The lake is very cold and very green. Limestone rocks cover this part of Ma Zaan. Some dwarves fish in the lake and there are a few small patrols from Oskeln. A few of these fisherfolk swear something large lives deep in the lake.

Mountain Ranges

The Durik Mountains

In western Ma Zaan one can find the smaller of the two mountain ranges, the Durik Mountains. They are named for one of the first leaders of the Hold of Finrik, Kardunn Durik. The peaks aren't as extreme and the range is more accessible than the other mountain range.

The Tarkan Mountains

This large range spans most of Ma Zaan. From the south to the north and much in between one finds this expansive geographic feature. Many volcanoes are found here and eruptions are not uncommon. The central part of the mountains are massive in size and almost impossible to traverse. All of the eastern area and more and more of the west is coming under control of the Valarian Empire.

Bodies of Water

Kamen Bay

To the southeast lies the largest bay in Ma Zaan. For some reason the fishing here is very poor. The Valarian Empire has begun to take over this body of water. Like much of eastern Ma Zaan, the bay now carries a tiefling name.

Morin Bay

A body of water located in the southwestern corner of the continent. This bay is named after the mountain dwarf explorer who found it hundreds of years ago. Many dwarf fishing boats operate in the peaceful bay. The fishing is plentiful and over time more and more dwarves are becoming used to being on the water.

The Sea of Vaela

The Sea of Vaela is on the southern side of Ma Zaan. This sea stretches out to the south and east. It borders the other continents of Gaelen, Tyranos, and Jinos. It is much warmer than the icy Sea of Yarr.

The Sea of Yarr

This northern sea is frigid and sits to the north of Ma Zaan. Ships must navigate icebergs and other dangers. Few dwarf ships have attempted journeys. The dwarf race are not a great seafaring group. Inhabitants include many kinds of fish, kraken, whales, seals, and sea lions.

Other Areas

Morg Island

The island on the far western edge of the continent is home to the city of Korin. It is rather barren and extremely rocky. A huge iron bridge connects the island to the mainland. Korin is surrounded by a large gray stone wall that extends almost to the edge of Morg Island.

Osrunn Island

This isle sits on the west side of Kamen Bay. Several mountains dominate Osrunn Island. The Southern Dukes maintain a garrison of troops at a tower on the west part of the island. These Hagrid soldiers have a couple of longships but prefer to do their fighting on land. They have fought off a couple of attacks by the Valarian Empire. Dangerous rock mogs and other monsters live in the mountains on the isle.



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Asmon

The town of Asmon is located in a valley between the South Gate and the Kharwood. The leader uses Asmon Keep, located in the center of the settlement, as her headquarters. As with all the tiefling settlements, dragonborn are used as slaves to do the heavy labor. Most of these dragonborn are hard at work in a nearby gold mine.

Asmon Keep is a small keep which houses the leader and much of her army. It is made of iron and has several towers rising high into the sky. Prisoners are taken deep underneath into a fortified dungeon.

Population: 2000 (1500 tieflings, 500 dragonborn slaves)

Government: Dictatorship

Leader: Phallista Azriel, female tiefling (10th level warlock, chaotic evil)

Coat of Arms: a pair of black horns on a red background

Resources: cloths, foodstuffs, gold, jewelry, timber, rare woods

Guard: 200 Valarian soldiers (elite guards*), 20 Damakai (knights), 12 quadraks

Fortifications: a large wooden wall with several towers

Prison: In the dungeon under Asmon Keep

Factions: The Valarian Empire, The Damakai

Temples: Archion, Azamir, Rallakai

Baldunn

Located in the southern part of the Hold of Oskeln, just north of the Thorwood. Baldunn is a key settlement for the Free Dwarves. A large wooden wall surrounds the settlement. This wall has been damaged several times in raids by the quadraks of the Valarian Empire. The soldiers are always on watch for quadrak attacks from the air. These local dwarf soldiers are often seen riding bears. Most of the buildings in Baldunn are made of stone. The leader, Vosik, is known as a warm, friendly dwarf.

Population: 900 dwarves

Government: Absolute monarchy

Leader: Vosik Farheim, male dwarf (8th level fighter, lawful good)

Coat of Arms: A blue star

Resources: cloths, foodstuffs, gold, jewelry, timber, rare woods

Guard: 300 Oskeln soldiers (guards), 70 bears

Fortifications: a large wooden wall with many guard towers

Prison: A stone building near the northern gate

Factions: The Free Dwarves, The Wizards of the North

Temples: Dalen, Murindin

Damaron

Damaron is one of the smaller tiefling settlements. As with a number of settlements on the continent, it is known for its access to several mines. The Damakai often stop here on their way to inspecting the mines. The leader, a brutal cleric named Orissa, lives in a tower near the western gate.

Population: 300 tieflings

Government: Dictatorship

Leader: Orissa Vanifer, female tiefling (5th level cleric, lawful evil)

Coat of Arms: Black Waves

Resources: clay, copper, electrum, gems, platinum, silver, stone

Guard: 30 Valarian soldiers (elite guards)

Fortifications: A stone wall surrounds the entire city.

Prison: Hidden in one of the nearby mines

Factions: The Valarian Empire, the Damakai

Temples: Rallakai

Dorandunn

Located on the edge of Morin Bay is the capital of the Hold of Dorandunn. The evil Duke Thorsik Vanheim rules this hold and is part of the Southern Dukes alliance. A massive, black stone wall surrounds this city of dwarves. Thorsik would like to rule over all three Southern Dukes' holds and plans to kill the dukes in Hargrim and Finrik. His soldiers are the toughest of the Southern Dukes. They are known as the 'Red Bears'.

Population: 16 000 (15 800 dwarves, 200 hill dwarf slaves, some deep gnome slaves)

Government: Absolute monarchy

Leader: Duke Thorsik Vanheim (male dwarf, 13th level barbarian, lawful evil)

Coat of Arms: A Red Bear

Resources: cloths, foodstuffs, gold, jewelry, timber, rare woods, weapons and armor of high quality

Guard: 600 Dorandun soldiers (guards), 200 horses, 50 brown bears

Fortifications: A large wooden wall with many guard towers

Prison: A dungeon near the docks

Factions: The Southern Dukes

Temples: Balduran, Borin, Grakheim, Sharunn

Finrik

Located on the western coast of Ma Zaan is the capital of the Hold of Finrik. Duke Adran Grakeln rules Finrik and Marden from an iron headquarters known as Finrik Fortress. Given its location, this dwarf hold is the most peaceful of all five of the holds. Finrik is far from the front in the Grimgate War and far from the Free Dwarves.

Finrik Fortress. Constructed entirely from iron. This black complex rises from the very center of Finrik.

The Western Market. Known to sell local food, equipment, and high quality weapons and armor.

The Sea Market. The freshest fish can always be found here.

Population: 10 000 (9 800 dwarves, 200 hill dwarf slaves)

Government: Absolute monarchy

Leader: Duke Adran Grakeln (male dwarf, 12th level fighter, lawful evil)

Coat of Arms: Three silver axes

Resources: cloths, foodstuffs, gold, jewelry, timber, rare woods, weapons and armor of high quality

Guard: 1000 Finrik Soldiers (guards), 200 horses

Fortifications: A large wooden wall with many guard towers

Prison: A fortified iron building near Finrik Fortress

Factions: The Southern Dukes, The Grim

Temples: Grakheim, Marrak, Sharunn

Gunn

On the southeastern edge of Morin Bay one can find this well-known dwarf town. Gunn is known for its wild taverns and friendly locals. The Hargrim leadership frown on this reputation and try to keep their soldiers away from the taverns and market as much as possible.

The Southern Market. Full of fish and produce from local farms. A large tent is full of many dwarves enjoying the best of Zaanian meads.

Population: 3000 (2600 dwarves. 400 deep gnome slaves)

Government: Absolute monarchy

Leader: Badrik Osderk, (male dwarf, 5th level barbarian, lawful evil)

Coat of Arms: Black letter 'H'

Resources: fish, foodstuffs, gems, jewelry, potion ingredients, silver, slaves, weapons and armor of high quality

Guard: 100 Hargrim soldiers (guards)

Fortifications: Large stone wall with many guard towers.

Prison: An old wooden building down by the docks

Factions: The Eldarn

Temples: Grakheim

Hargrim

Hargrim is the capital of the Hold of Hargrim, ruled by one of the Southern Dukes. This well fortified city is surrounded by a massive gray, stone wall. The duke rules the Hold from the Old Castle in the center of the city. The Grim are the only dwarf Thieves' Guild in Ma Zaan and are based in this city. The Duke lets the guild operate in exchange for some unseemly tasks. Part of the city is located in a large dungeon. This is a dangerous place filled with many dark corners. A number of homeless urchins can be found roaming about this area.

The Old Castle. In the center of the city is the biggest market of all. Foodstuffs, jewelry, and hirelings can be found here.

The Stone Market. This bustling area is found near the main eastern gate to the city. Gear for adventurers and many foodstuffs are for sale.

The Mountain Market. Located in the north part of the city is the popular Mountain Market.

The New Market. This area is found underground in one of the large dungeons of the city. Many kinds of armor and weapons are sold here.

Population: 21 000 (20 500 dwarves, 300 hill dwarf slaves, 200 deep gnome slaves)

Government: Absolute monarchy

Leader: Duke Tor Vardunn, (male dwarf, 14th level fighter, lawful evil)

Coat of Arms: Black letter 'H'

Resources: copper, fish, foodstuffs, gems, jewelry, potion ingredients, silver, slaves, weapons and armor of high quality

Guard: 2000 Hargrim soldiers, 300 horses, 50 brown bears

Fortifications: Large stone wall with many guard towers. There is also a moat and a drawbridge

Prison: In the dungeon of the Old Castle

Factions: The Southern Dukes, The Grim

Temples: Balduran, Borin, Dalen, Farunn, Grakheim, Marrak, Sharunn, Thoralin

Helg

This small village is not far from the capital of the Hold of Hargrim. Many of the local dwarves are either hunters, miners, or fishermen. The leader is related to the Duke of Hargrim.

The Bay Market. Copious amounts of fresh fish are sold here.

On the north side of town is the smaller Dwarf Market. This one of the best places to find skilled hirelings. Many kinds of jewelry can be purchased in this market.

Population: 400 dwarves

Government: Absolute monarchy

Leader: Ambera Malderk, female dwarf (6th level cleric, lawful evil)

Coat of Arms: Black letter 'H'

Resources: fish, foodstuffs, jewelry, hirelings

Guard: 200 Hargrim Soldiers (guards), 80 horses

Fortifications: A wooden wall

Prison: None. Prisoners are taken to Hargrim.

Factions: The Southern Dukes

Temples: Balduran, Farunn

Holdern

Holdern is the most northern settlement in all of Ma Zaan. As such, it is the coldest place on the continent and snow is usually on the ground. A few hundred dwarves make it their home. Sixty Oskeln soldiers protect the settlement from the monsters in the mountains. A number of mines are just outside of the village. There are also temples of Dalen and Murindin in the settlement.

North Keep. The headquarters of the leader, Vonlinn. Most of this keep is underground.

Population: 300 dwarves

Government: Absolute monarchy

Leader: Lord Vonlinn Strakheim, male dwarf (5th level fighter, lawful good)

Coat of Arms: A blue star

Resources: timber, fish, furs, hirelings, slaves

Guard: 60 Oskeln soldiers (guards), 12 brown bears

Fortifications: stone wall

Prison: A dungeon in the North Keep.

Factions: The Free Dwarves, The Wizards of the North

Temples: Dalen, Farunn, Murindin

Korin

Located on Morg Island on the far western side of the continent is the capital city of the Hold of Korin. Many towers can be seen above the large gray wall that surrounds the city. A port is located just outside the main walls on the western side of the island. This is the only democratic enclave on the continent. The ruling duke is popular with the inhabitants. A group of drow have infiltrated the settlement without alerting the authorities. The climate is cool and snow arrives every Old Mountain (winter).

Castle Margendunn is the headquarters of the duke and the council of Korin. It sits on the far western side of Morg Island.

Island Market. Inside the main gate is this bustling market. Fresh seafood, other foodstuffs and many kinds of equipment are sold here.

Population: 12 000 dwarves

Government: Democracy

Leader: Duke Baldor Thorunn, male dwarf (11th level wizard, lawful good)

Coat of Arms: A black fish

Resources: cloths, foodstuffs, gold, jewelry, timber, rare woods, weapons and armor of high quality

Guard: 400 Korin soldiers (guards), 100 horses

Fortifications: A large gray stone wall with many guard towers

Prison: A dungeon inside Castle Margendunn

Factions: The Free Dwarves, The Wizards of the North, the Drow

Temples: Dalen, Farunn, Grakheim, Murindin, Sharunn, Thoralin

Makan

This northern tiefling settlement is quite isolated. Not many travelers get to this cold village. Thairon Azriel is the brutal leader from the notorious House of Azriel. The tieflings who live here complain about the cool weather but they're slowly getting used to it.

Population: 480 (450 tieflings, 30 dragonborn slaves)

Government: Dictatorship

Leader: Thairon Azriel, male tiefling (6th level fighter, chaotic evil)

Coat of Arms: a pair of black horns on a red background

Resources: copper, gold, slaves, timber

Guard: 100 Valarian soldiers (elite guards), 6 quadraks

Fortifications: A tall wooden wall with several guard towers

Prison: A small building by the docks

Factions: The Valarian Empire

Temple: Galmoloch

Marden

Marden is built into the side of a mountain and most of it is underground. The city part of the hold of Finrik and ruled by the Duke of Finrik. Many in the Southern Dukes alliance would rather the duke use Marden as his headquarters but he refuses. The Duke of Finrik prefers the fresh air in the city of Finrik. It is also rather cool in Marden in the time of Old Mountain (winter). A massive gate serves as the entrance to the large city. Hundreds of heavily armed dwarves guard the main gate. Some troops are also stationed at a massive guard tower to the east of the city. The tower is used to watch the Hold

of Korin. A few battles still flare up between the two holds.

Population: 10 000 dwarves

Government: Absolute monarchy

Leader: Mosarl Borunn (male dwarf, 9th level fighter, lawful evil)

Coat of Arms: A blue star

Resources: cloths, foodstuffs, gold, jewelry, weapons and armor of high quality

Guard: 500 Marden soldiers (guards), 60 brown bears

Fortifications: Stone watch towers

Prison: A deep dungeon

Factions: The Southern Dukes

Temples: Dalen, Murindin, Sharunn

Oskeln

Located in the north-western part of Ma Zaan is the capital of the Hold of Oskeln. The city into the side of a mountain. The headquarters of the leaders of the city is deep inside Mountain. This is Rankil Fortress the headquarters of the Duke of Oskeln. The settlement is not far from the strategic North Gate and is usually cold. A lot of snow can be found on the ground in the Old Mountain (winter).

The Rankil Fortress. The most fortified location in all of Ma Zaan. Even the powerful forces of the Southern Dukes are fearful of a conflict involving this bastion.

The Old Market. Weapons and armor of high quality can be found in this market.

The Froststone Market. Fresh fish from Lake Mordal are sold here.

Population: 16 000 dwarves

Government: Absolute monarchy

Leader: Duke Morgrun Rankil (male dwarf, 12th level fighter, lawful good)

Coat of Arms: A blue star

Resources: cloths, foodstuffs, gold, jewelry, weapons and armor of high quality

Guard: 1000 Oskeln soldiers (guards), 100 brown bears

Fortifications: A large wooden wall with many guard towers

Prison: Inside the Rankil Fortress

Factions: The Free Dwarves, The Wizards of the North

Temples: Borin, Dalen, Murindin, Sharuun, Thoralin

Pharon

Located on Lake Hora near the city of Thandos. One of the House of Azriel, Lady Anaria, is the cruel leader of the settlement. She rules with an iron fist and has her sites set on the leadership of the House of Azriel. Her twenty Damakai (knights) are very experienced and fly deep into dwarf territory on their quadraks.

Population: 4500 (4000 tieflings, 500 dragonborn slaves)

Government: Dictatorship

Leader: Lady Anaria Azriel, female tiefling (10th level sorcerer, chaotic evil)

Coat of Arms: A pair of black horns on a red background

Resources: cloths, foodstuffs, gold, jewelry, timber, rare woods

Guard: 600 Valarian soldiers (elite guards*), 20 Damakai (knights), 12 quadraks

Fortifications: A large wooden wall with many guard towers

Prison: None, prisoners are not taken.

Factions: The Valarian Empire, The Damakai

Temples: Archion, Azamir, Galmoloch, Rallakai

Rakos

Located in the northeastern part of Ma Zaan is the capital of the Valarian Empire. The Valor a massive, towering castle on the edge of the ocean. A large bridge crosses over to Dairos Island. The island is home to several massive manors of the wealthiest tiefling Houses.

The Valor. Huge iron castle with several spires reaching to the skies. Quadraks with their Damakai riders can be seen entering and exiting the top levels of this bastion.

Population: 22 000 (21 000 tieflings, 1000 dragonborn slaves)

Government: Dictatorship

Leader: Lord Larakas Vanifer, male tiefling (15th level warlock, chaotic evil)

Coat of Arms: A pair of black horns on a red background

Resources: cloths, foodstuffs, gold, jewelry, timber, rare woods, weapons and armor of high quality

Guard: 2000 Valarian soldiers (elite guards*), 100 Damakai (knights), 50 quadraks

Fortifications: A large wooden wall with many guard towers

Prison: In the dungeon of the Valar

Factions: The Valarian Empire, The Damakai

Temples: Archion, Azamir, Galmoloch, Rallakai

Skairon

Located on the south shore of Lake Hora is this tiefling village. The settlement is quite beautiful and finds itself far from the battlefield at the moment. Scouts from this village are being sent on long missions west towards the dwarf settlement of Horan.

Population: 600 tieflings

Government: Dictatorship

Leader: Vordai Anastanul, male tiefling (5th level wizard, chaotic evil)

Coat of Arms: a pair of black horns on a red background

Resources: cloths, foodstuffs, gold, jewelry, timber, rare woods

Guard: 100 Valarian soldiers (elite guards*)

Fortifications: A large wooden wall with many guard towers

Prison: A small stone building near the main gate

Factions: The Valarian Empire

Temples: Azamir, Rallakai

Thandos

Located on the north shore of Lake Hora is one of the two tiefling cities in Ma Zaan. Thandos is a stunning sight, numerous slender, iron towers rise up and bridges cross every which way. Some of the bridges connect the towers others loom over the beautiful lake. A very cunning leader, Lady Merissa Vanifer, rules the city. Flying patrols of quadraks are often seen flying between the elegant towers.

Population: 11 000 (10 000 tieflings, 1000 dragonborn slaves)

Government: Dictatorship

Leader: Lady Merissa Vanifer, female tiefling (12th level warlock, chaotic evil)

Coat of Arms: a pair of black horns on a red background

Resources: cloths, foodstuffs, gold, jewelry, timber, rare woods

Guard: 1000 Valarian soldiers (elite guards*), 100 Damakai (knights), 50 quadraks

Fortifications: a large wooden wall with many guard towers

Prison: on a small island on Lake Hora

Factions: The Valarian Empire, The Damakai

Temples: Archion, Azamir, Rallakai

Thoran

This village is the southern most settlement on the continent. It is part of the Hold of Hargrim. Thoran is a major base of operations for the three nearby towers. The garrisons get supplies from this village and soldiers make up much of the local population.

Population: 800 dwarves

Government: Absolute monarchy

Leader: Harrak Osfarg, male dwarf (5th level fighter, lawful evil)

Coat of Arms: Black letter 'H'

Resources: cloths, foodstuffs, gold, jewelry, timber, rare woods

Guard: 400 Hargrim soldiers (guards), 60 brown bears

Fortifications: a large wooden wall with many guard towers. Three large towers, each with a garrison of Hargrim soldiers, are nearby.

Prison: a small building in the leader's compound

Factions: The Southern Dukes

Temples: Balduran, Grakheim, Sharunn

*See the New Monsters section.



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Bandits

Kilvok Bandits

Headquarters: Deep in the Tarkan Mountains

Leader: Ornok Bumbadarg, male dwarf (bandit lord*, neutral evil)

Allies: None

Rivals: The Hold of Oskeln

Members: 100 bandits (dwarves)

Mounts: Some bears

Symbol: A red hammer

This vicious bandit clan that operates in the western part of the Tarkan Mountains. They live in caves and have made friends with many of the wandering beasts.

The Baldok Bandits

Headquarters: The village of Thoran

Leader: Gorsok Bordunn, dwarf male (bandit lord*, neutral evil)

Allies: Hargrim

Rivals: The Eldarn

Members: 70 bandits (dwarves)

Mounts: 30 horses

Symbol: A copper coin

The Baldok clan operate in the southern part of the Hold of Hargrim. They control the village of Thoran. Rumor has it this clan helped the Southern Dukes push the famous Eldarn knights into the wilderness.

The Vorin Bandits

Headquarters: The Thorwood

Leader: Barlunn Farbak, male dwarf (bandit lord*, chaotic evil)

Allies: None

Rivals: The Hold of Hargrim, the Valarian Empire

Members: 120 bandits (dwarves)

Mounts: 50 horses

Symbol: A black shield with a green letter 'V'

Deep in the Thorwood are the Vorin Bandits, a brutal band of dwarf bandits. They ambush any travelers making their way through this forest. Their former leader was gored to death by a black unicorn.

Bounty Hunters

The Black Axes

Headquarters: Hargrim

Leader: Farsunn Ugbar, male dwarf (7th level barbarian, chaotic evil)

Allies: None

Rivals: The Southern Dukes

Members: 40 thugs (dwarves)

Mounts: 12 horses

Symbol: Twelve black axes in a circle

The Black Axes bounty hunter gang operate out of the large city of Hargrim. They have a hidden dungeon they use as a headquarters. The Southern Dukes don't like the bounty hunters operating in their territory. They will work for anyone.

Brotherhoods

The Gorunn Monks

Headquarters: Hargrim

Leader: Vander Gorunn, male dwarf (12th level monk, lawful evil)

Allies: The Southern Dukes

Rivals: The Farheim Monks

Members: 60 monks* (dwarves)

Mounts: 12 horses

Symbol: Four black triangles in a circle

The Gorunn monks are the one of two dwarf monk brotherhoods in Ma Zaan. All their members are lawful evil and are allied closely with the evil Duke of Hargrim. They are based in a tower on the far western side of the city of Hargrim.

The Farheim Monks

Headquarters: Baldunn

Leader: Osgan, male dwarf (8th level monk, lawful good)

Allies: The Free Dwarves

Rivals: The Gorunn Monks, The Southern Dukes

Members: 50 monks* (dwarves)

Mounts: None

Symbol: Two gold letter 'F's back-to-back

The monks are the one of two dwarf monk brotherhoods in Ma Zaan. All their members are lawful good and are allied closely with the Free Dwarves. They are sworn enemies of the Gorunn monks.

The Mavatar

Headquarters: Rakos

Leader: Dravius, male tiefling (10th level monk, lawful evil)

Allies: The Valarian Empire

Rivals: The Farheim Monks, The Gorunn Monks, The Southern Dukes, The Free Dwarves

Members: 50 monks* (tieflings)

Mounts: 24 quadraks

Symbol: A red letter 'M'

The Mavatar are lawful evil tiefling monks based in Rakos. These monks are beginning to infiltrate the dwarf settlements and they specialize in assassinating the dwarf monks.

Clans

Dwarves

Stoneforge Clan

Headquarters: Oskeln

Leader: Grokur Stoneforge, male dwarf (10th level fighter, lawful neutral)

Allies: The Free Dwarves

Rivals: The Rankil Clan, The Southern Dukes

Members: Many fighters and barbarians

Mounts: Some bears

Symbol: A grey anvil

This dwarf clan are lawful neutral and are rivals of the current Duke of Oskeln. They are known to have been some of the first miners in Ma Zaan. They continue this tradition.

Bolderbek Clan

Headquarters: Hargrim

Leader: Baldon Bolderbek, male dwarf (10th level fighter, neutral evil)

Allies: The Southern Dukes

Rivals: The Free Dwarves

Members: Many fighters and rogues

Mounts: None

Symbol: Two black letter 'B's' back-to-back

The Bolderek clan are mostly located in the large city of Hargrim. This clever clan will follow

whoever is the most powerful. Whether the Free Dwarves, tieflings, or drow...they care not.

Battlerock Clan

Headquarters: Dorandunn

Leader: Fusbak Battlerock, male dwarf (10th level cleric, lawful evil)

Allies: The Southern Dukes

Rivals: The Free Dwarves

Members: Many clerics and fighters.

Mounts: None

Symbol: A red sword on a black shield

This clan is a warrior clan.

Rankil Clan

Headquarters: Oskeln

Leader: Duke Morgrun Rankil, male dwarf (12th level fighter, lawful good)

Allies: The Free Dwarves, The Wizards of the North

Rivals: The Southern Dukes

Members: fighters, wizards

Mounts: A number of bears

Symbol: A wand inside a white triangle

This is the ruling clan of the Free Dwarves. Duke Rankil leads the clan from his throne in the mountain city of Oskeln. There are also many wizards in this clan. The founding members of the Wizards of the North come from this clan.

Vardunn Clan

Headquarters: Hargrim

Leader: Duke Tor Vardunn, male dwarf (14th level fighter, lawful evil)

Allies: The Southern Dukes

Rivals: The Free Dwarves, Wizards of the North

Members: Many fighters and barbarians

Mounts: Some bears, some horses

Symbol: A black letter 'V'

This nasty clan of dwarves is based in Hargrim. Their leader is the duke who rules the city. They are a key player in the Southern Dukes alliance.

Grakeln Clan

Headquarters: Finrik

Leader: Duke Adran Grakeln, male dwarf (12th level fighter, lawful evil)

Allies: The Southern Dukes

Rivals: The Free Dwarves, Wizards of the North

Members: Many fighters and diplomats

Mounts: A number of horses

Symbol: A black sword

The Grakeln clan are known to be charming diplomats. This clan of evil dwarves are based in the city of Finrik. Their leader is the duke who rules the city.

Thorunn Clan

Headquarters: Korin

Leader: Duke Baldor Thorunn, male dwarf (11th level wizard, lawful good)

Allies: The Free Dwarves

Rivals: The Southern Dukes, The drow

Members: Many druids and rangers

Mounts: Brown bears

Symbol: A red letter 'T'

The Thorunn clan are not known for their intelligence. They are interested in the wilderness and animals. The details of running a city are lost on them.

Vanheim Clan

Headquarters: Dorandunn

Leader: Duke Thorsik Vanheim, male dwarf (13th level barbarian, lawful evil)

Allies: The Southern Dukes

Rivals: The Free Dwarves

Members: Many barbarians

Mounts: Some horses

Symbol: A red axe

The Vanheim Clan are based in the city of Dorandunn. Their leader rules the southern city.

Myrrian

Frostbeard Clan

Headquarters: Oskeln

Leader: Horgar Frostbeard, male dwarf (11th level monk, lawful good)

Allies: The Free Dwarves, Wizards of the North

Rivals: The Southern Dukes

Members: Mostly fighters and monks

Mounts: Several bears

Symbol: A white mountain

The Frostbeard Clan are headquartered in the northern city of Oskeln. They are the ruling clan on the continent of Myrr.

Ironfist Clan

Headquarters: Korin

Leader: Karsak Ironfist, male dwarf (14th level monk, lawful evil)

Allies: The Drow

Rivals: The Thorunn Clan

Members: Monks and rogues

Mounts: Some bears

Symbol: An iron fist

This clan of dwarves are secretly aiding the drow behind the scenes. This scheming group of evil dwarves have helped drow scouts take over part of the city. Much has been promised in return, however the drow plan to kill all the dwarves in Korin. This will include their current allies, the Ironfist Clan.

Goldhammer Clan

Headquarters: Oskeln

Leader: Kathryd Goldhammer, female dwarf (8th level barbarian, lawful good)

Allies: The Free Dwarves, The Wizards of the North

Rivals: The Southern Dukes

Members: Many warriors

Mounts: Several bears

Symbol: A gold hammer

The Goldhammer Clan are based in the city of Oskeln. They are another clan with a presence on the continent of Myrr.

Ironhelm Clan

Headquarters: Hargrim

Leader: Fogar Ironhelm, male dwarf (8th level barbarian, lawful good)

Allies: The Free Dwarves, The Wizards of the North

Rivals: The Southern Dukes

Members: Many warriors

Mounts: None

Symbol: An iron helm

This good clan of dwarves are based in the city of Hargrim are a rarity.

Dorunn Clan

Headquarters: Korin

Leader: Dag Dorunn, male dwarf (9th level monk, lawful good)

Allies: The Free Dwarves, The Wizards of the North

Rivals: The Southern Dukes, The drow

Members: Many warriors and monks

Mounts: A few bears

Symbol: A black diamond

The Dorunn Clan are based in the city of Korin. They are loyal to the ruling Thorunn clan.

Evil Myrrian

Fireforge Clan

Headquarters: Hargrim

Leader: Ulfgar Fireforge, male dwarf (12th level barbarian, chaotic evil)

Allies: None

Rivals: The Uldan Empire

Members: Barbarians and magic-users

Mounts: Some bears

Symbol: A fiery axe

The Fireforge Clan are an evil group of dwarves who formed the Dark Dwarves rebellion on the continent of Myrr. They are also up to no good on their home continent of Ma Zaan.

Balderk Clan

Headquarters: Finrik

Leader: Malbur Baldek, male dwarf (8th level sorcerer, lawful evil)

Allies: The Southern Dwarves, the Grakeln Clan

Rivals: The Free Dwarves

Members: Many magic-users

Mounts: None

Symbol: Three black axes

The Balderk Clan are based in Finrik. They are obsessed with using magic to destroy the Wizards of the North.

Ungard Clan

Headquarters: Dorandunn

Leader: Ulbar Ungard, dwarf (7th level rogue, neutral evil)

Allies: The Vanheim Clan, the Southern Dukes

Rivals: The Free Dwarves

Members: Many rogues

Mounts: Some horses

Symbol: A golden gem

The Ungard Clan are based in the city of Dorandunn.

Hill Dwarves

Farran Clan

Headquarters: Hills of Gor

Leader: Kathra Farran, female hill dwarf (8th level fighter, lawful good)

Allies: The Brawnfish Clan, The Free Dwarves, The Wizards of the North, The Uldan Empire (in Myrr)

Rivals: The Silverstone Clan, The Dark Dwarves (in Myrr)

Members: Mostly fighters

Mounts: None

Symbol: A golden crown

The Farran clan are the most honorable of hill dwarves.

Brawnfish Clan

Headquarters: Hills of Gor

Leader: Finrok Brawnfish, male hill dwarf (7th level fighter, lawful good)

Allies: The Farran Clan, Free Dwarves, Wizards of the North

Rivals: The Silverstone Clan

Members: Many miners and mine owners

Mounts: None

Symbol: Two black hills

This clan is a clan of hill dwarves connected to mining. The Brawnfishes in Myrr are the wealthiest of all hill dwarves.

Silverstone Clan

Headquarters: Hills of Gor

Leader: Garbok Silverstone, male hill dwarf (6th level barbarian, lawful evil)

Allies: The Southern Dukes

Rivals: The Brawnlist Clan

Members: Many warriors

Mounts: Some bears

Symbol: A silver axe

The Silverstone Clan are a hill dwarf clan know for their prowess in battle.

Cults

The Lava Cult

Headquarters: Northern area of Tarkan Mountains

Leader: Barikian, male tiefling (8th level sorcerer, chaotic evil)

Allies: None

Rivals: Anyone not in the cult

Members: 200 cultists, 50 cult fanatics (all tieflings)

Symbol: a red triangle

This cult operates in the Tarkan Mountains. They hide the fact they are devil worshippers.

The Hellfire

Headquarters: Rakos

Leader: Synzan, male tiefling (10th level warlock, lawful evil)

Allies: The Valarian Empire

Rivals: None

Members: 80 cultists (tieflings), several giant snakes

Symbol: Five red snakes coming out of a black mountain

This cult operates in the open in the city of Rakos. They worship a powerful devil.

The Red Tongues

Headquarters: Thandos

Leader: Soria, female tiefling (10th level fighter, chaotic evil)

Allies: None

Rivals: The Valarian Empire

Members: 50 cultists (tieflings)

Symbol: a red forked tongue

A devil worshipping cult that hide from the mainstream tieflings.

Gangs/Guilds

The Axe Guild

Headquarters: Oskeln

Leader: Brolinn Farderik, dwarf (10th level fighter, lawful neutral)

Allies: The Free Dwarves

Rivals: The Southern Dukes

Members: 100 fighters (dwarves)

Mounts: 30 warhorses

Symbol: A black axe in a gray circle

The Axe Guild is a guild of honorable fighters. Many young dwarves in northern Ma Zaan train with them.

Zaanian Traders

Headquarters: Finrik

Leader: Hadrik Malheim, male dwarf (6th level bard, lawful evil)

Allies: The Southern Dukes

Rivals: The Hammerstorm Traders

Members: merchants, guards, sailors

Symbol: Three black letter 'Z's

This trading guild operates from Finrik to. They are closely associated with the evil Southern Dukes.

Hammerstorm Traders

Headquarters: Hargrim

Leader: Farden Bolderheim, male dwarf (5th level fighter, neutral evil)

Allies: none

Rivals: The Zaanian Traders

Members: merchants, guards, sailors

Symbol: A black hammer with a gold lightning bolt

The Hammerstorm Traders are competitors of the Zaanian Traders and will do anything to make more gold.

The Grim

(The Dwarven Thieves' Guild)

Headquarters: Hargrim

Leader: Rasik Osbag, dwarf (12th level rogue), lawful evil

Allies: The Southern Dukes

Rivals: Almost everyone

Members: 50 rogues (dwarves)

Symbol: Five red dots in a circle

The Grim are the only Thieves' Guild on the continent. The Southern Dukes allow the Grim to operate in their territory. However, the guild's influence also reaches into the territory of the Free Dwarves.

The North Wizards

Headquarters:

Leader: Harnor Strakheim, Arch Mage (dwarf male, 20th level wizard, chaotic good)

Allies: The Free Dwarves

Rivals: The Southern Dukes, The Grim

Members: seven powerful wizards and a number of apprentices

Symbol: Three blue mountains

The North Wizards are a group of dwarf wizards, allies of the Free Dwarves. They are dedicated to the arcane arts.

Houses (Tieflings)

House of Azriel

Headquarters: Rakos

Leader: Lord Larakas Vanifer, male tiefling (15th level warlock, chaotic evil)

Allies: The Houses of Kavoon and Thavanul

Rivals: The Houses of Sennet and Zavios

Members: Many warlocks and fighters

Mounts: An ancient red dragon and quadraks*

Symbol: A flaming black letter 'A'

The ruling house of the Valarian Empire are ruthless and cunning. They want to be patient in their war against the dwarves and take their time.

House of Kavoon

Headquarters: Skairon

Leader: Vordai Anastanul, male tiefling (5th level wizard, chaotic evil)

Allies: The Houses of Azriel and Thavanul

Rivals: The Houses of Sennet and Zavios

Members: Many fighters and clerics

Mounts: None

Symbol: A black pitchfork

The House of Kavoon control the settlement of Skairon. They are allied with the ruling House of Azriel and the House of Thavanul.

House of Sennet

Headquarters: Thandos

Leader: Maetheus Amarzian, male tiefling (8th level wizard, lawful evil)

Allies: The House of Zavios

Rivals: The Houses of Azriel and Kavoon

Members: Many fighters and sorcerers

Mounts: 10 quadraks*

Symbol: A black dagger in the letter 'S'

The House of Sennet are rivals of the ruling House of Azriel. They support some of the devil-worshippers in the tiefling community.

House of Zavios

Headquarters: Skairon

Leader: Dispira Vorzalan, female tiefling (10th level warlock, lawful evil)

Allies: The House of Sennet

Rivals: The Houses of Azriel and Kavoon

Members: Many warlocks

Mounts: 12 quadraks*

Symbol: A red letter 'Z' with a tail

The House of Zavios are one of the rebel factions in the tiefling community. They want to overthrow the ruling House of Azriel by force.

House of Thavanul

Headquarters: Rakos

Leader: Marchion Torzalan, male tiefling (12th level fighter, lawful evil)

Allies: The House of Azriel and Kavoon

Rivals: The Houses of Sennet and Zavios

Members: Many fighters

Mounts: Two adult red dragons and twenty quadraks*

Symbol: A fiery dragon

This house is allied with the leadership of the Valarian Empire. Their leaders use two red dragons as mounts.

Knighthoods

The Eldarn

Headquarters: None

Leader: Orrak Goldenhar, dwarf male, 12th level paladin, lawful good

Allies: None

Rivals: Bandit clans

Members: 30 knights

Mounts: 100 horses

Symbol: A golden sword

An ancient dwarven knighthood fallen into ruin. These knights have scattered into the wilderness.

The Damakai

Headquarters: Rakos

Leader: Lord Vamakos Vanifer, (tiefling female, 10th level paladin, lawful good)

Allies: None

Rivals: All dwarves, the Drow

Members: 300 knights (tieflings)

Mounts: 50 quadraks

Symbol: A black star

The Knights of the Moon are the youngest knighthood to be formed in Myrr. The noble Justine Lord secretly formed her all-female order as a reaction to the evil deeds of her own family. Her father, mother, and youngest sister are supporters of the Queen of Wyld. Nobody is aware that

Other Factions

The Free Dwarves

Headquarters: Oskeln

Leader: Duke Morgrun Rankil

Allies: The Wizards of the North

Rivals: The Southern Dukes, The Grim, The Drow, The Valarian Empire

Members: The holds of Oskeln and Korin.

Symbol: Three blue mountains

The northern Free Dwarves faction includes a couple of democratic dwarf holds. Dukes lead the holds of Oskeln and Korin. However, these dukes and other leaders are elected and are not part of any monarchy. The Free Dwarves have high ideals and believe in freedom and liberty within a fair and just society. They have a strong army and are faring much better in the Grimgate War than their enemy, the Southern Dukes.

The Fubar

Headquarters: None

Leader: Honlinn Mabarak, (dwarf male, 8th level bard, lawful evil)

Members: 30 bards (dwarves)

Symbol: A golden lute

The Fubar are a collection of wild and crazy dwarf bards. They are known for traveling across the dwarf holds and performing at large venues. Their partying and carousing are legendary.

The Southern Dukes

Headquarters: Oskeln

Leader: Duke (dwarf male, 14th level wizard, lawful good)

Allies: Traders

Rivals: The Free Dwarves, The Wizards of the North, The Valarian Empire

Members: The holds of Hargrim, Dorandunn, and Finrik.

Symbol: A white mountain

The Southern Dukes are the three evil monarchies in the southwestern part of the continent. They are militaristic, closed societies and are doing very poorly in the Grimgate War. Their aggressive stance against the Valarian Empire has been a disaster. The clever, faster, better equipped Valarian forces constantly outmanoeuvre the Southern Dukes.

The Drow

Headquarters: The DarkWorld

Leader: the Queen of Spiders

Allies: None

Rivals: The Wizards of the North, The Southern Dukes, The Valarian Empire

Members: spies, assassins, warriors, elite warriors, priestesses

Symbol: A black spider

Dark elf spies are arriving in Myrr through a Riftgate which opens onto Raelen Island.

The Valarian Empire

Headquarters: Rakos

Leader: Lord Larakas Vanifer (tiefling male) and Lady Merissa Vanifer (tiefling female) of the House of Azriel

Allies: None

Rivals: The Southern Dukes, The North Wizards, The Drow

Members: The tieflings of Ma Zaan

Symbol: A pair of black horns on a red background

These cruel and calculating humanoids are winning the war against the dwarves. If the war continues to go the way it has, the Valarian Empire will soon rule all of Ma Zaan. However, infighting among these devilfolk could derail this plan. The Drow also present a new, and much more dangerous threat than either of the dwarf factions.

The Hill Dwarves

Headquarters: None

Leader: None

Allies: None

Rivals: dwarf bandits

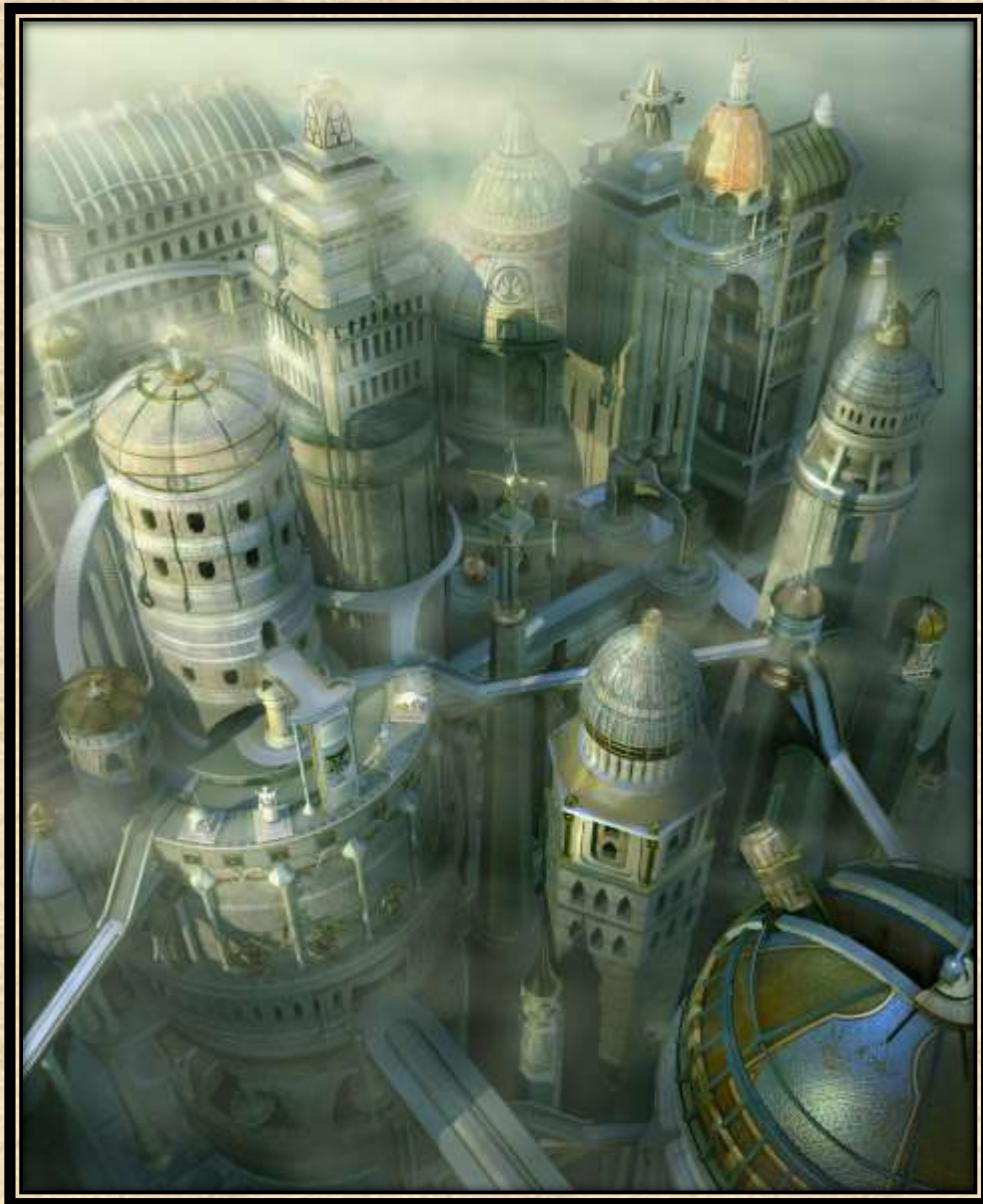
Members: 5 000 hill dwarves

Mounts: Various

Symbol: none

The hill dwarves are an unorganized group. A few thousand are scattered across the Hills of Gor. More hill dwarves live in Myrr than their homeland at this point. A number of hill dwarves are captured by slavers on a regular basis. Most are taken to work in the mines or cities of the Southern Dukes.

*See the New Monsters section.



The Taverns And Inns of Ma Zaan

Each and every tavern and inn on the continent of Ma Zaan is listed here. The taverns only serve food and drink; they don't provide rooms. Inns are not as common on the continent but there are many taverns.

Each establishment's location, name, type, and quality are listed. (Names may have a connection to the local culture.) For inns, the cost of rooms is directly connected to the quality of the establishment. Information about the innkeeper or barkeep includes name, race, gender, age, alignment, and class (if applicable). The number of staff gives a sense of the size of the business. Finally, a sample menu for establishments that serve food and drink is provided.



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Taverns and Inns: Asmon and Baldunn

Location	Type	Name	Rooms	Quality	Innkeeper/ Barkeep	Staff	Meals	Drink
Asmon	Tavern	The Five Horns	None	Modest Comfortable	Pharonius tiefling male, 44 CE	9	boar ribs, potato soup, salmon	Infernas
Asmon	Tavern	The Cold Sea	None	Poor	Mialaron tiefling female, 36 3 rd level barbarian CN	11	chicken stew, potato soup, roast chicken	Pharon Wine
Asmon	Inn	Red Mountain	5sp	Modest	Kailorosian tiefling male, 43 CE	10	None	None
Baldunn	Tavern	The Great Axe	None	Squalid	Kordan dwarf male, 230 CG	12	meat pie, rabbit stew	Miner's Mead
Baldunn	Tavern	The Dead Dragon	None	Poor	Fistranna dwarf female, 249 CG	10	roast chicken, rabbit stew	Miner's Mead
Baldunn	Tavern	The Old River Tavern	5sp	Modest	Finran dwarf male, 263 LG	9		Red Bear Mead
Baldunn	Inn	The Black Unicorn Inn	7cp	Squalid	Mordann dwarf male, 221 CG	12	None	None

Taverns and Inns: Damaron and Dorandunn

Location	Type	Name	Rooms	Quality	Innkeeper/ Barkeep	Staff	Meals	Drink
Damaron	Tavern	Two Tails	5sp	Modest	Asmodan tiefling male, 38 CN	8	pike, salmon, wild boar	Vakos Wine
Damaron	Inn	The Serpentine Inn	5sp	Modest	Skaila tiefling female, 18 3rd level bard NE	7	None	None
Dorandunn	Tavern	The Four Quadraks		Poor	Oskord dwarf male, 115 NG	12	meat pie, rabbit	Axe Mead
Dorandunn	Tavern	The Silver Axe		Poor	Torvan dwarf male, 259 CN	17	chicken pie, rabbit stew	Axe Mead
Dorandunn	Tavern	The Bayside Tavern		Modest	Ulran dwarf female, 222 3 rd level barbarian CG	18	onion soup, wild boar	Axe Mead, Hearth Mead
Dorandunn	Tavern	Harn's		Modest	Korik dwarf female, 250 CN	14		Axe Mead, Hearth Mead
Dorandunn	Tavern	The Redbeard		Wealthy	Bellaran dwarf female, 257 CN	16	meat pie, pike, rabbit, wild boar	Axe Mead, Stonerock Mead

Taverns and Inns: Dorandunn

Location	Type	Name	Rooms	Quality	Innkeeper/ Barkeep	Staff	Meals	Drink
Dorandunn	Tavern	The Golden Pickaxe		Modest	Brokar dwarf male, 185 CN	18	pike, salmon, wild boar	Axe Mead, Hearth Mead
Dorandunn	Tavern	The Loyal Miner		Modest	Forsik dwarf male, 283 3rd level bard NE	12	apple pie, carrot soup, meat pie, salmon, wild boar	Axe Mead, Duke's Mead. Stonerock Mead
Dorandunn	Inn	The Dorandunn Inn	1sp	Poor	Osband dwarf male, 211 NG	12	None	None
Dorandunn	Inn	The Southern Inn	1sp	Poor	Torband dwarf male, 255 CN	15	None	None
Dorandunn	Inn	The Noisy Dragon	5sp	Modest	Ambell dwarf female, 222 3 rd level barbarian CG	11	None	None
Dorandunn	Inn	The Stormy Sea Inn	8sp	Comfortable	Keldarn dwarf female, 85 CN	10	None	None
Dorandunn	Inn	The Port Inn	2gp	Wealthy	Hudfar dwarf male, 158 CN	16	None	None

Taverns and Inns: Finrik

Location	Type	Name	Rooms	Quality	Innkeeper/ Barkeep	Staff	Meals	Drink
Finrik	Tavern	The Rolling Rock	None	Squalid	Brodur dwarf male, 120 2 nd level fighter CG	14	chicken soup, pike	Two Peaks Mead
Finrik	Tavern	The Green Dwarf	None	Comfortable	Oskur dwarf male, 288 3 rd level wizard N	12	meat pie, mushroom soup, pike	Two Peaks Mead, Stonerock Mead
Finrik	Tavern	Three Beards		Modest	Thord dwarf male, 212 NE	16	chicken, pike, smoked salmon	Hearth Mead, Two Peaks Mead
Finrik	Tavern	The Drunken Miner		Poor	Balduran dwarf male, 246 CN	17	bark soup	Two Peaks Mead
Finrik	Tavern	Seven Hammers		Wealthy	Huddan dwarf male, 189 CN	14	chicken, pike, rabbit stew, smoked salmon	Stonerock Mead, Two Peaks Mead
Finrik	Inn	The Finrik Inn	1sp	Poor	Kordan dwarf male, 215 CN	12	None	None
Finrik	Inn	The Welcome Whale	5sp	Modest	Baldir dwarf male, 64 4 th level sorcerer CG	9	None	None

Taverns and Inns: Finrik and Gunn

Location	Type	Name	Rooms	Quality	Innkeeper/ Barkeep	Staff	Meals	Drink
Finrik	Inn	The Broken Axe	7cp	Squalid	Bordun dwarf male, 120 2 nd level fighter CG	10	None	None
Finrik	Inn	The Emerald Inn	2gp	Wealthy	Kordasin dwarf male, 286 3 rd level wizard N	17	None	None
Gunn	Tavern	The Loyal Warrior		Modest	Thorkunn dwarf male, 212 NE	8	chicken, smoked salmon	Duke's Mead, Stonerock Mead
Gunn	Tavern	Axe Me A Question		Poor	Mordir dwarf male, 248 CN	9	chicken soup, pike	Duke's Mead, Grim Mead
Gunn	Tavern	The Old Knight		Modest	Korandunn dwarf male, 185 CN	8	chicken, pike, rabbit stew, smoked salmon	Duke's Mead
Gunn	Inn	The Gunn Inn	1sp	Poor	Kildarnin dwarf male, 232 CN	7	None	None
Gunn	Inn	The Iron Seal Inn	5sp	Modest	Findar dwarf male, 174 4 th level sorcerer CG	9	None	None

Taverns and Inns: Hargrim I

Location	Type	Name	Rooms	Quality	Innkeeper/ Barkeep	Staff	Meals	Drink
Hargrim	Tavern	The Grim Tavern	None	Squalid	Garg dwarf female, 164 LG	12	cherry pie, mutton, roast stag	Duke's Mead, Grim Mead
Hargrim	Tavern	The Dark Wood Tavern	None	Comfortable	Haddor dwarf male, 99 N	15	mushroom soup, onion soup, roast chicken	Duke's Mead, Stonerock Mead
Hargrim	Tavern	The Iron Dragon	None	Modest	Raggak dwarf male, 224 3 rd level fighter LG	17	chicken soup, salmon, turkey soup	Duke's Mead
Hargrim	Tavern	The Rocky Road Tavern		Poor	Mulfa dwarf female, 262 LG	16	bark soup, chicken	Grim Mead
Hargrim	Tavern	The Lost Deer Tavern		Modest	Guldun dwarf male, 278 2 nd level rogue NE	9	smoked salmon	Duke's Mead, Grim Mead
Hargrim	Tavern	The Red Jewel Tavern		Comfortable	Raegga dwarf female, 254 3 rd level fighter CG	9	apple pie, fruitcake, smoked salmon, wild boar	Duke's Mead, Stonerock Mead
Hargrim	Tavern	The Black Antlers		Poor	Vistris dwarf female, 200 3 rd level rogue CG	16	bark soup, potato soup, wild turkey	Duke's Mead, Grim Mead

Taverns and Inns: Hargrim II

Location	Type	Name	Rooms	Quality	Innkeeper/ Barkeep	Staff	Meals	Drink
Hargrim	Tavern	The Copper Tankard Tavern		Modest	Einmunn dwarf male, 225 LG	19	apple pie, meat pie, roast pheasant	Duke's Mead, Stonerock Mead
Hargrim	Tavern	The Lava Dragon		Poor	Thadur dwarf male, 248 LG	15	bark soup, chicken	Duke's Mead, Grim Mead
Hargrim	Inn	Stonewall Inn	1sp	Poor	Habborn dwarf male, 171 CG	16	None	None
Hargrim	Inn	Hargrim Inn	7cp	Squalid	Rickarg dwarf male, 123 NE	14	None	None
Hargrim	Inn	The West Inn	1sp	Poor	Raugan hill dwarf male, 175 LN	7	None	None
Hargrim	Inn	The Longbeard Inn	2gp	Wealthy	Wannda dwarf female, 159 CN	8	None	None
Hargrim	Inn	The Wild Winds Inn	5sp	Modest	Kildunn dwarf male, 225 4 th level rogue NE	12	None	None

Taverns and Inns: Helg and Holdern

Location	Type	Name	Rooms	Quality	Innkeeper/ Barkeep	Staff	Meals	Drink
Helg	Tavern	Helga's		Poor	Handal dwarf male, 65 NE	14	chicken soup, meat pie, rabbit	Duke's Mead, Grim Mead
Helg	Tavern	The Bay Tavern		Poor	Farlinn dwarf female, 82 CN	7	bark soup, cabbage soup, wild turkey	Duke's Mead, Grim Mead
Helg	Inn	The Helg Inn	5sp	Modest	Ordann dwarf male, 217 CG	6	None	None
Helg	Inn	The Lost Ranger Inn	1sp	Poor	Ugnar dwarf male, 280 NE	10	None	None
Holdern	Tavern	The Wildside		Poor	Vordunn dwarf male, 133 LG	8	onion soup, roast stag	Mead
Holdern	Tavern	The Last Shipwreck		Modest	Hardik dwarf male, 255 3 rd level wizard CG	7	baked goat, carrot soup, trout	Mead
Holdern	Inn	The Yarr Inn	8sp	Comfortable	Vargan dwarf male, 131 NG	9	None	None

Taverns and Inns: Korin

Location	Type	Name	Rooms	Quality	Innkeeper/ Barkeep	Staff	Meals	Drink
Korin	Tavern	The Island Tavern	None	Comfortable	Karda dwarf female, 254 LG	12	quail, roast grouse, squash soup, trout	Blackbeard Mead
Korin	Tavern	The Western Sailor	None	Modest	Roduk hill dwarf male, 164 LG	19	meat pie, onion soup, turkey soup, trout	Blackbeard Mead
Korin	Tavern	The Water Axe		Squalid	Malak hill dwarf male, 237 LG	17	fish soup, meat pie, pike	Blackbeard Mead
Korin	Tavern	Four Whales Tavern		Aristocratic	Fastra dwarf female, 147 CN	12	pike, smoked salmon, wild boar	Blackbeard Mead
Korin	Tavern	The Gale		Poor	Dunlak dwarf male, 151 N	15	cabbage soup, chicken soup, fish soup	Blackbeard Mead
Korin	Tavern	Bridges		Poor	Takan dwarf male, 282 3 rd level fighter N	16	chicken stew, wild boar chop	Blackbeard Mead
Korin	Tavern	Govarn's		Modest	Kilrunn dwarf female, 130 CN	17	meat pie, potato soup, wild boar	Blackbeard Mead

Taverns and Inns: Korin and Makan

Location	Type	Name	Rooms	Quality	Innkeeper/ Barkeep	Staff	Meals	Drink
Korin	Inn	The Korin Inn	1sp	Poor	Norgir dwarf male, 226 NE	16	None	None
Korin	Inn	Osdun's	7cp	Squalid	Morgin dwarf male, 247 CN	16	None	None
Korin	Inn	The Loyal Sailor Inn	1sp	Poor	Dawlan dwarf male, 135 NE	18	None	None
Korin	Inn	The Iron Eagle	1sp	Poor	Osdan dwarf male, 164 NE	16	None	None
Korin	Inn	Six Arrows Inn	5sp	Modest	Killian dwarf male, 267 NE	18	None	None
Makan	Tavern	Red Tails	2gp	Wealthy	Asmosda tiefling female, 18 4 th level bard CN	15	chicken stew, fish soup, meat pie	Mead
Makan	Inn	The Makan Inn	8sp	Comfortable	Vaisoran tiefling male, 26 LG	14	None	None

Taverns and Inns: Oskeln I

Location	Type	Name	Rooms	Quality	Innkeeper/ Barkeep	Staff	Meals	Drink
Oskeln	Tavern	The Snowbeard		Poor	Warr dwarf male, 95 3 rd level wizard CG	6	fish soup, meat pie, trout	Miner's Mead
Oskeln	Tavern	The Ice Axe	None	Modest	Yas dwarf male, 108 CN	12	apple pie, chicken stew, roast pig, squash soup, wild boar	Red Bear Mead
Oskeln	Tavern	The Wise Wizard	None	Comfortable	Quaggar dwarf male, 87 3 rd level fighter LG	12	cherry pie, pike, turkey soup, venison, wild boar chop	Ice Mead
Oskeln	Tavern	The Black Gate	None	Poor	Kassar dwarf female, 302 LN	10	apple crumble, baked goat, mutton, pike	Mead
Oskeln	Tavern	The Broken Crossbow	None	Wealthy	Ewart dwarf male, 229 CN	15	fruitcake, mutton, potato soup, pike, venison	Ice Mead
Oskeln	Tavern	Spears	None	Aristocratic	Marna dwarf female, 256 CG	20	apple crumble, mutton, pike, quail	Ice Mead
Oskeln	Tavern	The Black Bear Tavern	None	Modest	Natt dwarf male, 127 N	14	baked goat, fish soup, mutton, pheasant	Mead

Taverns and Inns: Oskeln II

Location	Type	Name	Rooms	Quality	Innkeeper/ Barkeep	Staff	Meals	Drink
Oskeln	Tavern	The First Forge	None	Squalid	Horg dwarf male, 244 LG	9	fish soup, onion soup, wild boar	Miner's Mead
Oskeln	Tavern	The White Wolf	None	Poor	Tharb dwarf male, 137 LG	12	cabbage soup, chicken stew, fish soup, meat pie	Miner's Mead
Oskeln	Tavern	The Snowy Crown Tavern	None	Modest	Makarg dwarf male, 263 N	15	pike, potato soup, pumpkin pie, wild boar chop	Ice Mead, Red Bear Mead
Oskeln	Inn	The Iron Mountain Inn	7cp	Squalid	Torgin dwarf male, 229 5 th level fighter N	14	None	None
Oskeln	Inn	The Oskeln Inn	1sp	Poor	Mogg dwarf female, 243 CG	12	None	None
Oskeln	Inn	Snowbears	1sp	Poor	Oslan dwarf male, 266 LG	14	None	None
Oskeln	Inn	The Lake Inn	5sp	Modest	Farganan dwarf male, 235 LN	12	None	None

Taverns and Inns: Pharon and Rakos

Location	Type	Name	Rooms	Quality	Innkeeper/ Barkeep	Staff	Meals	Drink
Pharon	Tavern	The White Whale Tavern		Comfortable	Anariasta tiefling female, 28 CG	16	smoked salmon, wild boar	Pharon Wine
Pharon	Inn	The Eastern Inn	5sp	Modest	Phelias tiefling female, 19 CG	6	None	Infernas, Pharon Wine, Vakos Wine
Rakos	Tavern	The Red Snake		Modest	Amnos tiefling male, 22 CN	12	apple pie, pike, salmon	Infernas, Pharon Wine, Vakos Wine
Rakos	Tavern	Scions		Wealthy	Skaraidos tiefling male, 27 4 th level sorcerer CN	14	cherry pie, pike, venison	Infernas, Pharon Wine
Rakos	Tavern	The Nine Hells Tavern		Modest	Orelia tiefling female, 29 LG	15	cherry pie, mutton, squash soup, venison	Vakos Wine
Rakos	Tavern	Sins and Secrets		Poor	Ekamos tiefling male, 46 N	12	chicken soup, fish soup, mutton, pike	Pharon Wine, Vakos Wine
Rakos	Tavern	The Furnace		Poor	Melechon tiefling male, 27 4 th level fighter CG	10	boar ribs, chicken stew, pike, potato soup	Pharon Wine, Vakos Wine

Taverns and Inns: Rakos

Location	Type	Name	Rooms	Quality	Innkeeper/ Barkeep	Staff	Meals	Drink
Rakos	Tavern	The Last Volcano	None	Modest	Iadosian tiefling male, 38 NE	12	pike, smoked salmon	Vakos Wine
Rakos	Tavern	The Blood Tankard	None	Poor	Barathos tiefling male, 21 CG	9	fish soup, pike	Pharon Wine, Vakos Wine
Rakos	Tavern	Hellfires	None	Aristocratic	Mormos tiefling male, 40 N	8	apple pie, fish soup, squash soup, roast grouse	Infernas, Vakos Wine
Rakos	Inn	The Rakos Inn	8sp	Comfortable	Akmenthos tiefling male, 24 4 th level fighter LG	9	None	None
Rakos	Inn	The Gold Mountain Inn	5sp	Modest	Peldai tiefling male, 27 CG	7	None	None
Rakos	Inn	The Rakos Inn	1sp	Poor	Damakaron tiefling male, 25 CN	6	None	None
Rakos	Inn	Three Swords Inn	1sp	Poor	Phelkis tiefling female, 23 NE	5	None	None

Taverns and Inns: Skairon and Thandos

Location	Type	Name	Rooms	Quality	Innkeeper/ Barkeep	Staff	Meals	Drink
Skairon	Tavern	Tongues and Tails		Squalid	Mandossai tiefling male, 33 NE	5	fish soup, wild boar chop	Pharon Wine
Skairon	Tavern	The Two Daggers Tavern		Modest	Zordai tiefling female, 19 CE	5	chicken stew, fish soup, meat pie, pike	Infernas, Pharon Wine
Skairon	Inn	The Old Mountain Inn	1sp	Poor	Skaron tiefling male, 18 NE	9	None	None
Thandos	Tavern	Hot Tails		Squalid	Iamon tiefling male, 22 LG	5	chicken, chicken stew, meat pie	Pharon Wine
Thandos	Tavern	The Forked Tongues		Wealthy	Miserth tiefling female, 24 5 th level warlock CE	5	chicken stew, fish soup, pike, venison	Pharon Wine
Thandos	Tavern	Hellrock	No	Poor	Ekelech tiefling male, 25 LG	8	chicken, pike, salmon	Pharon Wine
Thandos	Tavern	The Rift		Comfortable	Mordamon tiefling male, 47 CN	6		Infernas, Vakos Wine

Taverns and Inns: Thandos and Thoran

Location	Type	Name	Rooms	Quality	Innkeeper/ Barkeep	Staff	Meals	Drink
Thandos	Tavern	Lost Souls		Modest	Therkai tiefling male, 37 N	7	cabbage stew, meat pie, pike, pumpkin pie	Pharon Wine, Vakos Wine
Thandos	Inn	The Thandos Inn	5sp	Modest	Kairai tiefling male, 44 CN	6	None	None
Thandos	Inn	The Last Rider Inn	5sp	Modest	Anakaria tiefling female, 35 4 th level fighter LG	10	None	None
Thandos	Inn	The Fire Lake Inn	2gp	Wealthy	Akmenrai tiefling male, 24 3 rd level fighter LG	8	None	None
Thoran	Tavern	The Stone Crab	None	Poor	Oskarunn dwarf female, 244 LG	7	fish soup, pike	Duke's Mead, Grim Mead
Thoran	Tavern	The Red Helm Tavern	None	Squalid	Morkan dwarf male, 312 CN	5	meat pie, fish soup, pike	Grim Mead
Thoran	Inn	The Golden Hammer	7cp	Squalid	Findunn dwarf male, 193 4 th level rogue LE	4	None	None

TAVERN MENU Prices

Food

Meat/Seafood (one portion)

Venison	3sp
Pork Chop	1sp
Wild Boar Chop	1sp
Wild Boar	4sp
Boar Ribs	4sp
Mutton	6sp
Roast Stag	4sp
Sausage	3sp
Rabbit	1sp
Salmon	1sp
Pike	3sp
Trout (Zaan Trout)	2sp
Perch	3sp
Chicken	3sp
Quail	5sp
Cooked Beef	4sp
Baked Goat	3sp
Roast Grouse	3sp
Meat Pie	5sp

Stews

Rabbit Stew	8cp
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Cheese

Common, one serving	1sp
Hill Cheese, one serving	2sp

Breads

Common, loaf	2cp
Sweetbread, loaf	5cp
Zaanbread, loaf	1sp

Soups

Leek Soup	3cp
Mushroom Soup	5cp
Chicken Soup	6cp
Cabbage Soup	5cp
Onion Soup	3cp
Fish Soup	6cp

Vegetables/Fruit

Assorted Greens	7cp
Thistle Salad	5cp

Vegetables include: Carrots, Cabbage, Leeks, Turnips, Onions, Beets, Pumpkin

Fruits include: Blueberries, Apples, Cranberries, Tomatoes, Squash, Plums, Peaches, Strawberries

Desserts

Apple Pie	2sp
Apple Crumble	2sp

Drinks

Mead

	<i>Brewed In</i>
Axe Mead	5cpDorandunn
Blackbeard Mead	5cpKorin
Duke's Mead	5cpHargrim
Grim Mead	3cpHargrim
Hearth Mead	6cpDorandunn
Ice Mead	7cpOskeln
Miner's Mead	3cpOskeln
Red Bear Mead	5cpOskeln
Stonerock Mead	9cpHargrim
Two Peaks Mead	5cpFinrik

Wine

	<i>Made In</i>
Vakos Wine	8spRakos
Infernas	15sp....Rakos
Pharon Wine	1spPharon



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*On a vessel.

Encounter Table: Castles, Keeps, and Fortresses (Dwarven)

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Guard
03-04	Guard Commander	53-54	Acolyte
05-06	Invisible Stalker	55-56	Swarm of Rats
07-08	Shadow	57-58	Noble
09-10	Arch Mage	59-60	Guard Patrol
11-12	High Priest	61-62	Commoner
13-14	Guard Patrol	63-64	Priest
15-16	Flying Sword	65-66	Guard Patrol
17-18	Clay Golem	67-68	Rat
19-20	Veteran	69-70	Guard
21-22	Gargoyle	71-72	Swarm of Rats
23-24	Guard Commander	73-74	Priest
25-26	Guard	75-76	Commoner
27-28	Animated Armor	77-78	Guard Commander
29-30	Guard Patrol	79-80	Scout Patrol
31-32	Spy	81-82	Stone Golem
33-34	Mastiff	83-84	Guard Patrol
35-36	Commoner	85-86	Ghost
37-38	Noble	87-88	Scout Leader
39-40	Swarm of Rats	89-90	Berserker
41-42	Scout	91-92	Gladiator
43-44	Entertainers	93-94	Mage
45-46	Commoner	95-96	High Priest
47-48	Guard	97-98	Clay Golem
49-50	Swarm of Rats	99-00	Guard Commander

Encounter Table: Castles, Keeps, and Fortresses (Tiefling)

D100	Encounter	D100	Encounter
01-02	Arch Mage	51-52	Guard
03-04	Knight Commander	53-54	Acolyte
05-06	Invisible Stalker	55-56	Swarm of Rats
07-08	Knights Patrol	57-58	Noble
09-10	Assassin	59-60	Elite Guard Patrol
11-12	High Priest	61-62	Commoner
13-14	Knight	63-64	Priest
15-16	Flying Sword	65-66	Elite Guard
17-18	Iron Golem	67-68	Rat
19-20	Veteran	69-70	Knight
21-22	Gargoyle	71-72	Swarm of Rats
23-24	Guard Commander	73-74	Priest
25-26	Elite Guard	75-76	Commoner
27-28	Animated Armor	77-78	Guard Commander
29-30	Noble	79-80	Sage
31-32	Spy	81-82	Noble
33-34	Mastiff	83-84	Knight
35-36	Commoner	85-86	Ghost
37-38	Scout Patrol	87-88	Scout Leader
39-40	Swarm of Rats	89-90	Berserker
41-42	Elite Guard Patrol	91-92	Noble
43-44	Entertainers	93-94	Mage
45-46	Commoner	95-96	Eldritch Master
47-48	Elite Guard	97-98	Iron Golem
49-50	Swarm of Rats	99-00	Knights Patrol

Encounter Table: Caverns

D100	Encounter	D100	Encounter
01-02	Night Hag (In Coven)	51-52	Bat
03-04	Troll	53-54	Giant Rat
05-06	Ogre	55-56	Stirge
07-08	Green Hag	57-58	Bandit
09-10	Giant Wolf Spider	59-60	Swarm of Rats
11-12	Cave Hydra	61-62	Giant Rat
13-14	Lava Dragon Wyrmling	63-64	Thug
15-16	Roper	65-66	Giant Wolf Spider
17-18	Rockmog	67-68	Brown Bear
19-20	Smother	69-70	Giant Centipede
21-22	Giant Centipede	71-72	Swarm of Bats
23-24	Swarm of Rats	73-74	Bandit Patrol
25-26	Stirge	75-76	Stirge
27-28	Bandit Patrol	77-78	Cultists
29-30	Swarm of Bats	79-80	Swarm of Rats
31-32	Poisonous Snake	81-82	Bandit Captain
33-34	Giant Rat	83-84	Giant Rat
35-36	Brown Bear	85-86	Smother
37-38	Bandit	87-88	Cave Hydra
39-40	Bear Rider Patrol	89-90	Ghost
41-42	Swarm of Rats	91-92	Roper
43-44	Giant Rat	93-94	Basilisk
45-46	Swarm of Bats	95-96	Troll
47-48	Lizard	97-98	Monstrous Spider
49-50	Stirge	99-00	Young Lava Dragon

Encounter Table: The DarkWorld

D100 Encounter

01-02 Ancient Red Dragon
 03-04 Drow Caster
 05-06 Drow Lord
 07-08 Purple Worm
 09-10 Drow Patrol
 11-12 Doppelganger
 13-14 Fungoid Lord
 15-16 Xorn
 17-18 Fungamaman
 19-20 Roper
 21-22 Duergar Patrol
 23-24 Drow
 25-26 Cloaker
 27-28 Fungamaman
 29-30 Fungoid
 31-32 Drow Patrol
 33-34 Knights Patrol (Tieflings)
 35-36 Duergar
 37-38 Merchants
 39-40 Young Fungoid
 41-42 Shrieker
 43-44 Swarm of Bats
 45-46 Stirge
 47-48 Drow
 49-50 Giant Rat

D100 Encounter

51-52 Shrieker
 53-54 Drow
 55-56 Merchants
 57-58 Deep Gnome
 59-60 Elite Guard Patrol
 61-62 Drider
 63-64 Giant Bat
 65-66 Violet Fungus
 67-68 Cultists
 69-70 Spy
 71-72 Noble (Drow)
 73-74 Scout (Tiefling)
 75-76 Drow
 77-78 Shroom
 79-80 Slavers
 81-82 Merchants
 83-84 Elite Guard Patrol (Tieflings)
 85-86 Aboleth
 87-88 Noble (Drow)
 89-90 Knights Patrol (Tieflings)
 91-92 Drow Patrol
 93-94 Drow Lord
 95-96 Drider Patrol
 97-98 Drow Spider Mistress
 99-00 Adult Red Dragon

Encounter Table: Dorandunn

D100 Encounter

01-02 Assassin Trio (Tieflings)
 03-04 Guard Commander (Dwarves)
 05-06 Monk Brotherhood (Dwarves)
 07-08 Mage (Dwarf)
 09-10 Priest (Dwarf)
 11-12 Night Hag
 13-14 Shadow
 15-16 Commoner (Dwarf)
 17-18 Swarm of Rats
 19-20 Urchin Gang (Dwarves)
 21-22 Ghost
 23-24 Guard (Dwarf)
 25-26 Tracker (Dwarf)
 27-28 Swarm of Bats
 29-30 Apprentice (Dwarf)
 31-32 Commoner (Dwarf)
 33-34 Acolyte (Dwarf)
 35-36 Slavers (Dwarves)
 37-38 Guard (Dwarf)
 39-40 Commoner (Dwarf)
 41-42 Guard Patrol (Dwarves)
 43-44 Cultist (Dwarf)
 45-46 Commoner (Dwarf)
 47-48 Thug (Dwarf)
 49-50 Giant Rat

D100 Encounter

51-52 Commoner (Dwarf)
 53-54 Merchants (Dwarf)
 55-56 Slavers (Dwarves)
 57-58 Guard Patrol (Dwarves)
 59-60 Commoner (Dwarf)
 61-62 Hound Master (Dwarf)
 63-64 Bat
 65-66 Giant Rat
 67-68 Commoner (Dwarf)
 69-70 Slavers (Dwarves)
 71-72 Thugs (Dwarves)
 73-74 Commoner (Hill Dwarf)
 75-76 Swarm of Rats
 77-78 Urchin Gang (Dwarves)
 79-80 Slavers
 81-82 Guard Patrol (Dwarves)
 83-84 Monk (Dwarf)
 85-86 Swarm of Bats
 87-88 Cultists (Dwarves)
 89-90 Priest (Dwarf)
 91-92 Elite Guard (Dwarves)
 93-94 Doppelganger
 95-96 Spy
 97-98 Assassin
 99-00 Guild Leader (Dwarf)

Encounter Table: Dungeons

D100 Encounter

01-02 Assassin
03-04 Invisible Stalker
05-06 Shambling Mound
07-08 Slave Lord
09-10 Black Pudding
11-12 Slavers
13-14 Cult Fanatic
15-16 Ghost
17-18 Doppelganger
19-20 Swarm of Rats
21-22 Mimic
23-24 Shadow
25-26 Berserker
27-28 Black Pudding
29-30 Gelatinous Cube
31-32 Gargoyle
33-34 Giant Rat
35-36 Slavers
37-38 Cultists
39-40 Swarm of Bats
41-42 Rust Monster
43-44 Swarm of Rats
45-46 Giant Rat
47-48 Cultist
49-50 Homunculus

D100 Encounter

51-52 Rat
53-54 Spider
55-56 Giant Rat
57-58 Cultist
59-60 Swarm of Rats
61-62 Thieves
63-64 Cult Fanatic
65-66 Swarm of Rats
67-68 Black Pudding
69-70 Gray Ooze
71-72 Swarm of Insects
73-74 Ghost
75-76 Rust Monster
77-78 Shadow
79-80 Cultists
81-82 Ochre Jelly
83-84 Gelatinous Cube
85-86 Mimic
87-88 Shadow
89-90 Invisible Stalker
91-92 Smother
93-94 Cult Leader
95-96 Shambling Mound
97-98 Gargoyle
99-00 Shield Guardian

Encounter Table: Durik Mountains

D100 Encounter

01-02 Young Lava Dragon
 03-04 Wyvern
 05-06 Spy
 07-08 Ettin
 09-10 Veteran (Dwarf)
 11-12 Basilisk
 13-14 Eagle
 15-16 Cult Fanatic (Dwarf)
 17-18 Giant Goat
 19-20 Dire Wolf
 21-22 Bandit Patrol (Dwarves)
 23-24 Xorn
 25-26 Giant Eagle
 27-28 Slavers (Dwarves)
 29-30 Ogre
 31-32 Merchants (Dwarves)
 33-34 Giant Goat
 35-36 Bear Rider Patrol
 37-38 Brown Bear
 39-40 Dire Wolf
 41-42 Guard Patrol (Dwarves)
 43-44 Cultists (Dwarves)
 45-46 Goat
 47-48 Merchants (Dwarves)
 49-50 Eagle

D100 Encounter

51-52 Goat
 53-54 Dire Wolf
 55-56 Merchants (Dwarves)
 57-58 Eagle
 59-60 Guard Patrol (Dwarves)
 61-62 Dire Wolf
 63-64 Goat
 65-66 Brown Bear
 67-68 Merchants (Dwarves)
 69-70 Cult Fanatic (Dwarf)
 71-72 Dire Wolf
 73-74 Guard Patrol (Dwarves)
 75-76 Cultists (Dwarves)
 77-78 Thieves (Dwarves)
 79-80 Scout (Dwarf)
 81-82 Troll
 83-84 Berserker (Dwarf)
 85-86 Ogre
 87-88 Druid (Dwarf)
 89-90 Doppelganger
 91-92 Slave Lord (Dwarf)
 93-94 Chimera
 95-96 Cult Leader (Dwarf)
 97-98 Troll
 99-00 Mage (Dwarf)

Encounter Table: City of Finrik

D100 Encounter

01-02 Assassin
 03-04 Night Hag
 05-06 Urchin Gang (Dwarves)
 07-08 Guard Commander (Dwarf)
 09-10 Slavers
 11-12 Guild Master (Dwarf)
 13-14 Mage (Dwarf)
 15-16 Tracker (Dwarf)
 17-18 Priest (Dwarf)
 19-20 Bandit Captain (Dwarf)
 21-22 Pugilist (Dwarf)
 23-24 Cult Fanatic (Dwarf)
 25-26 Thugs (Dwarves)
 27-28 Slavers (Dwarves)
 29-30 Bandit Patrol (Dwarves)
 31-32 Commoner (Hill Dwarf)
 33-34 Urchin Gang (Dwarves)
 35-36 Commoner (Dwarf)
 37-38 Thug (Dwarf)
 39-40 Guard (Dwarf)
 41-42 Swarm of Insects
 43-44 Acolyte (Dwarf)
 45-46 Commoner (Dwarf)
 47-48 Giant Rat
 49-50 Swarm of Rats

D100 Encounter

51-52 Guard (Dwarf)
 53-54 Giant Rat
 55-56 Swarm of Bats
 57-58 Bandit Patrol (Dwarves)
 59-60 Apprentice (Dwarf)
 61-62 Giant Rat
 63-64 Bandit (Dwarf)
 65-66 Guide (Dwarf)
 67-68 Bat
 69-70 Black Pudding
 71-72 Swarm of Rats
 73-74 Thugs (Dwarves)
 75-76 Acolyte (Dwarf)
 77-78 Tavern Brawler (Dwarf)
 79-80 Apprentice (Dwarf)
 81-82 Swarm of Bats
 83-84 Thief (Dwarf)
 85-86 Ghost
 87-88 Scout (Dwarf)
 89-90 Berserker (Dwarf)
 91-92 Gladiator (Dwarf)
 93-94 Spy (Tiefling)
 95-96 Doppelganger
 97-98 Mage (Dwarf)
 99-00 Champion (Dwarf)

Encounter Table: Gunn

D100 Encounter

01-02 Assassin
 03-04 Priest (Dwarf)
 05-06 Pugilist (Dwarf)
 07-08 Doppelganger
 09-10 Commoner (Dwarf)
 11-12 Night Hag
 13-14 Tavern Brawler Gang (Dwarves)
 15-16 Cultist (Dwarf)
 17-18 Berserker (Dwarf)
 19-20 Urchin Gang (Dwarves)
 21-22 Bandit (Dwarf)
 23-24 Apprentice (Dwarf)
 25-26 Merchants (Dwarf)
 27-28 Guard Patrol (Dwarf)
 29-30 Commoner (Dwarf)
 31-32 Guide (Dwarf)
 33-34 Tavern Brawler (Dwarf)
 35-36 Guard (Dwarf)
 37-38 Giant Rat
 39-40 Goat
 41-42 Acolyte (Dwarf)
 43-44 Thug (Dwarf)
 45-46 Apprentice (Dwarf)
 47-48 Commoner (Dwarf)
 49-50 Swarm of Rats

D100 Encounter

51-52 Guard (Dwarf)
 53-54 Commoner (Dwarf)
 55-56 Giant Rat
 57-58 Charlatan (Dwarf)
 59-60 Guide (Dwarf)
 61-62 Knights Patrol (Dwarves)
 63-64 Tavern Brawler (Dwarf)
 65-66 Sage (Dwarf)
 67-68 Thugs (Dwarves)
 69-70 Entertainer (Dwarf)
 71-72 Merchant (Dwarf)
 73-74 Entertainers (Dwarves)
 75-76 Goat
 77-78 Doppelganger
 79-80 Sage (Dwarf)
 81-82 Berserker (Dwarf)
 83-84 Veteran (Dwarf)
 85-86 Ghost
 87-88 Spy (Tiefling)
 89-90 Tavern Brawler Gang (Dwarves)
 91-92 Urchin Gang (Dwarves)
 93-94 Commoner (Dwarf)
 95-96 Mage (Dwarf)
 97-98 Guard Commander (Dwarf)
 99-00 Night Hag (In Coven)

Encounter Table: Hargrim

D100 Encounter

01-02 Assassin (Tiefling)
 03-04 Veteran (Dwarf)
 05-06 Entertainers (Dwarves)
 07-08 Tavern Brawler Gang (Dwarves)
 09-10 Guard Patrol (Dwarves)
 11-12 Doppelganger
 13-14 Slave Lord (Dwarf)
 15-16 Slavers (Dwarves)
 17-18 Swarm of Insects
 19-20 Urchin Gang (Dwarf)
 21-22 Bandit (Dwarf)
 23-24 Priest (Dwarf)
 25-26 Mercenary (Dwarf)
 27-28 Guard Patrol (Dwarves)
 29-30 Cult Fanatic (Dwarves)
 31-32 Commoner (Dwarf)
 33-34 Thug (Dwarf)
 35-36 Swarm of Rats
 37-38 Cultist (Dwarf)
 39-40 Urchin (Dwarf)
 41-42 Noble (Dwarf)
 43-44 Commoner (Hill Dwarf)
 45-46 Hawk
 47-48 Commoner (Dwarf)
 49-50 Swarm of Rats

D100 Encounter

51-52 Commoner (Dwarf)
 53-54 Swarm of Rats
 55-56 Guard Patrol (Dwarves)
 57-58 Merchants (Dwarves)
 59-60 Commoner (Hill Dwarf)
 61-62 Bandit (Dwarf)
 63-64 Sage (Dwarf)
 65-66 Mercenary Gang (Dwarves)
 67-68 Urchin (Dwarf)
 69-70 Guard (Dwarf)
 71-72 Noble (Dwarf)
 73-74 Tavern Brawler Gang (Dwarves)
 75-76 Spy (Dwarf)
 77-78 Urchin Gang (Dwarves)
 79-80 Swarm of Rats
 81-82 Merchants (Dwarves)
 83-84 Bandit Captain (Dwarf)
 85-86 Commoner (Dwarf)
 87-88 Slavers (Dwarves)
 89-90 Thugs (Dwarves)
 91-92 Guard Commander (Dwarf)
 93-94 Ghost
 95-96 Thieves (Dwarves)
 97-98 Veteran (Dwarf)
 99-00 Mage (Dwarf)

Encounter Table: Hills of Gor

D100 Encounter

01-02 Assassin (Dwarf)
 03-04 Rockmog
 05-06 Bandit Captain (Hill Dwarf)
 07-08 Druid (Hill Dwarf)
 09-10 Berserker (Hill Dwarf)
 11-12 Scout (Hill Dwarf)
 13-14 Bandit Patrol (Hill Dwarves)
 15-16 Green Hag
 17-18 Slavers (Dwarves)
 19-20 Bear Rider Patrol
 21-22 Guard Patrol (Hill Dwarf)
 23-24 Giant Boar
 25-26 Brown Bear
 27-28 Eagle
 29-30 Commoner (Hill Dwarf)
 31-32 Goat
 33-34 Owl
 35-36 Swarm of Insects
 37-38 Druid (Hill Dwarf)
 39-40 Brown Bear
 41-42 Dire Wolf
 43-44 Commoner (Hill Dwarf)
 45-46 Guard Patrol (Hill Dwarves)
 47-48 Boar
 49-50 Commoner (Hill Dwarf)

D100 Encounter

51-52 Dire Wolf
 53-54 Boar
 55-56 Guide
 57-58 Commoner (Hill Dwarf)
 59-60 Guard Patrol (Hill Dwarf)
 61-62 Giant Eagle
 63-64 Swarm of Insects
 65-66 Giant Spider
 67-68 Rat
 69-70 Bandit Patrol (Hill Dwarves)
 71-72 Giant Boar
 73-74 Swarm of Bats
 75-76 Berserker (Hill Dwarf)
 77-78 Priest (Hill Dwarf)
 79-80 Ogre
 81-82 Slavers (Dwarves)
 83-84 Veteran (Hill Dwarf)
 85-86 Doppelganger
 87-88 Ghost
 89-90 Troll
 91-92 Slave Lord (Dwarf)
 93-94 Druid (Hill Dwarf)
 95-96 Wyvern
 97-98 Chimera
 99-00 Night Hag (In Coven)

Encounter Table: Kharwood

D100 Encounter

01-02 Assassin
 03-04 Black Unicorn
 05-06 Doppelganger
 07-08 Troll
 09-10 Knights Patrol (Tieflings)
 11-12 Spy
 13-14 Cult Fanatic
 15-16 Shambling Mound
 17-18 Swarm of Bats
 19-20 Ogre
 21-22 Giant Rat
 23-24 Boar
 25-26 Ghost
 27-28 Giant Boar
 29-30 Deer
 31-32 Swarm of Rats
 33-34 Dire Wolf
 35-36 Cultists
 37-38 Swarm of Bats
 39-40 Giant Rat
 41-42 Elite Guard Patrol (Tieflings)
 43-44 Dire Wolf
 45-46 Swarm of Rats
 47-48 Boar
 49-50 Commoner (Tiefling)

D100 Encounter

51-52 Giant Rat
 53-54 Dire Wolf
 55-56 Swarm of Bats
 57-58 Boar
 59-60 Deer
 61-62 Eagle
 63-64 Giant Rat
 65-66 Druid
 67-68 Giant Boar
 69-70 Dire Wolf
 71-72 Swarm of Rats
 73-74 Eagle
 75-76 Giant Boar
 77-78 Elite Guard Patrol (Tieflings)
 79-80 Deer
 81-82 Boar
 83-84 Troll
 85-86 Ogre
 87-88 Giant Rat
 89-90 Druid
 91-92 Shambling Mound
 93-94 Ettin
 95-96 Night Hag (In Coven)
 97-98 Cult Leader
 99-00 Knights Patrol (Tieflings)

Encounter Table: Korin

D100 Encounter

01-02 Mage (Dwarf)
 03-04 Guard Commander (Dwarf)
 05-06 Tracker (Dwarf)
 07-08 Urchin (Dwarf)
 09-10 Mage (Dwarf)
 11-12 Master Spy (Tiefling)
 13-14 Priest (Dwarf)
 15-16 Monk (Dwarf)
 17-18 Spy
 19-20 Urchin Gang (Dwarves)
 21-22 Tavern Brawler (Dwarf)
 23-24 Guard Patrol (Dwarves)
 25-26 Commoner (Dwarf)
 27-28 Mercenary (Dwarf)
 29-30 Entertainers (Dwarves)
 31-32 Merchants (Dwarves)
 33-34 Guard Patrol (Dwarves)
 35-36 Apprentice (Dwarf)
 37-38 Commoner (Dwarf)
 39-40 Thug (Dwarf)
 41-42 Entertainer (Dwarf)
 43-44 Cultist (Dwarf)
 45-46 Commoner (Dwarf)
 47-48 Merchant (Dwarf)
 49-50 Guard Patrol (Dwarves)

D100 Encounter

51-52 Apprentice (Dwarf)
 53-54 Commoner (Dwarf)
 55-56 Sage (Dwarf)
 57-58 Merchants (Dwarves)
 59-60 Guard Patrol (Dwarves)
 61-62 Acolyte (Dwarf)
 63-64 Guard Patrol (Dwarves)
 65-66 Merchants (Dwarves)
 67-68 Entertainers (Dwarves)
 69-70 Cultists (Dwarves)
 71-72 Commoner (Dwarf)
 73-74 Bounty Hunter (Dwarves)
 75-76 Urchin (Dwarf)
 77-78 Guard Patrol (Dwarves)
 79-80 Charlatan (Dwarf)
 81-82 Mercenary Gang (Dwarf)
 83-84 Bounty Hunter Gang (Dwarves)
 85-86 Urchin Gang (Dwarves)
 87-88 Slavers (Dwarves)
 89-90 Spy
 91-92 Thugs (Dwarves)
 93-94 Guard Commander (Dwarf)
 95-96 Mage (Dwarf)
 97-98 Master Bard (Dwarf)
 99-00 Champion (Dwarf)

Encounter Table: Lake Hora

D100 Encounter

01-02 Arch Mage (Tiefling)*

03-04 Swarm of Quippers

05-06 Troll

07-08 Giant Frog

09-10 Night Hag

11-12 Giant Quipper

13-14 Spy*

15-16 Swarm of Quippers

17-18 Giant Toad

19-20 Slavers (Tieflings)*

21-22 Druid (Tiefling)*

23-24 Cult Fanatic (Tiefling)*

25-26 Cultists (Tieflings)*

27-28 Berserker (Tiefling)*

29-30 Giant Quipper

31-32 Swarm of Quippers

33-34 Elite Guard (Tiefling)*

35-36 Giant Toad

37-38 Elite Guard Patrol (Tieflings)*

39-40 Commoner (Tiefling)*

41-42 Swarm of Insects

43-44 Quipper

45-46 Apprentice (Tiefling)*

47-48 Commoner (Tiefling)*

49-50 Cultist (Tiefling)*

D100 Encounter

51-52 Quipper

53-54 Elite Guard (Tiefling)*

55-56 Cultist (Tiefling)*

57-58 Commoner (Tiefling)*

59-60 Swarm of Quippers

61-62 Elite Guard Patrol (Tieflings)*

63-64 Quipper

65-66 Cultists (Tieflings)*

67-68 Giant Frog

69-70 Elite Guard (Tiefling)*

71-72 Elite Guard Patrol (Tieflings)*

73-74 Swarm of Quippers

75-76 Cultists (Tieflings)*

77-78 Giant Quipper

79-80 Elite Guard Patrol (Tieflings)*

81-82 Cult Fanatic (Tiefling)*

83-84 Thug (Tiefling)*

85-86 Giant Toad

87-88 Druid (Tiefling)*

89-90 Green Hag

91-92 Spy*

93-94 Giant Quipper

95-96 Mage (Tiefling)*

97-98 Swarm of Quippers

99-00 Night Hag (In Coven)*

Encounter Table: Lake Mordal

D100 Encounter

01-02 Assassin*
 03-04 Wyvern
 05-06 Berserker (Dwarf)*
 07-08 Druid (Dwarf)*
 09-10 Giant Quipper
 11-12 Green Hag*
 13-14 Swarm of Quippers
 15-16 Will-O'-Wisp
 17-18 Giant Toad
 19-20 Swarm of Quippers
 21-22 Guard Patrol (Dwarves)*
 23-24 Slavers (Dwarves)*
 25-26 Cultists (Dwarves)*
 27-28 Giant Frog
 29-30 Guard Patrol (Dwarf)*
 31-32 Swarm of Quippers
 33-34 Giant Quipper
 35-36 Swarm of Insects
 37-38 Commoner (Dwarf)*
 39-40 Cultist (Dwarf)*
 41-42 Slavers (Dwarves)*
 43-44 Swarm of Quippers
 45-46 Commoner (Dwarf)*
 47-48 Quipper
 49-50 Giant Toad

D100 Encounter

51-52 Quipper
 53-54 Guard Patrol (Dwarves)*
 55-56 Swarm of Quippers
 57-58 Giant Frog
 59-60 Commoner (Dwarf)*
 61-62 Swarm of Insects
 63-64 Cultists (Dwarves)*
 65-66 Commoner (Dwarf)*
 67-68 Slavers (Dwarves)*
 69-70 Giant Frog
 71-72 Druid (Dwarf)*
 73-74 Cult Fanatic (Dwarf)*
 75-76 Guard Patrol (Dwarves)*
 77-78 Swarm of Quippers
 79-80 Giant Quipper
 81-82 Cultist (Dwarf)*
 83-84 Ghost
 85-86 Cult Fanatic (Dwarf)*
 87-88 Giant Quipper
 89-90 Giant Toad
 91-92 Green Hag (In Coven)*
 93-94 Guard Patrol (Dwarves)*
 95-96 Cult Leader (Dwarf)*
 97-98 Berserker (Dwarf)*
 99-00 Wyvern

Encounter Table: Morwood

D100 Encounter

01-02 Troll
 03-04 Druid (Dwarf)
 05-06 Cult Leader (Hill Dwarf)
 07-08 Slavers (Dwarves)
 09-10 Veteran (Dwarf)
 11-12 Guard Patrol (Dwarves)
 13-14 Cultists (Hill Dwarves)
 15-16 Entertainers (Hill Dwarves)
 17-18 Berserker (Dwarf)
 19-20 Badger
 21-22 Thugs (Dwarf)
 23-24 Giant Boar
 25-26 Slavers (Dwarves)
 27-28 Commoner (Hill Dwarf)
 29-30 Hawk
 31-32 Merchants (Dwarves)
 33-34 Commoner (Hill Dwarf)
 35-36 Deer
 37-38 Guard Patrol (Dwarf)
 39-40 Commoner (Dwarf)
 41-42 Deer
 43-44 Badger
 45-46 Boar
 47-48 Entertainers (Dwarves)
 49-50 Merchants (Dwarves)

D100 Encounter

51-52 Commoner (Dwarf)
 53-54 Deer
 55-56 Guard Patrol (Dwarves)
 57-58 Merchants (Dwarves)
 59-60 Deer
 61-62 Cultist (Hill Dwarf)
 63-64 Merchants (Dwarves)
 65-66 Badger
 67-68 Commoner (Dwarf)
 69-70 Cultists (Hill Dwarves)
 71-72 Entertainers (Dwarves)
 73-74 Guard Patrol (Dwarves)
 75-76 Commoner (Dwarf)
 77-78 Cultist (Dwarf)
 79-80 Guard Patrol (Dwarves)
 81-82 Bandit Patrol (Dwarves)
 83-84 Slavers (Dwarves)
 85-86 Spy
 87-88 Cult Fanatic (Hill Dwarf)
 89-90 Berserker (Dwarf)
 91-92 Troll
 93-94 Druid (Hill Dwarf)
 95-96 Giant Boar
 97-98 Tracker (Dwarf)
 99-00 Doppelganger

Encounter Table: Oskeln

D100	Encounter	D100	Encounter
01-02	Arch Mage (Dwarf)	51-52	Apprentice (Dwarf)
03-04	Guard Commander (Dwarf)	53-54	Commoner (Dwarf)
05-06	Tracker (Dwarf)	55-56	Sage (Dwarf)
07-08	Battle Mage (Dwarf)	57-58	Merchants (Dwarves)
09-10	Mage (Dwarf)	59-60	Guard Patrol (Dwarves)
11-12	Master Spy (Tiefling)	61-62	Acolyte (Dwarf)
13-14	Priest (Dwarf)	63-64	Guard Patrol (Dwarves)
15-16	Monk (Dwarf)	65-66	Merchants (Dwarves)
17-18	Spy	67-68	Entertainers (Dwarves)
19-20	Urchin Gang (Dwarves)	69-70	Cultists (Dwarves)
21-22	Tavern Brawler (Dwarf)	71-72	Commoner (Dwarf)
23-24	Guard Patrol (Dwarves)	73-74	Bear Rider Patrol (Dwarves)
25-26	Commoner (Dwarf)	75-76	Urchin (Dwarf)
27-28	Mercenary (Dwarf)	77-78	Guard Patrol (Dwarves)
29-30	Entertainers (Dwarves)	79-80	Charlatan (Dwarf)
31-32	Bear Rider (Dwarf)	81-82	Mercenary Gang (Dwarf)
33-34	Guard Patrol (Dwarves)	83-84	Bounty Hunter Gang (Dwarves)
35-36	Apprentice (Dwarf)	85-86	Urchin Gang (Dwarves)
37-38	Commoner (Dwarf)	87-88	Slavers (Dwarves)
39-40	Bear Rider (Dwarf)	89-90	Spy
41-42	Entertainer (Dwarf)	91-92	Battle Mage (Dwarf)
43-44	Cultist (Dwarf)	93-94	Guard Commander (Dwarf)
45-46	Commoner (Dwarf)	95-96	Mage (Dwarf)
47-48	Merchant (Dwarf)	97-98	Master Bard (Dwarf)
49-50	Guard Patrol (Dwarves)	99-00	Tracker (Dwarf)

Encounter Table: Rakos

D100 Encounter

01-02 Assassin
 03-04 Eldritch Master (Tiefling)
 05-06 Conjurer (Tiefling)
 07-08 Knight Commander (Tiefling)
 09-10 Guard Commander (Tiefling)
 11-12 Cultists (Tieflings)
 13-14 Commoner (Tiefling)
 15-16 Priest (Tiefling)
 17-18 Elite Guard Patrol (Tieflings)
 19-20 Acolyte (Tiefling)
 21-22 Master Spy (Dwarf)
 23-24 Scout Leader (Tiefling)
 25-26 Thugs (Tieflings)
 27-28 Merchants (Tieflings)
 29-30 Commoner (Tiefling)
 31-32 Entertainer (Tiefling)
 33-34 Bounty Hunter (Tiefling)
 35-36 Commoner (Tiefling)
 37-38 Thug (Tiefling)
 39-40 Elite Guard Patrol (Tieflings)
 41-42 Acolyte (Tiefling)
 43-44 Apprentice (Tiefling)
 45-46 Commoner (Tiefling)
 47-48 Sentinel (Tiefling)
 49-50 Merchants (Tieflings)

D100 Encounter

51-52 Sentinel (Tiefling)
 53-54 Commoner (Tiefling)
 55-56 Thug (Tiefling)
 57-58 Merchants (Tieflings)
 59-60 Bounty Hunter (Tiefling)
 61-62 Elite Guard Patrol (Tieflings)
 63-64 Apprentice (Tiefling)
 65-66 Commoner (Tiefling)
 67-68 Sage (Tiefling)
 69-70 Bounty Hunter Gang (Tieflings)
 71-72 Merchants (Tieflings)
 73-74 Thugs (Tieflings)
 75-76 Priest (Tiefling)
 77-78 Cultists (Tieflings)
 79-80 Commoner (Tiefling)
 81-82 Bounty Hunter Gang (Tieflings)
 83-84 Apprentice (Tiefling)
 85-86 Knight (Tiefling)
 87-88 Eldritch Master (Tiefling)
 89-90 Charlatan (Tiefling)
 91-92 Knights Patrol (Tieflings)
 93-94 Spy
 95-96 Anti-Paladin (Tiefling)
 97-98 Mage (Tiefling)
 99-00 High Priest (Tiefling)

Encounter Table: Rivers

D100 Encounter

01-02 Tracker*
 03-04 Swarm of Quippers
 05-06 Troll
 07-08 Druid*
 09-10 Guard Patrol*
 11-12 Cultists*
 13-14 Giant Quipper
 15-16 Druid*
 17-18 Giant Frog
 19-20 Swarm of Quippers
 21-22 Guard Patrol*
 23-24 Commoner*
 25-26 Giant Quipper
 27-28 Quipper
 29-30 Entertainers*
 31-32 Swarm of Quippers
 33-34 Guard Patrol*
 35-36 Commoner*
 37-38 Giant Toad
 39-40 Swarm of Quippers
 41-42 Guide*
 43-44 Guard Patrol*
 45-46 Commoner*
 47-48 Noble*
 49-50 Guard*

D100 Encounter

51-52 Commoner*
 53-54 Guard*
 55-56 Quipper
 57-58 Guard Patrol*
 59-60 Swarm of Quippers
 61-62 Commoner*
 63-64 Quipper
 65-66 Elite Guard*
 67-68 Swarm of Quippers
 69-70 Giant Frog
 71-72 Quipper
 73-74 Noble*
 75-76 Acolyte*
 77-78 Entertainers*
 79-80 Priest*
 81-82 Swarm of Quippers
 83-84 Giant Frog
 85-86 Ghost
 87-88 Giant Quipper
 89-90 Guide*
 91-92 Swarm of Quippers
 93-94 Spy*
 95-96 Assassin*
 97-98 Druid*
 99-00 Arch Mage*

Encounter Table: Sea of Vaela

D100 Encounter

01-02 Dragon Turtle
 03-04 Giant Shark
 05-06 Whale
 07-08 Sea Hag
 09-10 Merrow
 11-12 Seal
 13-14 Dolphin
 15-16 Merfolk
 17-18 Reef Shark
 19-20 Crab
 21-22 Seal
 23-24 Giant Octopus
 25-26 Sailor Crew*
 27-28 Dolphin
 29-30 Reef Shark
 31-32 Sea Hag
 33-34 Hunter Shark
 35-36 Giant Crab
 37-38 Seal
 39-40 Crab
 41-42 Giant Octopus
 43-44 Reef Shark
 45-46 Merfolk
 47-48 Giant Sea Horse
 49-50 Crab

D100 Encounter

51-52 Crab
 53-54 Seal
 55-56 Reef Shark
 57-58 Sailor Crew*
 59-60 Giant Sea Horse
 61-62 Dolphin
 63-64 Giant Octopus
 65-66 Sea Lion
 67-68 Reef Shark
 69-70 Giant Crab
 71-72 Hunter Shark
 73-74 Sea Hag
 75-76 Whale
 77-78 Seal
 79-80 Merrow
 81-82 Dolphin
 83-84 Hunter Shark
 85-86 Sea Lion
 87-88 Giant Crab
 89-90 Sailor Crew*
 91-92 Merrow
 93-94 Whale
 95-96 Sea Hag (In Coven)
 97-98 Giant Shark
 99-00 Kraken

Encounter Table: Sea of Yarr

D100 Encounter

01-02 Hydra
 03-04 Giant Octopus
 05-06 Sea Hag
 07-08 Whale
 09-10 Seal
 11-12 Merchants*
 13-14 Guard Patrol*
 15-16 Sailor Crew*
 17-18 Veteran*
 19-20 Giant Octopus
 21-22 Octopus
 23-24 Whale
 25-26 Giant Crab
 27-28 Seal
 29-30 Merrow
 31-32 Octopus
 33-34 Guard Patrol*
 35-36 Sailor Crew*
 37-38 Merchants*
 39-40 Cultists*
 41-42 Seal
 43-44 Commoner*
 45-46 Crab
 47-48 Octopus
 49-50 Guard Patrol*

D100 Encounter

51-52 Crab
 53-54 Commoner*
 55-56 Merchants*
 57-58 Seal
 59-60 Giant Octopus
 61-62 Commoner*
 63-64 Sailor Crew*
 65-66 Octopus
 67-68 Slavers*
 69-70 Giant Crab
 71-72 Merchants*
 73-74 Cultists*
 75-76 Whale
 77-78 Seal
 79-80 Giant Crab
 81-82 Merrow
 83-84 Veteran*
 85-86 Cult Fanatic*
 87-88 Crab
 89-90 Seal
 91-92 Sea Hag
 93-94 Giant Crab
 95-96 Giant Octopusff
 97-98 Hydra
 99-00 Kraken

Encounter Table: Tarkan Mountains

D100	Encounter	D100	Encounter
01-02	Monstrous Spider	51-52	Magma Mephit
03-04	Adult Lava Dragon	53-54	Giant Spider
05-06	Xorn	55-56	Steam Mephit
07-08	Magmin	57-58	Dire Wolf
09-10	Magma Mephit	59-60	Brown Bear
11-12	Rockmog	61-62	Troll
13-14	Steam Mephit	63-64	Eagle
15-16	Brown Bear	65-66	Magmin
17-18	Hell Hound	67-68	Stirge
19-20	Troll	69-70	Giant Eagle
21-22	Giant Goat	71-72	Steam Mephit
23-24	Shadow	73-74	Hell Hound
25-26	Magmin	75-76	Dire Wolf
27-28	Cultists (Tieflings)	77-78	Troll
29-30	Giant Spider	79-80	Magmin
31-32	Giant Goat	81-82	Stirge
33-34	Lava Dragon Wyrmling	83-84	Lava Dragon Wyrmling
35-36	Dire Wolf	85-86	Dire Wolf
37-38	Steam Mephit	87-88	Rockmog
39-40	Goat	89-90	Young Lava Dragon
41-42	Magmin	91-92	Cultists (Tieflings)
43-44	Magma Mephit	93-94	Horned Devil
45-46	Brown Bear	95-96	Shadow
47-48	Dire Wolf	97-98	Monstrous Spider
49-50	Goat	99-00	Ancient Lava Dragon

Encounter Table: Taverns and Inns (Dwarven)

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Commoner
03-04	High Priest	53-54	Entertainer
05-06	Invisible Stalker	55-56	Merchant
07-08	Pugilist	57-58	Sage
09-10	Ghost	59-60	Cultist
11-12	Veteran	61-62	Thug
13-14	Doppelganger	63-64	Bandit
15-16	Guard Patrol	65-66	Entertainers
17-18	Priest	67-68	Noble
19-20	Bandit Captain	69-70	Tavern Brawler
21-22	Pugilist	71-72	Swarm of Rats
23-24	Cult Fanatic	73-74	Thugs
25-26	Thugs	75-76	Acolyte
27-28	Commoner	77-78	Cultists
29-30	Bandit	79-80	Rat
31-32	Spy	81-82	Scout
33-34	Tavern Brawler	83-84	Druid
35-36	Commoner	85-86	Slavers
37-38	Thug	87-88	Thieves
39-40	Swarm of Rats	89-90	Berserker
41-42	Guard	91-92	Gladiator
43-44	Thief	93-94	Master Bard
45-46	Commoner	95-96	Sage
47-48	Noble	97-98	Mage
49-50	Merchants	99-00	Champion

Encounter Table: Taverns and Inns (Tiefling)

D100 Encounter	D100 Encounter
01-02 Assassin	51-52 Commoner
03-04 High Priest	53-54 Entertainer
05-06 Invisible Stalker	55-56 Merchant
07-08 Champion	57-58 Commoner
09-10 Ghost	59-60 Cultist
11-12 Veteran	61-62 Apprentice
13-14 Doppelganger	63-64 Acolyte
15-16 Elite Guard Patrol	65-66 Entertainers
17-18 Priest	67-68 Noble
19-20 Apprentice	69-70 Elite Guard
21-22 Elite Guard	71-72 Swarm of Rats
23-24 Cult Fanatic	73-74 Thugs
25-26 Thugs	75-76 Acolyte
27-28 Commoner	77-78 Cultists
29-30 Bandit	79-80 Rat
31-32 Spy	81-82 Scout
33-34 Commoner	83-84 Druid
35-36 Sage	85-86 Slavers
37-38 Thug	87-88 Thieves
39-40 Swarm of Rats	89-90 Cult Fanatic
41-42 Elite Guard	91-92 Eldritch Master
43-44 Thief	93-94 Conjuror
45-46 Commoner	95-96 Guard Commander
47-48 Noble	97-98 Mage
49-50 Merchants	99-00 Guild Leader

Encounter Table: Thandos

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Commoner (Tiefling)
03-04	Spy	53-54	Merchants (Tiefling)
05-06	High Priest (Tiefling)	55-56	Swarm of Bats
07-08	Night Hag	57-58	Swarm of Rats
09-10	Slavers (Tieflings)	59-60	Commoner (Tiefling)
11-12	Veteran (Tiefling)	61-62	Priest (Tiefling)
13-14	Mage (Tiefling)	63-64	Thugs (Tieflings)
15-16	Elite Guard Patrol (Tieflings)	65-66	Elite Guard Patrol (Tieflings)
17-18	Swarm of Bats	67-68	Commoner (Tiefling)
19-20	Sage (Tiefling)	69-70	Giant Rat
21-22	Shadow	71-72	Merchants (Tieflings)
23-24	Swarm of Rats	73-74	Elite Guard Patrol (Tieflings)
25-26	Commoner (Tiefling)	75-76	Commoner (Tiefling)
27-28	Thugs (Tieflings)	77-78	Priest (Tiefling)
29-30	Elite Guard Patrol (Tieflings)	79-80	Merchants (Tiefling)
31-32	Merchants (Tieflings)	81-82	Guard Commander (Tiefling)
33-34	Commoner (Tiefling)	83-84	Acolyte (Tiefling)
35-36	Priest (Tiefling)	85-86	Commoner (Tiefling)
37-38	Giant Rat	87-88	Elite Guard Patrol (Tieflings)
39-40	Swarm of Bats	89-90	Doppelganger
41-42	Acolyte (Tieflings)	91-92	Knight Commander (Tiefling)
43-44	Elite Guard Patrol (Tieflings)	93-94	Mage (Tiefling)
45-46	Commoner (Tiefling)	95-96	Master Spy
47-48	Entertainer (Tieflings)	97-98	Eldritch Master (Tiefling)
49-50	Giant Rat	99-00	Night Hag (In Coven)

Encounter Table: Thorwood

D100 Encounter

01-02 Black Unicorn
 03-04 Druid (Dwarf)
 05-06 Troll
 07-08 Slavers (Dwarves)
 09-10 Veteran (Dwarf)
 11-12 Guard Patrol (Dwarves)
 13-14 Cultists (Dwarves)
 15-16 Entertainers (Dwarves)
 17-18 Berserker (Dwarf)
 19-20 Swarm of Rats
 21-22 Thugs (Dwarf)
 23-24 Giant Boar
 25-26 Slavers (Dwarves)
 27-28 Commoner (Dwarf)
 29-30 Hawk
 31-32 Merchants (Dwarves)
 33-34 Swarm of Rats
 35-36 Deer
 37-38 Guard Patrol (Dwarf)
 39-40 Commoner (Dwarf)
 41-42 Dire Wolf
 43-44 Badger
 45-46 Boar
 47-48 Entertainers (Dwarves)
 49-50 Merchants (Dwarves)

D100 Encounter

51-52 Commoner (Dwarf)
 53-54 Deer
 55-56 Guard Patrol (Dwarves)
 57-58 Merchants (Dwarves)
 59-60 Swarm of Bats
 61-62 Dire Wolf
 63-64 Merchants (Dwarves)
 65-66 Badger
 67-68 Commoner (Dwarf)
 69-70 Dire Wolf
 71-72 Entertainers (Dwarves)
 73-74 Guard Patrol (Dwarves)
 75-76 Commoner (Dwarf)
 77-78 Cultist (Dwarf)
 79-80 Guard Patrol (Dwarves)
 81-82 Thugs (Dwarves)
 83-84 Slavers (Dwarves)
 85-86 Spy (Tiefling)
 87-88 Cult Fanatic (Dwarf)
 89-90 Berserker (Dwarf)
 91-92 Troll
 93-94 Veteran (Dwarf)
 95-96 Troll King
 97-98 Tracker (Dwarf)
 99-00 Doppelganger

Encounter Table: Towns and Villages (Dwarven)

D100	Encounter	D100	Encounter
01-02	Assassin	51-52	Commoner
03-04	Night Hag	53-54	Entertainers
05-06	Invisible Stalker	55-56	Merchants
07-08	Chief of the Town	57-58	Commoner
09-10	Ghost	59-60	Cultist
11-12	Veteran	61-62	Urchin
13-14	Doppelganger	63-64	Bandit
15-16	Guard Patrol	65-66	Priest
17-18	Priest	67-68	Noble
19-20	Bandit Captain	69-70	Cult Fanatic
21-22	Commoner	71-72	Swarm of Rats
23-24	Cult Fanatic	73-74	Thugs
25-26	Thugs	75-76	Acolyte
27-28	Slavers	77-78	Cultists
29-30	Cultists	79-80	Rat
31-32	Sage	81-82	Commoner
33-34	Mercenary	83-84	Merchants
35-36	Commoner	85-86	Tavern Brawler Gang
37-38	Thug	87-88	Thieves
39-40	Swarm of Rats	89-90	Berserker
41-42	Guard	91-92	Disciple
43-44	Thief	93-94	Spy
45-46	Commoner	95-96	Apprentice
47-48	Cultist	97-98	Mage
49-50	Swarm of Rats	99-00	Guard Commander

Monsters



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Monster List: Castles, Keeps, and Fortresses (Dwarven)

Monsters	CR
Commoner ¹ , Rat	0
Guard, Mastiff, Noble	1/8
Acolyte, Swarm of Rats	1/4
Scout, Shadow	1/2
Animated Armor, Spy	1
Berserker, Entertainers ² , Gargoyle, Guard Patrol ² , Priest	2
Veteran	3
Ghost, Scout Leader ² , Scout Party ²	4
Gladiator, Guard Commander ²	5
High Priest ² , Invisible Stalker, Mage	6
Assassin	8
Clay Golem	9
Stone Golem	10
Arch Mage	12

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Hunter, Messenger, Peasant, Pilgrim, Scribe

²Entertainers, Guard Commander, Guard Patrol, High Priest, Scout Leader, Scout Party (see New Monsters section)

Monster List: Castles, Keeps, and Fortresses (Tiefling)

Monsters	CR
Commoner ¹ , Rat	0
Mastiff, Noble	1/8
Acolyte, Elite Guard ² , Flying Sword, Sage ² , Swarm of Rats	1/4
Sentinel ²	1/2
Animated Armor, Spy	1
Gargoyle, Priest	2
Doppelganger, Elite Guard Patrol ² , Knight, Veteran	3
Ghost, Scout Leader ² , Scout Party ²	4
Guard Commander ² , Knight Commander ²	5
Eldritch Master ² , High Priest ² , Invisible Stalker, Mage	6
Assassin	8
Knights Patrol ²	9
Arch Mage	12
Iron Golem	16

¹Commoner: Baker, Blacksmith, Cart Driver, Hunter, Messenger, Peasant, Pilgrim, Scribe

²Eldritch Master, Elite Guard, Elite Guard Patrol, Guard Commander, High Priest, Knight Commander, Knights Patrol, Sage, Scout Leader, Scout Party, Sentinel (see New Monsters section)

Monster List: Caverns

Monsters	CR
Bat, Lizard	0
Bandit, Giant Rat, Poisonous Snake, Stirge	1/8
Giant Centipede, Giant Wolf Spider, Swarm of Bats, Swarm of Rats	1/4
Thug	1/2
Brown Bear	1
Bandit Captain, Bandit Patrol ¹ , Cultists ¹ , Druid, Lava Dragon Wyrmling ¹ , Ogre	2
Basilisk, Green Hag	3
Ghost, Monstrous Spider ¹ , Smother ¹	4
Roper, Troll	5
Rockmog ¹	6
Night Hag (In Coven), Young Lava Dragon ¹	7
Bear Rider Patrol ¹ , Cave Hydra ¹	8

¹Bandit Patrol, Bear Rider Patrol, Cave Hydra, Cultists, Lava Dragon Wyrmling, Monstrous Spider, Rockmog, Smother, Young Lava Dragon (see New Monsters section)

Monster List: The DarkWorld

Monsters	CR
Shrieker, Young Fungoid ¹	0
Giant Rat, Noble, Stirge	1/8
Drow, Giant Bat, Swarm of Bats, Violet Fungus	1/4
Scout	1/2
Spy	1
Cultists ¹ , Fungoid ¹ , Merchants ¹ , Slavers ¹	2
Doppelganger, Elite Guard Patrol ¹ , Fungamaman ¹	3
Drow Patrol ¹ , Fungoid Lord ¹	4
Drow Lord ¹ , Roper, Xorn	5
Drider	6
Drow Caster ¹	7
Cloaker, Drow Spider Mistress ¹	8
Knights Patrol ¹	9
Aboleth	10
Purple Worm	15
Adult Red Dragon	17
Ancient Red Dragon	24

¹Cultists, Drow Caster, Drow Lord, Drow Patrol, Drow Spider Mistress, Elite Guard Patrol, Fungamaman, Fungoid, Fungoid Lord, Knights Patrol, Merchants, Slavers, Young Fungoid (see New Monsters section in the Dungeon Master's Handbook)

Monster List: Dorandunn

Monsters	CR
Bat, Commoner ¹	0
Cultist, Entertainer ² , Giant Rat, Guard	1/8
Acolyte, Hound Master ² , Swarm of Bats, Swarm of Rats	1/4
Apprentice, Noble, Thug	1/2
Spy	1
Cultists ² , Entertainers ² , Guard Patrol ² , Merchants ² , Priest, Slavers ²	2
Doppelganger, Thugs ²	3
Ghost, Guild Master ² , Monk ² , Urchin Gang ²	4
Guard Commander ² , Mercenary Gang ² , Night Hag	5
Mage	6
Tracker ²	7
Assassin	8
Monk Brotherhood ²	11
Assassin Trio ²	20

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Mason, Miner, Messenger, Moneylender, Peasant, Pilgrim, Scribe, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Bounty Hunter, Entertainer, Entertainers, Guard Patrol, Merchant, Merchants, Slavers (see New Monsters section)

Monster List: Dungeons

Monsters	CR
Homunculus, Rat, Spider	0
Cultist, Giant Rat	1/8
Rust Monster, Swarm of Bats, Swarm of Rats	1/4
Gray Ooze, Mimic, Shadow, Swarm of Insects	1/2
Berserker, Cult Fanatic, Cultists ¹ , Gargoyle, Gelatinous Cube, Mimic, Slavers ¹	2
Doppelganger	3
Black Pudding, Ghost, Smother ¹	4
Cult Leader ¹ , Shambling Mound	5
Invisible Stalker, Mage	6
Shield Guardian, Thieves ¹	7
Assassin, Slave Lord ¹	8

¹Cult Leader, Cultists, Slavers, Slave Lord, Smother, Thieves (see New Monsters section)

Monster List: Durik Mountains

Monsters	CR
Eagle, Goat	0
Giant Goat, Scout	1/2
Brown Bear, Dire Wolf, Giant Eagle, Spy	1
Bandit Patrol, Berserker, Cult Fanatic, Cultists ¹ , Druid, Guard Patrol ¹ , Merchants, Ogre, Slavers ¹	2
Basilisk, Veteran	3
Ettin	4
Cult Leader ¹ , Slave Lord ¹ , Troll, Xorn	5
Chimera, Mage, Troll, Wyvern	6
Young Lava Dragon ¹	7
Bear Rider Patrol ¹	8

¹Bear Rider Patrol, Cult Leader, Cultists, Guard Patrol, Merchants, Slave Lord, Slavers, Young Lava Dragon (see New Monsters section)

Monster List: Finrik

Monsters	CR
Bat, Commoner ¹	0
Entertainer ² , Giant Rat, Guard, Guide, Noble	1/8
Acolyte, Swarm of Bats, Swarm of Rats	1/4
Apprentice ² , Scout, Swarm of Insects, Thug	1/2
Spy, Tavern Brawler	1
Bandit Captain, Bandit Patrol ² , Berserker, Cult Fanatic, Guard Patrol ² , Merchant ² , Priest, Slavers ²	2
Doppelganger, Thief, Thugs ² , Veteran	3
Black Pudding, Ghost, Guild Master ² , Urchin Gang ²	4
Gladiator, Guard Commander ² , Night Hag	5
Mage	6
Pugilist ² , Tracker ²	7
Assassin	8
Champion ²	12

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Mason, Miner, Messenger, Moneylender, Peasant, Pilgrim, Scribe, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Bounty Hunter, Disciple, Entertainer, Entertainers, Guard Patrol, Merchant, Merchants, Slavers (see New Monsters section)

Monster List: Gunn

Monsters	CR
Commoner ¹ . Goat	0
Bandit, Cultist, Giant Rat, Guide ² , Entertainer ² , Merchant ² , Noble	1/8
Acolyte, Sage ² , Swarm of Rats, Urchin ²	1/4
Apprentice ² , Mercenary ² , Thug	1/2
Charlatan ² , Spy, Tavern Brawler ²	1
Berserker, Entertainers ² , Guard Patrol ² , Merchants ² , Priest	2
Doppelganger, Thugs ² , Veteran	3
Ghost, Urchin Gang ²	4
Guard Commander ² , Night Hag	5
Mage	6
Pugilist ² , Tracker ²	7
Assassin, Tavern Brawler Gang ²	8

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Harlot, Herald, Hunter, Mapmaker, Mason, Miner, Messenger, Moneylender, Peasant, Pilgrim, Scribe, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Apprentice, Charlatan, Entertainer, Entertainers, Guard Commander, Guard Patrol, Guide, Mercenary, Merchant, Merchants, Pugilist, Thugs, Tavern Brawler, Tavern Brawler Gang, Tracker, Urchin, Urchin Gang (see New Monsters section)

Monster List: Hargrim

Monsters	CR
Commoner ¹ , Hawk	0
Bandit, Cultist, Entertainer ² , Guard, Merchant ² , Noble	1/8
Sage ² , Swarm of Rats, Urchin ²	1/4
Mercenary ² , Swarm of Insects, Thug	1/2
Spy	1
Bandit Captain, Bounty Hunter ² , Cult Fanatic, Entertainers ² , Guard Patrol ² , Merchants ² , Priest, Slavers ²	2
Doppelganger, Thugs ² , Veteran	3
Ghost, Urchin Gang ²	4
Guard Commander ² , Mercenary Gang ²	5
Mage	6
Thieves ²	7
Assassin, Slave Lord ² , Tavern Brawler Gang ²	8

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Mason, Miner, Messenger, Moneylender, Peasant, Pilgrim, Scribe, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Bounty Hunter, Entertainer, Entertainers, Guard Patrol, Mercenary, Mercenary Gang, Merchant, Merchants, Sage, Slavers, Slave Lord, Tavern Brawler Gang, Thieves, Thugs, Urchin, Urchin Gang (see New Monsters section)

Monster List: Hills of Gor

Monsters	CR
Commoner ¹ , Eagle, Goat, Owl	0
Guide ²	1/8
Boar, Swarm of Bats	1/4
Scout, Swarm of Insects	1/2
Brown Bear, Dire Wolf, Giant Eagle, Giant Spider	1
Bandit Captain, Bandit Patrol ² , Berserker, Druid, Giant Boar, Guard Patrol ² , Ogre, Slavers ²	2
Doppelganger, Green Hag, Veteran	3
Ghost	4
Troll	5
Chimera, Rockmog ² , Wyvern	6
Night Hag (In Coven)	7
Assassin, Bear Rider Patrol ²	8

¹Commoner: Artist, Baker, Blacksmith, Cart Driver, Farmer, Fisherfolk, Hunter, Miner, Messenger, Peasant, Pilgrim, Weaver

²Bandit Patrol, Bear Rider Patrol, Guard Patrol, Guide, Rockmog, Slavers (see New Monsters section)

Monster List: Kharwood

Monsters	CR
Deer, Eagle	0
Giant Rat	1/8
Boar, Swarm of Bats, Swarm of Rats	1/4
Dire Wolf, Spy	1
Cult Fanatic, Cultists ¹ , Druid, Giant Boar, Ogre	2
Doppelganger, Elite Guard Patrol ¹ , Knight, Veteran	3
Ettin, Ghost	4
Cult Leader ¹ , Shambling Mound	5
Black Unicorn ¹ , Troll	6
Night Hag (In Coven)	7
Assassin	8
Knights Patrol ¹	9

¹Black Unicorn, Cultists, Cult Leader, Elite Guard Patrol, Knights Patrol (see New Monsters section)

Monster List: Korin

Monsters	CR
Commoner ¹	0
Cultist, Entertainer ² , Merchant ² , Noble	1/8
Acolyte, Sage ² , Urchin ²	1/4
Apprentice ² , Mercenary ² , Thug	1/2
Charlatan ² , Spy, Tavern Brawler ²	1
Bounty Hunter ² , Cultists ² , Entertainers ² , Guard Patrol ² , Merchants ² , Priest	2
Doppelganger, Master Spy ² , Thugs ²	3
Ghost, Monk ² , Urchin Gang ²	4
Guard Commander ² , Mercenary Gang ²	5
Mage	6
Tracker ²	7
Assassin, Master Bard ²	8
Bounty Hunter Gang ² , Champion ²	12

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Mason, Miner, Messenger, Moneylender, Peasant, Pilgrim, Scribe, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Apprentice, Bounty Hunter, Bounty Hunter Gang, Champion, Charlatan, Cultists, Entertainer, Entertainers, Guard Commander, Guard Patrol, Master Spy, Mercenary, Mercenary Gang, Merchant, Merchants, Monk, Sage, Slavers, Tavern Brawler, Thugs, Urchin, Urchin Gang (see New Monsters section)

Monster List: Lake Hora

Monsters	CR
Commoner ¹ , Quipper	0
Entertainer ²	1/8
Giant Frog, Elite Guard ²	1/4
Swarm of Insects, Thug	1/2
Giant Toad, Spy, Swarm of Quippers	1
Cult Fanatic, Cultists ² , Druid, Giant Quipper ² , Merchants ² , Slavers ²	2
Elite Guard Patrol ² , Green Hag	3
Ghost	4
Water Elemental	5
Head Druid ² , Mage	6
Knights Patrol ²	9
Arch Mage	12

¹Commoner: Farmer, Fisherfolk, Forester, Hunter, Miner, Messenger, Peasant, Pilgrim

²Bounty Hunter, Disciple, Elite Guard, Elite Guard Patrol, Entertainer, Entertainers, Head Druid, Merchant, Merchants, Slavers (see New Monsters section)

Monster List: Lake Mordal

Monsters	CR
Commoner ¹ , Quipper	0
Cultist	1/8
Giant Frog	1/4
Swarm of Insects	1/2
Giant Toad, Swarm of Quippers	1
Berserker, Cult Fanatic, Cultists ² , Druid, Giant Quipper ² , Guard Patrol ² , Merchants ² , Slavers ²	2
Green Hag	3
Cult Leader ² , Green Hag (In Coven), Water Elemental	5
Head Druid ² , Mage, Wyvern	6
Assassin	8

¹Commoner: Farmer, Fisherfolk, Forester, Hunter, Miner, Messenger, Peasant, Pilgrim, Weaver

²Bounty Hunter, Disciple, Entertainer, Entertainers, Guard Patrol, Head Druid, Merchant, Merchants, Slavers (see New Monsters section)

Monster List: Morwood

Monsters	CR
Badger, Commoner ¹ , Deer, Hawk	0
Cultist	1/8
Boar	1/4
Spy	1
Bandit Patrol ² , Berserker, Cultists ² , Druid, Entertainers ² , Giant Boar, Guard Patrol ² , Merchants ² , Slavers ²	2
Doppelganger, Thugs ² , Veteran	3
Ghost	4
Cult Leader ² , Troll	5
Head Druid ²	6
Tracker ²	7

¹Commoner: Cart Driver, Fisherfolk, Forester, Hunter, Messenger, Peasant, Pilgrim, Weaver

²Bounty Hunter, Disciple, Entertainer, Entertainers, Guard Patrol, Head Druid, Merchant, Merchants, Slavers (see New Monsters section)

Monster List: Oskeln

Monsters	CR
Commoner ¹	0
Cultist, Entertainer ² , Merchant ² , Noble	1/8
Acolyte, Sage ²	1/4
Apprentice ² , Mercenary ²	1/2
Charlatan ² , Spy, Tavern Brawler ²	1
Bear Rider ² , Bounty Hunter ² , Cultists ² , Entertainers ² , Guard Patrol ² , Merchants ² , Priest, Slavers ²	2
Master Spy ² , Veteran	3
Monk ² , Urchin Gang ²	4
Guard Commander ² , Mercenary Gang ²	5
Mage	6
Battle Mage ² , Tracker ²	7
Assassin, Master Bard ²	8
Arch Mage, Bounty Hunter Gang ²	12

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Mason, Miner, Messenger, Moneylender, Peasant, Pilgrim, Scribe, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Apprentice, Battle Mage, Bounty Hunter, Bounty Hunter Gang, Charlatan, Cultists, Entertainer, Entertainers, Guard Commander, Guard Patrol, Master Bard, Master Spy, Mercenary, Mercenary Gang, Merchant, Merchants, Monk, Sage, Slavers, Tavern Brawler, Tracker, Urchin Gang (see New Monsters section in the Dungeon Master's Handbook)

Monster List: Rakos

Monsters	CR
Commoner ¹	0
Entertainer ² , Noble	1/8
Acolyte, Elite Guard ² , Sage ²	1/4
Apprentice ² , Disciple ² , Sentinel ² , Thug	1/2
Charlatan ² , Spy	1
Bounty Hunter ² , Cultists ² , Merchants ² , Priest	2
Elite Guard Patrol ² , Knight, Master Spy ² , Thugs ²	3
Scout Leader ²	4
Knight Commander ²	5
Conjurer ² , Eldritch Master ² , High Priest ² , Mage	6
Assassin	8
Anti-Paladin ²	10
Bounty Hunter Gang ²	12

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Mason, Miner, Messenger, Moneylender, Peasant, Pilgrim, Scribe, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Anti-Paladin, Bounty Hunter, Bounty Hunter Gang, Conjurer, Cultists, Disciple, Eldritch Master, Elite Guard, Elite Guard Patrol, Entertainer, High Priest, Knight Commander, Master Spy, Merchants, Sage, Scout Leader, Sentinel, Thugs (see New Monsters section)

Monster List: Rivers

Monsters	CR
Commoner ¹ , Quipper	0
Guide ² , Merchant ² , Noble	1/8
Acolyte, Giant Frog	1/4
Giant Toad, Spy, Swarm of Quippers	1
Cultists ² , Druid, Entertainers ² , Giant Quipper ² , Guard Patrol ² , Merchants ²	2
Ghost	4
Troll, Water Elemental	5
Tracker ²	7
Assassin	8

¹Commoner: Farmer, Fisherfolk, Forester, Hunter, Miner, Messenger, Peasant, Pilgrim, Weaver

²Bounty Hunter, Cultists, Entertainers, Giant Quipper, Guard Patrol, Guide, Merchant, Merchants, Slavers, Tracker (see New Monsters section)

Monster List: Sea of Vaela

Monsters	CR
Commoner ¹	0
Merchant ²	1/8
Sage ²	1/4
	1/2
Spy	1
Bounty Hunter ² , Druid, Entertainers ² , Guard Patrol ² , Merchants ²	2
Doppelganger, Knight, Veteran	3
	4
Water Elemental	5
Head Druid ² , Mage	6
Assassin	8

¹Commoner: Fisherfolk, Messenger, Peasant, Pilgrim, Scribe

²Bounty Hunter, Entertainer, Entertainers, Guard Patrol, Head Druid, Merchant, Merchants, Sage, Slavers (see New Monsters section)

Monster List: Sea of Yarr

Monsters	CR
Commoner ¹	0
Entertainer ² , Merchant ²	1/8
Elite Guard ² , Sage ³	1/4
Disciple ²	1/2
Spy	1
Bounty Hunter ² , Druid, Entertainers ² , Guard Patrol ² , Merchants ²	2
Doppelganger, Elite Guard Patrol ² , Knight, Veteran	3
Ghost	4
Water Elemental	5
Head Druid ² , Mage, Troll	6
Assassin	8

¹Commoner: Fisherfolk, Messenger, Peasant, Pilgrim, Scribe

²Bounty Hunter, Entertainer, Entertainers, Guard Patrol, Head Druid, Merchant, Merchants, Slavers (see New Monsters section)

Monster List: Tarkan Mountains

Monsters	CR
Eagle, Goat	0
Stirge	1/8
Steam Mephit	1/4
Giant Goat, Magma Mephit, Magmin, Shadow	1/2
Brown Bear, Dire Wolf, Giant Eagle, Giant Spider	1
Cultists ¹ , Lava Dragon Wyrmling ¹	2
Hell Hound	3
Monstrous Spider ¹	4
Troll, Xorn	5
Rockmog ¹	6
Young Lava Dragon ¹	7
Horned Devil	11
Adult Lava Dragon ¹	14
Ancient Lava Dragon ¹	

¹Adult Lava Dragon, Ancient Lava Dragon, Cultists, Lava Dragon Wyrmling, Monstrous Spider, Rockmog, Young Lava Dragon (see New Monsters section)

Monster List: Taverns and Inns (Dwarven)

Monsters	CR
Commoner ¹ , Rat	0
Bandit, Cultist, Entertainer ² , Noble	1/8
Acolyte, Sage ³ , Swarm of Rats	1/4
Scout, Thug	1/2
Spy, Tavern Brawler	1
Bandit Captain, Berserker, Bounty Hunter ² , Cult Fanatic, Cultists, Druid, Entertainers ² , Guard Patrol ² , Merchants ²	2
Chief of the Town ² , Doppelganger, Thief, Thugs, Veteran	3
Ghost	4
Invisible Stalker	5
High Priest, Mage	6
Pugilist, Thieves	7
Assassin, Master Bard	8

¹Commoner: Artist, Baker, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Hunter, Miner, Messenger, Peasant, Pilgrim, Scribe, Tavern/Inn worker, Weaver

²Bounty Hunter, Chief of the Town, Disciple, Entertainer, Entertainers, Guard Patrol, Merchant, Merchants, Slavers (see New Monsters section)

Monster List: Taverns and Inns (Tiefling)

Monsters	CR
Commoner ¹ , Rat	0
Cultist, Entertainer ² , Merchant ² , Noble	1/8
Acolyte, Elite Guard ² , Sage ³ , Swarm of Rats	1/4
Apprentice ²	1/2
Spy	1
Bounty Hunter ² , Cult Fanatic, Cultists ² , Druid, Merchants ² , Priest, Slavers ²	2
Doppelganger, Elite Guard Patrol ² , Knight, Thief ² , Thugs ²	3
Ghost, Guild Master ²	4
Invisible Stalker	5
Conjurer ² , Eldritch Master ² , High Priest ² , Mage	6
Thieves ²	7
Assassin	8

¹Commoner: Artist, Baker, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Hunter, Miner, Messenger, Peasant, Pilgrim, Scribe, Tavern/Inn worker

²Apprentice, Bounty Hunter, Conjurer, Cultists, Disciple, Eldritch Knight, Elite Guard, Elite Guard Patrol, Entertainer, High Priest, Merchant, Merchants, Slavers, Thief, Thieves, Thugs (see New Monsters section)

Monster List: Thandos

Monsters	CR
Commoner ¹	0
Entertainer ² , Giant Rat, Noble	1/8
Acolyte, Elite Guard ² , Sage ² , Swarm of Bats, Swarm of Rats	1/4
Disciple ² , Shadow	1/2
Spy	1
Bounty Hunter ² , Merchants ² , Priest, Slavers ²	2
Doppelganger, Elite Guard Patrol ² , Knight, Master Spy ² , Thugs ² , Veteran	3
Ghost	4
Guard Commander ² , Knight Commander ² , Night Hag	5
Eldritch Master ² , High Priest ² , Mage	6
Night Hag (In Coven)	7
Assassin	8

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Mason, Miner, Messenger, Moneylender, Peasant, Pilgrim, Scribe, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Bounty Hunter, Disciple, Elite Guard, Elite Guard Patrol, Entertainer, Guard Commander, High Priest, Knight Commander, Master Spy, Merchants, Sage, Slavers, Thugs (see New Monsters section)

Monster List: Thorwood

Monsters	CR
Badger, Commoner ¹ , Deer, Hawk	0
Cultist, Merchant ²	1/8
Boar, Sage ² , Swarm of Bats, Swarm of Rats	1/4
Disciple ²	1/2
Dire Wolf	1
Cult Fanatic, Cultists ² , Druid, Entertainers ² , Guard Patrol ² , Merchants ²	2
Doppelganger, Veteran	3
Ghost	4
Troll	5
Head Druid ² , Mage, Black Unicorn ²	6
Tracker ²	7
Assassin	8
Troll King ²	9

¹Commoner: Cart Driver, Fisherfolk, Forester, Hunter, Messenger, Peasant, Pilgrim, Weaver

²Black Unicorn, Disciple, Entertainers, Guard Patrol, Head Druid, Merchant, Merchants, Sage, Tracker, Troll King (see New Monsters section)

Monster List: Towns and Villages (Dwarven)

Monsters	CR
Commoner ¹ , Rat	0
Bandit, Cultist, Entertainer ² , Noble	1/8
Acolyte, Urchin ²	1/4
Apprentice ² , Disciple ² , Mercenary ²	1/2
Spy	1
Bandit Captain, Berserker, Bounty Hunter ² , Cultists ² , Druid, Entertainers ² , Guard Patrol ² , Merchants ² , Priest	2
Chief of the Town ² , Doppelganger, Thugs ² , Veteran	3
Ghost	4
Guard Commander ² , Night Hag	5
Tracker ² , Mage	6
Thieves ²	7
Assassin, Tavern Brawler Gang ²	8

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Mason, Miner, Messenger, Moneylender, Peasant, Pilgrim, Scribe, Tailor, Tavern/Inn worker, Undertaker, Weaver

²Apprentice, Bounty Hunter, Cultists, Chief of the Town, Disciple, Entertainer, Entertainers, Guard Commander, Guard Patrol, Merchants, Slavers, Tavern Brawler Gang, Thieves, Thugs, Tracker, Urchin (see New Monsters section)



Map by Philip Stephen

New Monsters

These are new monsters in the different areas in Myrr. The challenge ratings for some groups of monsters are also included.

Anti-Paladin

Anti-paladins are evil versions of very powerful paladins. They often ride nightmares or evil dragons.

Medium humanoids (any race), evil alignment

AC18 (plate)		Hit Points 20d8 + 46			Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA	
20 (+5)	15 (+2)	15 (+2)	16 (+3)	14 (+2)	17 (+3)	

Skills/Athletics +9, Deception +7, Intimidation +7, Perception +6
Senses/passive Perception 16
Languages/Common and two others

CHALLENGE RATING 10 (5,900 XP)

Aura of Hate. *The anti-paladin, as well as any fiends and undead within 10 ft. of the anti-paladin, gains a +3 bonus to melee weapon damage rolls. A creature can only benefit from this feature from one anti-paladin at a time. (Already included in attack stats)*

Brave. *The anti-paladin has advantage on saving throws against being frightened.*

Spellcasting. *The anti-paladin is a 5th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The anti-paladin has the following spells prepared:*

1st level (4 slots): command, detect good, hellish rebuke, wrathful smite

2nd level (3 slots): crown of madness, darkness, find steed

3rd level (2 slots): bestow curse, dispel magic

Actions

Multiattack: *The anti-paladin makes three melee or three ranged attacks.*

Greatsword. *Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: (2d6 + 5) slashing damage, two-handed.*

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

Control Undead. *As an action, the anti-paladin targets one undead creature he or she can see within 30 ft. of him or her. The target must make a Wisdom saving throw. On a failed save, the target must obey the anti-paladin's commands for the next 24 hours, or until the anti-paladin uses this option again. An undead creature whose challenge rating is equal to or greater than the anti-paladin is immune to this effect.*

Reactions

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

Apprentice

Apprentices are young spellcasters training to be skilled wizards.

Medium humanoid (any race), any alignment

AC12 (15 with mage armor)		Hit Points 3d8			Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA	
16 (+3)	14 (+2)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	

Skills/Arcana +3
Senses/passive Perception 10
Languages/Common and one other

CHALLENGE RATING 1/2 (100 XP)

Spellcasting. *The apprentice is a 3rd level spellcaster. Its spellcasting ability is Wisdom*

(spell save DC 13, +5 to hit with spell attacks). The apprentice has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, prestidigitation, ray of frost

1st level (4 slots): burning hands, detect magic, mage armor, magic missile, shield

2nd level (2 slots): hold person, misty step, scorching ray

Actions

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d8 + 2 or 1d10 + 2, versatile) bludgeoning damage.

Dart. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: (1d8 + 2) piercing damage.

Bandit Lord

Bandit Lords are the leaders of the bandit clans. They are formidable warriors whose names strike fear across the land.

Medium humanoid (any race), evil alignment

AC18 (chain shirt, shield)	Hit Points 12d8 + 30	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	17 (+3)	16 (+3)	15 (+2)	18 (+4)

Skills/Athletics +8, Deception +7, Intimidation +7, Persuasion +7
Senses/ passive Perception 12
Languages/ Common and one other

CHALLENGE RATING 6 (2,300 XP)

Actions

Multiattack. The bandit lord makes three melee attacks or one ranged attack.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d8 + 4 or 1d10 + 4, versatile) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +7 to hit, range 100/400 ft., one target. Hit: (1d10 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the bandit lord 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 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.

Reactions

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

Battle Mage

The battle mage is a deadly combination of a warrior and a mage.

Medium humanoid (any race), any alignment

AC17 (chain mail)	Hit Points 20d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	18 (+4)	12 (+1)	12 (+1)

Skills/ Arcana +7, Athletics +6
Senses/ passive Perception 12
Languages/ Common and one other

CHALLENGE RATING 7 (2,900 XP)

Spellcasting. The battle mage is a 5th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The battle mage has the following wizard spells prepared:

Cantrips (at will): fire bolt, ray of frost, shocking grasp

1st level (4 slots): burning hands, magic missile, thunderwave, witch bolt

2nd level (3 slots): cloud of daggers, scorching ray

3rd level (2 slots): fireball, lightning bolt

Actions

Multiattack. The battle mage makes two melee or two ranged attacks.

Greataxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d10 + 3) slashing damage, two-handed.

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

Bear Rider

Bear riders are the mounted cavalry for some of the mountain dwarves. They use bears as their mounts. Many bear riders patrol the western part of Ma Zaan and the mountains.

Medium humanoid (mountain dwarf), lawful alignment

AC16 (chain mail)	Hit Points 6d8 + 6	Speed 30 ft. (40 ft./climb 30 ft. on their bear mount)			
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	12 (+1)	12 (+1)	10 (+0)
Skills/Perception + 3					
Senses/darkvision 60', passive Perception 13					
Languages/Common and Dwarvish					

CHALLENGE RATING 2 (450 XP)

Actions

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

Warhammer. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d10 + 3) bludgeoning damage.

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

Black Unicorn

Black unicorns are fearsome, evil beasts who roam the deepest areas of forests.

Large beast, chaotic evil

AC15	Hit Points 11d12 + 18	Speed 60 ft.			
STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)
Damage Immunities poison					
Condition Immunities charmed, paralyzed, poisoned					
Senses/darkvision 120 ft, passive Perception 13					
Languages: Abyssal, Sylvan, telepathy 120 ft.					

CHALLENGE RATING 6 (2,300 XP)

Charge. If the black unicorn moves at least 20 ft. straight towards a target and then hits it with a

horn attack on the same turn, the target takes an extra (3d8) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Innate Spellcasting. The black unicorn's innate spellcasting ability is Charisma (spell save DC 15). The black unicorn can cast the following spells, requiring no components.

At will: detect good, druidcraft, pass without trace

1/day each: dispel good, entangle, fear

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

Magic Weapons. The black unicorn's attacks are magical.

Actions

Multiattack. The black unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (2d6 + 4) bludgeoning damage.

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

Necrotic Touch (3/day). The black unicorn touches another creature with its horn and does (2d8 + 2) necrotic damage.

Teleport (1/day). The black unicorn magically teleports itself and up to three willing creatures it can see within 5 ft. of it, along with any equipment they are wearing or carrying, to location the black unicorn is familiar with, up to 1 mile away.

Legendary Actions

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

Hooves. The black unicorn makes one attack with its hooves.

Dark Shield (Costs 2 Actions). The black unicorn creates a dark, magical field around itself or

another creature it can see within 60 ft. of it. The target gains a +2 bonus to AC until the end of the black unicorn's next turn.

Heal Self (Cost 3 actions). The black unicorn magically regains (3d8) hit points.

Bounty Hunter

The bounty hunter will track down wanted criminals. Evil bounty hunters will find them dead or alive.

Medium humanoid (any race), any alignment

AC15 (studded leather armor)	Hit Points 9d8	Speed 30 ft.			
STR 15 (+2)	DEX 16 (+3)	CON 14 (+2)	INT 12 (+1)	WIS 14 (+2)	CHA 14 (+2)
Skills/Deception +2, Perception +2, Stealth +3					
Senses/passive Perception 12					
Languages/Common and two others					

CHALLENGE RATING 2 (450 XP)

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

Actions

Multiattack. The bounty hunter makes two melee attacks or two ranged attacks.

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

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d8 + 4) piercing damage.

Bounty Hunter Boss

The bounty hunter boss is the leader of groups of bounty hunters.

Medium humanoid (any race), any alignment

AC16 (studded leather armor)	Hit Points 15d8 + 25	Speed 30 ft.			
STR 17 (+3)	DEX 18 (+4)	CON 14 (+2)	INT 14 (+2)	WIS 16 (+3)	CHA 16 (+3)
Skills/Deception +2, Perception +2, Stealth +3					
Senses/passive Perception 12					
Languages/Common and two others					

CHALLENGE RATING 5 (1800 XP)

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

Actions

Multiattack. The bounty hunter boss makes three melee attacks or two ranged attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d10 + 3) slashing damage, two-handed.

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

Leadership: (Recharges after a Short or Long Rest). For 1 minute, the bounty hunter boss 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 saving throw. The creature can add 1d4 to its roll provided it can hear and understand the anti-paladin. A creature can benefit from only one Leadership die at a time. This effect ends if the bounty hunter boss is incapacitated..

Cave Hydra

This monster has a large, round central body with a set a of razor sharp teeth. It is usually brown in color. Five long tentacles extend from the center and can be used to move itself across land. Cave hydras live in caverns with underground rivers or lakes.

Huge monstrosity, unaligned.

AC16 (natural armor)	Hit Points 15d12 + 90	Speed 20 ft., swim 30 ft.			
STR 20 (+5)	DEX 12 (+0)	CON 22 (+6)	INT 2 (-4)	WIS 10 (+0)	CHA 6 (-5)
Skills/Perception +6					
Senses/Darkvision 60 ft., passive Perception 16senses/Monster4b					
Languages/-					

CHALLENGE RATING 8 (3,900 XP)

Hold Breath. The cave hydra can hold its breath for 20 minutes.

Multiple tentacles. The cave hydra has five tentacles and it begins with the ability to strike with all five and bite. However, each time the

cave hydra takes 25 hit points of damage, a tentacle is cut off.

Actions

Multiattack. The cave hydra starts with five tentacle attacks and one bite.

Tentacles. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: (2d6 + 5) bludgeoning damage.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (1d12 + 5) piercing damage.

Champion

Champions are high level gladiators.

Medium humanoid (any race), any alignment

AC16 (chain mail)	Hit Points 20d8 + 31	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Skills/Acrobatics +7, Athletics +8 Saving Throws/Str +7, Dex +6, Con +6
Senses/passive Perception 12
Languages/Common and one other

CHALLENGE RATING 9 (5,000 XP)

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

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

Improved Critical. A 19 on an attack roll is also considered a critical hit.

Actions

Multiattack: The champion makes three melee or two ranged attacks.

Greatsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (3d6 + 8) slashing damage, two-handed.

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

Reactions

Parry. The champion can add +4 to its AC when attacked with a melee weapon it can see.

Charlatan

Charlatans are skilled at using persuasion and performance skills to steal from others.

Medium humanoid (any race), evil or neutral alignment

AC14 (leather armor)	Hit Points 5d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	16 (+3)	14 (+2)	16(+3)

Skills/Performance +5, Persuasion +5
Senses/passive Perception 12
Languages/Common and two others

CHALLENGE RATING 1 (200 XP)

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

Disguise. Once a day a charlatan can make its clothing, armor, weapons, and other belongings look different for one hour or until using an action to end the feature. It can't change its body type. To discern that the charlatan is disguised, a creature can use an action to make a DC14 Intelligence (Investigation) check.

Actions

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

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d6 + 3) piercing damage.

Charm. The charlatan can use an action to charm a humanoid with its persuasion skills or performance skills. The target must be within 60 ft. and in the line of sight of the charlatan. The target must make a DC13 Charisma saving throw or be charmed for one hour. If the target is harmed, the effect ends.

Chief of the Town

The chiefs of the town are the leaders of large villages or towns.

Medium humanoid (any race), any alignment

AC13 (studded leather armor)	Hit Points 10d8 + 21	Speed 30 ft.			
STR 14 (+2)	DEX 14 (+2)	CON 14 (+2)	INT 15 (+2)	WIS 16 (+3)	CHA 17 (+3)

Skills/Intimidation +3, Perception +3, Persuasion +3
Senses/passive Perception 13
Languages/Common and two others

CHALLENGE RATING 3 (700 XP)

Actions

Multiattack. The Chief of the Town makes two melee attacks or two ranged attacks.

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

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

Leadership: (Recharges after a Short or Long Rest). For 1 minute, the chief 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 saving throw. The creature can add a d4 to its roll provided it can hear and understand the chief. A creature can benefit from only one Leadership die at a time. This effect ends if the chief is incapacitated.

Conjurer

Conjurers are high level sorcerers.

Medium humanoid (any race), any alignment

AC16 (chain mail, shield)	Hit Points 12d8 + 10	Speed 30 ft.			
STR 12 (+1)	DEX 12 (+1)	CON 14 (+2)	INT 19 (+4)	WIS 12 (+1)	CHA 16 (+3)

Skills/Arcana +8, Persuasion +7
Senses/passive Perception 11
Languages/Common and two others

CHALLENGE RATING 6 (2,300 XP)

Spellcasting. The conjurer is a 9th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The conjurer has the following sorcerer spells prepared:

Cantrips (at will): dancing lights, fire bolt, mage hand, minor illusion, prestidigitation

1st level (4 slots): disguise self, expeditious retreat, fog cloud, silent image

2nd level (3 slots): invisibility, mirror image, misty step

3rd level (3 slots): counterspell, dispel magic, fireball

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

5th level (1 slot): telekinesis

Actions

Multiattack. The conjurer can make two melee attacks.

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

Cult Leader

Cult leaders are very powerful leaders of cults. They have spell and weapon attacks.

Medium humanoid (any race), evil alignment

AC15 (studded leather armor)	Hit Points 12d8 + 41	Speed 30 ft.			
STR 15 (+2)	DEX 16 (+3)	CON 12 (+1)	INT 14 (+2)	WIS 16 (+3)	CHA 18 (+4)

Skills/Deception +6, Intimidation +6, Persuasion +6, Religion +5
Senses/passive Perception 13
Languages/Common and one other

CHALLENGE RATING 5 (1,800 XP)

Dark Devotion. The cult leader has advantage on saving throws against being charmed or frightened.

Spellcasting. The cult leader is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The cult leader has the following cleric spells prepared:

Cantrips (at will): guidance, light, sacred flame, thaumaturgy

1st level (4 slots): bane, command, inflict wounds, shield of faith

2nd level (3 slots): continual flame, hold person, spiritual weapon

3rd level (3 slots): bestow curse, clairvoyance, dispel magic

Actions

Multiattack. The cult leader makes two melee attacks.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the cult leader can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the cult leader. A creature can benefit from only one Leadership die at a time. This effect ends if the cult leader is incapacitated.

Disciple

Disciples are young monks in training.

Medium humanoid (any race), any alignment

AC14 (no armor)	Hit Points 7d8		Speed 40 ft.		
STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	11 (+0)

Skills/Perception +1

Senses/passive Perception 11

Languages/Common and one other

CHALLENGE RATING 1/2 (100 XP)

Actions

Multiattack. A disciple can make two unarmed (melee) attacks or one ranged attack.

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

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

Adult Lava Dragon

Lava dragons are monstrous beasts that breathe lava.

Huge dragon, chaotic evil.

AC19 (natural armor)	Hit Points 17d12 + 85	Speed 40 ft., Fly 80 ft.			
STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

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

Skills/Perception +11, Stealth +7

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages: Common, Draconic

CHALLENGE RATING 14 (11,500 XP)

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

Actions

Multiattack. The lava dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: (2d10 + 6) piercing damage plus (1d8) fire damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: (2d6 + 6) slashing damage.

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

Frightful Presence. Each creature of the lava dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lava Breath (Recharge 5-6). The lava dragon exhales lava in a 60-ft. line that is 5 ft. wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking (12d8) fire damage on a failed save, or half as much on a successful one.

Legendary Actions

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

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

Tail Attack. The lava dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The lava dragon beats its wings. Each creature within 10 ft. of the lava dragon must succeed on a DC 18 Dexterity saving throw or take (2d6 + 6) bludgeoning damage and be knocked prone. The lava dragon can then fly up to half its flying speed.

Ancient Lava Dragon

Lava dragons are monstrous beasts that breathe lava.

Gargantuan dragon, chaotic evil.

AC22 (natural armor)	Hit Points 21d20 + 147	Speed 40 ft., Fly 80 ft.			
STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +9, Con +14, Wis +9, Cha +11

Skills/Perception +16, Stealth +9

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages: Common, Draconic

CHALLENGE RATING 21 (33,000 XP)

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

Actions

Multiattack. The lava dragon can use its *Frightful Presence*. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: (2d10 + 8) piercing damage plus (2d8) fire damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: (2d8 + 8) bludgeoning damage

Frightful Presence. Each creature of the lava dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's *Frightful Presence* for the next 24 hours.

Lava Breath (Recharge 5-6). The lava dragon exhales lava in a 90-ft. line that is 5 ft. wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking (15d8) fire damage on a failed save, or half as much on a successful one.

Legendary Actions

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

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

Tail Attack. The lava dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The lava dragon beats its wings. Each creature within 15 ft. of the lava dragon must succeed on a DC 22 Dexterity saving throw or take (2d6 + 8) bludgeoning damage and be knocked prone. The lava dragon can then fly up to half its flying speed.

Lava Dragon Wyrmling

Lava dragons are monstrous beasts that breathe lava.

Medium dragon, chaotic evil.

AC17 (natural armor)	Hit Points 6d8 + 6	Speed 30 ft., Fly 60 ft.			
STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+51)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +4, Con +3, Wis +2, Cha +3

Skills/Perception +4, Stealth +4

Damage Immunities fire

Senses blindsight 10 ft, darkvision 60 ft., passive Perception 14

Languages: Draconic

CHALLENGE RATING 2 (450 XP)

Actions

Bite. *Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d10 + 2) piercing damage plus (1d4) fire damage.*

Lava Breath (Recharge 5-6). *The lava dragon exhales lava in a 15-ft. line that is 5 ft. wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking (5d8) fire damage on a failed save, or half as much on a successful one.*

Young Lava Dragon

Lava dragons are monstrous beasts that breathe lava.

Large dragon, chaotic evil.

AC18 (natural armor)	Hit Points 15d10 + 45	Speed 40 ft., Fly 80 ft.			
STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills/Perception +6, Stealth +5

Damage Immunities fire

Senses blindsight 30 ft, darkvision 120 ft., passive Perception 16

Languages: Common, Draconic

CHALLENGE RATING 7 (2,900 XP)

Actions

Multiattack. *The young lava dragon can make three attacks: one with its bite and two with its claws.*

Bite. *Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: (2d10 + 6) piercing damage plus (1d8) fire damage.*

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

Lava Breath (Recharge 5-6). *The lava dragon exhales lava in a 30-ft. line that is 5 ft. wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking (11d8) fire damage on a failed save, or half as much on a successful one.*

Drow Caster

This dark elf is a powerful spellcaster.

Medium humanoid (elf), neutral evil.

AC16 (natural armor)	Hit Points 15d12 + 90	Speed 20 ft., swim 30 ft.			
STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	2 (-4)	10 (+0)	6 (-5)

Skills/Perception +6

Senses/Darkvision 60 ft., passive Perception 16

Languages –

CHALLENGE RATING 8 (3,900 XP)

Fey Ancestry. *The drow caster has advantage on saving throws against being charmed, and magic can't put the drow caster to sleep.*

Innate Spellcasting. *The drow caster's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components.*

At will: dancing lights

1/day each: darkness, faerie fire, levitate (self only)

Spellcasting. *The drow caster's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The drow caster has the following wizard spells prepared:*

Cantrips (at will): mage hand, minor illusion, poison spray, ray of frost

1st level (4 slots): mage armor, magic missile, shield, witch bolt

2nd level (3 slots): alter self, misty step, web

3rd level (3 slots): counterspell, fly, lightning bolt

4th level: (3 slots): Evard's black tentacles, greater invisibility

5th level: (2 slots): cloudkill, telekinesis

6th level: (1 slot): circle of death

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

Actions

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

Summon Demon (1/day). The drow caster magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space with 60 ft. of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Drow Lord

The drow lord is a high level drow warrior.

Medium humanoid (elf), neutral evil.

AC18 (studded leather armor)	Hit Points 11d8 + 22	Speed 30 ft.			
STR 15 (+2)	DEX 18 (+4)	CON 14 (+2)	INT 15 (+2)	WIS 13 (+1)	CHA 17 (+3)

Saving Throws

Skills/Perception +4, Stealth +10

Senses/Darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

CHALLENGE RATING 7 (2,900 XP)

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

Innate Spellcasting. The drow lord's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components.

At will: dancing lights

1/day each: darkness, faerie fire, levitate (self only)

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

Actions

Multiattack. The drow lord makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (1d6 + 4) piercing damage plus (3d6) poison damage. .

Hand Crossbow. Melee Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: (1d6 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Reactions

Parry. The drow lord adds 4 to its AC against one melee attack that would hit it. To do so, the drow lord must see the attacker and be wielding a weapon.

Drow Spider Mistress

This drow is a priestess devoted to the spider goddess.

Medium humanoid (elf), neutral evil.

AC17 (scale mail)	Hit Points 15d8 + 13	Speed 30 ft.			
STR 20 (+5)	DEX 18 (+4)	CON 22 (+6)	INT 2 (-4)	WIS 10 (+0)	CHA 6 (-5)

Skills/Perception +6

Senses/Darkvision 60 ft., passive Perception 16

Languages -

CHALLENGE RATING 9 (3,900 XP)

Fey Ancestry. The drow spider mistress has advantage on saving throws against being charmed, and magic can't put the drow spider mistress to sleep.

Innate Spellcasting. The drow spider mistress' spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components.

At will: dancing lights

1/day each: darkness, faerie fire, levitate (self only)

Spellcasting. The drow spider mistress' spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The drow spider mistress has the following cleric spells prepared:

Cantrips (at will): guidance, poison spray, resistance, spare the dying, thaumaturgy

1st level (4 slots): animal friendship, cure wounds, detect poison and disease, ray of sickness

2nd level (3 slots): lesser restoration, protection from poison, web

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

4th level: (3 slots): banishment, divination, freedom of movement

5th level: (2 slots): insect plague, mass cure wounds

6th level: (1 slot): blade barrier

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

Actions

Multiattack. The drow spider mistress makes two scourge attacks.

Scourge. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d6 + 4) piercing damage plus (6d6) poison damage. .

Summon Demon (1/day). The drow spider mistress attempts to magically summon a yochlol with a 30 percent chance of success. If the attempt fails, the drow takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 ft. of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Eldritch Master

Eldritch masters are high level warlocks.

Medium humanoid (any race), any alignment

AC16 (chain mail, shield)	Hit Points 12d8 + 10	Speed 30 ft.			
STR 12 (+1)	DEX 12 (+1)	CON 14 (+2)	INT 15 (+2)	WIS 15 (+2)	CHA 18 (+4)

Skills/Arcana +2

Senses/passive Perception 12

Languages/Common and two others

CHALLENGE RATING 6 (2300 XP)

Spellcasting. The eldritch master is a 9th level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The eldritch master has the following warlock spells prepared:

Cantrips (at will): eldritch blast, chill touch, prestidigitation

1st level (2 slots): hex, hellish rebuke

2nd level (2 slots): hold person, invisibility

3rd level (2 slots): counterspell, fly

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

5th level (1 slot): hold monster

Invocations (5) agonizing blast, armor of shadows, mask of many faces, misty visions, thirsting blade

Actions

Multiattack. The eldritch master can make two melee attacks or one ranged weapon attack.

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

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

Elite Guard

Elite guards are very well trained and tougher than the usual town guards.

Medium humanoid (any race), any alignment.

AC16 (type of armor varies see Groups section)	Hit Points 5d8 + 4	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	12 (+1)	10 (+0)	12 (+1)
Skills/Intimidation +3, Perception +3					
Senses/passive Perception 13					
Languages/Common					

CHALLENGE RATING 1/4 (50 XP)

Actions

Melee attack (type of weapon varies see Groups section), +3 to hit, reach 5 ft., one target. +2 damage.

Ranged Weapon Attack (type of weapon varies see Groups section), +3 to hit, range varies, one target. +1 damage.

Entertainer

Entertainers are less skilled than bards and can be actors, storytellers, dancers, singers, musicians or poets.

Medium humanoid (any race), any alignment.

AC11 (leather armor)	Hit Points 1d8 + 2	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	12 (+1)	12 (+1)	14 (+2)
Skills/Perception +1, Performance +3, Persuasion +3					
Senses/passive Perception 12					
Languages/Common and two others					

CHALLENGE RATING 1/8 (25 XP)

Actions

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

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

Fungamaman

This humanoid appears as a very squat mushroom-like creature. It has a mushroom cap on the head which releases spores. Huge white oval eyes dominate the face. This fungamaman is the shaman of the fungoid community.

Medium plant, neutral evil

AC14 (natural armor)	Hit Points 11d8 + 27	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	10 (+0)
Damage Immunities poison					
Condition Immunities blinded, charmed, frightened, paralyzed, poisoned					
Senses/Blightsight 30 ft. (blind beyond this radius), passive Perception 10					
Languages -					

CHALLENGE RATING 3 (700 XP)

Distress Spores. *When the fungamaman takes damage, all other shrooms within 240 ft. of it can sense its pain.*

Sun Sickness. *While in sunlight, the fungamaman has disadvantage on ability checks, attack rolls, and saving throws. The fungamaman dies if it spends more than 1 hour in direct sunlight.*

Healing Spores (3/day). *A 30 ft. radius of purple spores extends from the fungamaman. Up to six friendly creatures in that area will gain 1d8 hit points.*

Actions

Multiattack. *The fungamaman makes two claw attacks.*

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

Fungoid

This humanoid appears as a very squat mushroom-like creature. It has a mushroom cap on the head which releases spores. Huge white oval eyes dominate the face.

Medium plant, neutral evil.

AC14 (natural armor)	Hit Points 9d8 + 20	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	7 (-2)

Damage Immunities poison
Condition Immunities blinded, charmed, frightened, paralyzed,
poisoned
Senses/Blightsight 30 ft. (blind beyond this radius), passive Perception
10
Languages -

CHALLENGE RATING 2 (450 XP)

Distress Spores. When the fungoid takes damage, all other shrooms within 240 ft. of it can sense its pain.

Sun Sickness. While in sunlight, the fungoid has disadvantage on ability checks, attack rolls, and saving throws. The fungoid dies if it spends more than 1 hour in direct sunlight.

Actions

Multiattack. The fungoid makes two claw attacks.

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

Young Fungoid

The young fungoid is a small version of the fungoid. This humanoid appears as a very squat mushroom-like creature. It has a mushroom cap on the head which releases spores. Huge white oval eyes dominate the face.

Small plant, neutral evil

AC10	Hit Points 2d6			Speed 20 ft.	
STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	8 (-1)	11 (+0)	5 (-5)

Senses/Darkvision 120 ft., passive Perception 10
Languages -

CHALLENGE RATING 0 (10 XP)

Distress Spores. When the fungoid takes damage, all other shrooms within 240 ft. of it can sense its pain.

Sun Sickness. While in sunlight, the fungoid has disadvantage on ability checks, attack rolls, and saving throws. The fungoid dies if it spends more than 1 hour in direct sunlight.

Actions

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

Fungoid Lord

A Fungoid Lord is a powerful fungoid. This humanoid appears as a very squat mushroom-like creature. It has a mushroom cap on the head which releases spores. Huge white oval eyes dominate the face.

Large plant, neutral evil.

AC15 (natural armor)	Hit Points 10d10 + 20			Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	14 (+2)	15 (+2)	10 (+0)

Damage Immunities poison
Condition Immunities blinded, charmed, frightened, paralyzed,
poisoned
Senses/Blightsight 30 ft. (blind beyond this radius), passive Perception
10
Languages -

CHALLENGE RATING 4 (3,900 XP)

Attack Spores (3/day). A 30 ft. radius of red spores extends from the shroom lord. Affected creatures must make a DC 14 Constitution saving throw or take 1d8 poison damage, half damage on a successful save.

Distress Spores. When the shroom lord takes damage, all other shrooms within 240 ft. of it can sense its pain.

Sun Sickness. While in sunlight, the shroom lord has disadvantage on ability checks, attack rolls, and saving throws. The shroom dies if it spends more than 1 hour in direct sunlight.

Actions

Multiattack. The shroom makes three claw attacks.

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

Hallucination Spores. The shroom lord ejects green spores at one creature it can see within 5 ft. of it. The target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Giant Quipper

The giant quipper is a much larger version of the carnivorous quipper. It is a large fish with sizeable, sharp teeth. Like the quipper, it can live in any aquatic environment

Large beast, unaligned.

AC15 (natural armor)	Hit Points 8d10 + 20	Speed 0 ft., swim 50 ft.			
STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	9 (-1)	3 (-4)
Senses/Darkvision 60 ft., passive Perception 9					
Languages -					

CHALLENGE RATING 2 (450 XP)

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

Water Breathing. *The giant quipper can breathe only underwater.*

Actions

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

Giant Turtle

Giant turtles can be found throughout the oceans. They have a ferocious bite.

Huge beast, unaligned.

AC15 (natural armor)	Hit Points 12d12 + 36	Speed 10 ft., swim 40 ft.			
STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+03)	4 (-3)	15 (+2)	4 (-3)
Skills/Perception +5					
Senses/passive Perception 15					
Languages -					

CHALLENGE RATING 6 (2300)

Amphibious. *The giant turtle can breathe air and water.*

Actions

Bite. *Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d12 + 4) piercing damage.*

Guard Commander

Guard Commanders lead large numbers of guards.

Medium humanoid (any race), any alignment

AC16 (chain mail and shield)	Hit Points 10d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	14 (+2)	10 (+0)	14 (+2)
Skills/Perception +1					
Senses/passive Perception 13					
Languages/Common and one other					

CHALLENGE RATING 2 (450 XP)

Actions

Multiattack. *The guard commander can make two melee or two ranged attacks.*

Longsword. *Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d8 + 3 or 1d10 + 3, versatile) slashing damage.*

Longbow. *Ranged Weapon Attack: +5 to hit, range 150/600 ft. one target. Hit: (1d8 + 1) piercing damage.*

Guide

Guides can be hired by adventurers heading into unknown territories.

Medium humanoid (any race), any alignment

AC13 (leather armor)	Hit Points 3d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	16 (+3)	14 (+2)	12 (+1)
Skills/History +3, Nature +3, Survival +2					
Senses/passive Perception 12					
Languages/Common and two others					

CHALLENGE RATING 1/8 (25 XP)

Foraging. *When the guide forages, it finds twice as much food as one normally would.*

Keen Hearing and Smell. *The guide has advantage on Wisdom (Perception) checks that rely on hearing or sight.*

Lay of the Land. *The guide's group can't become lost except by magical means.*

Actions

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d6 + 2 or 1d8 + 2, versatile) bludgeoning damage.

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

Guild Master

The guild master is a multi-talented leader of a guild.

Medium humanoid (any race), any alignment

AC14 (studded leather armor)	Hit Points 12d8 + 20	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	17 (+3)	15 (+2)	17 (+3)

Skills/Intimidation +3, Perception +2, Persuasion +3
Senses/passive Perception 12
Languages/Common and two others

CHALLENGE RATING 4 (1,100 XP)

Actions

Multiattack: The guild master makes two melee or two ranged attacks.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d10 + 2) slashing damage, two-handed.

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: (1d8 + 2) piercing damage.

Leadership: (Recharges after a Short or Long Rest). For 1 minute, the guild master 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 saving throw. The creature can add a d4 to its roll provided it can hear and understand the guild master. A creature can benefit from only one Leadership die at a time. This effect ends if the guild master is incapacitated.

High Priest

High priests are powerful priests sometimes found in larger settlements or remote temples.

Medium humanoid (any race), any alignment.

AC16 (chain mail, shield)	Hit Points 12d8 + 10	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	15 (+2)	19 (+4)	16 (+3)

Skills/Medicine +9, Persuasion +6, Religion +7
Senses/passive Perception 14
Languages/Common and two others

CHALLENGE RATING 6 (2300 XP)

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

Spellcasting. The high priest is an 8th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The high priest has the following cleric spells prepared:

Cantrips (at will): guidance, light, sacred flame, spare the dying

1st level (4 slots): cure wounds, guiding bolt, healing word, sanctuary

2nd level (3 slots): hold person, prayer of healing, spiritual weapon

3rd level (3 slots): dispel magic, mass healing word, remove curse

4th level (2 slots): banishment, guardian of faith

Actions

Multiattack. The high priest can make two melee attacks or one ranged weapon attack.

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

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: (1d6 + 1) piercing damage.

Holy Avenger

Holy Avengers are high level paladins.

Medium humanoid (any race), lawful good or lawful neutral

AC20 (plate armor and shield)	Hit Points 14d8 + 42	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	16 (+3)	15 (+2)	18 (+4)
Skills/Athletics +8, Intimidation +8, Persuasion +8, Religion +6					
Senses/passive Perception 12					
Languages/Common and one other					

CHALLENGE RATING 10 (5 900 XP)

Aura of Protection. Whenever the holy avenger or a friendly creature within 10 feet must make a saving throw, the creature gains a +4 bonus to the saving throw. The holy avenger must be conscious.

Divine Health. The divine magic flowing through the holy avenger makes it immune to disease.

Spellcasting. The holy avenger is a 14th level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The holy avenger has the following paladin spells prepared:

1st level (4 slots): cure wounds, detect evil, detect magic, purify food and drink

2nd level (3 slots): find steed, locate object, zone of truth

3rd level: (3 slots): crusader's mantle, daylight, remove curse

4th level: (1 slot): aura of purity

Actions

Multiattack: The holy avenger makes three melee or three ranged attacks.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d8 + 4 or 1d10 + 4, versatile) slashing damage.

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

Divine Sense. Five times a day, the holy avenger can use an action to its awareness and know the location of any celestial, fiend, or undead within 60 ft. of it that is not behind total cover. The holy

avenger knows the type of these creatures but not its identity.

Divine Smite. When the holy avenger hits a creature with a melee attack it can expend one spell slot to deal 5d8 radiant damage to the target. The damage increases by 1d8 if the target is undead or a fiend.

Lay on Hands. The holy avenger can draw from a healing pool of 70 hit points. The holy avenger can use an action to draw from this pool and heal another. The holy avenger can also choose to use 5 hit points from the pool to cure one disease or neutralize one poison. Multiple diseases and poisons can be dealt with in this fashion. This feature has no effect on undead and constructs..

Reactions

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

Hound Master

Hound masters command packs of half a dozen mastiffs or wolves.

Medium humanoid (any race), any alignment

AC13 (leather armor)	Hit Points 5d8 +9	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	16 (+3)	12 (+1)	14 (+2)
Skills/Animal Handling +3, Intimidation +4, Persuasion +4					
Senses/passive Perception 11					
Languages/Common and one other					

CHALLENGE RATING 1/4 (50 XP)

Pack Tactics. The hound master has advantage on an attack roll against a creature if at least one of the mastiffs or wolves is within 5 feet of the creature and the mastiff or wolf isn't incapacitated.

Actions

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d6 + 2 or 1d8 + 2, versatile) bludgeoning damage.

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: (1d4 + 2) bludgeoning damage

Knight Commander

Knight Commanders lead large groups of knights. They usually have high quality weapons and armor.

Medium humanoid (any race), lawful alignment.

AC19 (plate mail)	Hit Points 12d8 + 32	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	15 (+2)	15 (+2)	18 (+4)

Saving Throws/ Con +5, Wis +4
Senses passive/Perception
Languages/Common and one other

CHALLENGE RATING 5 (1800 XP)

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

Actions

Multiattack. The knight commander can make two melee weapon attacks or one ranged weapon attack.

Greatsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (2d6 + 4) slashing damage.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight commander 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 saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight commander. A creature can benefit from only one Leadership die at a time. This effect ends if the knight commander is incapacitated.

Reactions

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

Magmamental

A magmamental is a kind of elemental home to magma in volcanic regions.

Large elemental, neutral.

AC15	Hit Points 12d10 + 36	Speed 60 ft.			
STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	12 (+1)	12 (+1)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses/darkvision 60 ft., passive Perception 11
Languages Ignan

CHALLENGE RATING 5 (1,800 XP)

Magma form. The magmaelemental can move through.

Illumination. The magmaelemental sheds bright light in a 30-foot radius and dim light in an additional 30 ft.

Water Susceptibility. For every 5 ft. the magmaelemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes (1d10) fire damage at the start of each of its turns.

Master Bard

Master bards are high level bards.

Medium humanoid (any race), any alignment

AC12 (15 with mage armor)	Hit Points 20d8 + 30	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	12 (+1)	16 (+3)	15 (+2)	18 (+4)

Skills/Acrobatics +6, Perception +5, Persuasion +7
Senses/passive Perception 15
Languages/Common and one other

CHALLENGE RATING 8 (3 900 XP)

Song of Rest. The master bard can use soothing music or oratory skills to help revitalize its wounded allies during a short rest. If the master bard or any friendly creatures who can hear your performance regain hit points at the end of a short rest, each of those creatures regains an extra 1d10 hit points.

Spellcasting. The master bard is a 14th level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The master bard has the following bard spells prepared:

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

1st level (4 slots): charm person, cure wounds, dissonant whispers, tasha's hideous laughter

2nd level (3 slots): calm emotions, crown of madness, detect thoughts

3rd level (3 slots): dispel magic, hypnotic pattern, tongues

4th level (3 slots): compulsion, confusion, greater invisibility

5th level (2 slots): legend lore, mislead

6th level (1 slot): otto's irresistible dance

7th level (1 slot): mirage arcane

Actions

Multiattack: The Master Bard makes two melee or two ranged attacks.

Quarterstaff. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d6 + 3 or 1d8 + 3, versatile) bludgeoning damage.

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

Bardic Inspiration. Four times a day the master bard can use a bonus action to inspire others through stirring words or music. They choose a creature other than themselves within 60 ft. that can hear them. That creature gains one Bardic Inspiration die, a d12. Once within the next 10 minutes, the creature can add that die to one ability check, attack roll, or saving throw. A

creature can have only one Bardic Inspiration die at a time. The master bard regains any expended uses after a long rest.

Countercharm. The master bard can use musical notes or words of power to disrupt mind-influencing effects. As an action, the master bard can start a performance that lasts until the end of its next turn. During that time, the master bard and any friendly creatures within 30 feet of the master bard have advantage on saving throws against being frightened or charmed. A creature must be able to hear the master bard to gain this benefit. The performance ends early if the master bard is incapacitated or silenced or if the master bard voluntarily ends it (no action required).

Cutting Words. The master bard knows how to use its wit to distract, confuse, and otherwise say the confidence and competence of others. When a creature that the master bard can see within 60 feet of it makes an attack roll, an ability check, or a damage roll, the master bard can use its reaction to expend one of its uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. The creature is immune if it can't hear the master bard or if it's immune to being charmed.

Master Spy

Master spies are highly trained in stealth and are rarely ever seen.

Medium humanoid (any race), any alignment

AC17 (studded leather armor)	Hit Points 9d8	Speed 40 ft.			
STR 15 (+2)	DEX 20 (+5)	CON 12 (+1)	INT 15 (+2)	WIS 16 (+3)	CHA 14 (+2)
Skills/Acrobatics +7, Investigation +4, Insight +5, Perception +5, Stealth +7					
Senses/passive Perception 15					
Languages/Common and three others					

CHALLENGE RATING 3 (700 XP)

Cunning Action. The master spy can take a bonus action and Dash, Disengage, or Hide.

Evasion. When a master spy is subjected to an effect that allows it to make a Dexterity save throw to take only half damage, the master spy

instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Second Story Work. Climbing doesn't cost a master spy extra movement. In addition, when a master spy makes a running jump, the distance it covers increases by four feet.

Actions

Multiattack: The master spy makes two melee or two ranged attacks.

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

Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: (1d6 + 5) piercing damage.

Master Thief

Master thieves can be found almost anywhere. Many join the powerful Thieves' Guild, but others join different factions or act independently.

Medium humanoid (any race), any alignment

AC16 (studded leather armor)	Hit Points 11d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	16 (+3)	16 (+3)	15 (+2)
Skills/Acrobatics +5, Perception +4, Sleight of Hand +5, Stealth +5					
Senses/passive Perception 15					
Languages/Common, Thieves Cant, and one other.					

CHALLENGE RATING 5 (1,800 XP)

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

Second Story Work. Climbing does not cost extra movement. When making a running jump the distance they cover increases by a number of feet equal to your Dexterity modifier.

Sneak Attack (1/Turn). The master thief deals an extra 7d6 damage if they have advantage on the attack roll, or when the target is within 5 feet of an ally of the master thief that isn't incapacitated and the master thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The master thief can make three melee weapon attacks or two ranged weapon attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d6 + 3) piercing damage.

Shortbow. Ranged Weapon Attack: +7 to hit, range 0 ft., one target. Hit: (1d6 + 3) piercing damage.

Mercenary

Mercenaries are soldiers for hire.

Medium humanoid (any race), chaotic alignment

AC14 (studded leather armor)	Hit Points 5d8 + 10	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	12 (+1)
Skills/Athletics +5					
Senses/passive Perception 10					
Languages/Common and one other					

CHALLENGE RATING 1/2 (100 XP)

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

Actions

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d8 + 3 or 1d10 + 3, versatile) slashing damage.

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

Merchant

Merchants sell and trade goods. They can be found in settlements or on the road.

Medium humanoid (any race), any alignment.

AC13 (leather armor)	Hit Points 1d8 + 4	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	12 (+1)	11 (+0)	14 (+2)

Skills/Perception +1, Persuasion +3
Senses/passive Perception 12
Languages/Common and two others

CHALLENGE RATING 1/8 (25 XP)

Actions

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

Shortbow. *Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d6) piercing damage.*

Monk

There is only one monk brotherhood in Ma Zaan. The Goruun monks.

Medium humanoid (any race), lawful alignment.

AC16 (no armor)		Hit Points 6d8		Speed 50 ft.	
STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	12 (+1)	12 (+1)	11 (+0)

Skills/Acrobatics +4, Perception +2
Senses/passive Perception 12
Languages/Common and one other

CHALLENGE RATING 4 (1100 XP)

Deflect Missiles. *Monks can use a reaction to deflect missiles when hit by a ranged weapon attack. Damage taken is reduced by 1d10 hit points.*

Slow Fall. *Monks can use a reaction when they fall to reduce damage by 5d6 hit points.*

Flurry of Blows. *Monks can use a bonus action three times a day for a fourth unarmed strike.*

Actions

Multiattack. *The monk can make three melee weapon attacks or two ranged weapon attacks.*

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

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

Sling. *Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: (1d4 +3) bludgeoning damage.*

Monk Superior

The monk superior is the monk leader of a monastery and commands a number of monks and disciples.

Medium humanoid (any race), lawful alignment

AC18 (no armor)		Hit Points 15d8		Speed 50 ft.	
STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	16 (+3)	17 (+3)	16 (+3)

Skills/Acrobatics +6, Perception +4
Senses/passive Perception 14
Languages/Common and one other

CHALLENGE RATING 10 (5,900 XP)

Deflect Missiles. *A monk superior can use a reaction to deflect missiles when hit by a ranged weapon attack. Damage taken is reduced by 1d20 hit points.*

Slow Fall. *A monk superior can use a reaction when they fall to reduce the damage by 8d6 hit points.*

Flurry of Blows. *A monk superior can use a bonus action for a fourth unarmed strike.*

Actions

Multiattack. *The monk superior can make four unarmed (melee) attacks or two ranged weapon attacks.*

Unarmed strike. *Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (1d10 + 5) bludgeoning damage.*

Quarterstaff. *Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (1d8 + 5 or 1d10 + 5) Versatile, Two-handed, bludgeoning damage.*

Sling. *Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: (1d4 + 5) bludgeoning damage.*

Monstrous Spider

Monstrous spiders are the largest kind of giant spider.

Huge beast, unaligned.

AC15 (natural armor)	Hit Points 10d12	Speed 40 ft., Climb 40 ft.			
STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	15 (+2)	12 (+1)	15 (+2)	7 (-2)
Skills/Stealth +9					
Senses/blindsight 30 ft., darkvision 60 ft., passive Perception 12					
Languages -					

CHALLENGE RATING 4 (1 100 XP)

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

Web Sense. *While in contact with a web, the monstrous spider knows the exact location of any other creature in contact with the same web.*

Web Walker. *The monstrous spider ignores movement restrictions caused by webbing.*

Actions

Multiattack: *The monstrous spider makes two melee (bite) or one ranged (web) attacks.*

Bite. *Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d12 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking (5d8) poison damage on a failed save, or half as much on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.*

Web (Recharge 5-6) *Ranged Weapon Attack: +7 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 15 strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12, hp 20: vulnerability to fire damage, immunity to bludgeoning, poison, and psychic damage).*

Pugilist

A pugilist is a very tough tavern brawler.

Medium humanoid (any race), any alignment

AC16 (no armor)	Hit Points 20d8 + 15	Speed 40 ft.			
STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	15 (+2)	11 (+0)	11 (+0)	12 (+1)
Skills/Athletics +3 Intimidation +1 Perception +1					
Senses/passive Perception 12					
Languages/Common					

CHALLENGE RATING 7 (2,900 XP)

Actions

Multiattack: *The pugilist makes four unarmed (melee) attacks.*

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

Grapple. *Pugilists may use a bonus action to grapple (escape DC15) their opponents.*

Stunning Strike. *Four times a day a pugilist can do a stunning strike. When it hits another creature with a melee weapon attack it can use this feature. The target must make a DC15 Constitution saving throw or be stunned until the end of the pugilist's next turn.*

Quadrak

Quadraks are medium-sized dragon-like creatures used by the Valarian Empire. Tiefling riders use these monsters.

Medium dragon, chaotic evil.

AC18	Hit Points 12d8 + 30	Speed 30 ft., Fly 60 ft.			
STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	17 (+3)	16 (+3)	15 (+2)	18 (+4)
Skills/Athletics +8, Deception +7, Intimidation +7, Persuasion +7					
Senses/passive Perception 12					
Languages/Common and one other					

CHALLENGE RATING 6 (2,300 XP)

Actions

Multiattack. *The quadrak*

Claws: *Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit: (1d8 + 4 or 1d10 + 4, versatile) slashing damage.*

Breath Attack. Ranged Weapon Attack: +7 to hit, 60 ft. cone, one target. Hit: (1d10 + 3) piercing damage.

Rockmog

Rockmogs are large, four-legged rock creatures. They range from gray to black in colour.

Large elemental, neutral.

AC16 (natural armor)	Hit Points 9d8 + 45	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	12 (+1)	1 (-5)
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks					
Damage Immunities poison					
Condition Immunities exhaustion, paralyzed, poisoned, petrified					
Senses/darkvision 60 ft., passive Perception 11					
Languages/Terran					

CHALLENGE RATING 6 (2,300 XP)

False Appearance. When the rockmog remains motionless, it is indistinguishable from a normal rock.

Actions

Multiattack. The rockmog makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (2d6 + 5) bludgeoning damage.

Sage

Sages are wise, intelligent scholars who excel at research and debate.

Medium humanoid (any race), any alignment

AC12 (leather armor)	Hit Points 3d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	14 (+2)	14 (+2)	10 (+0)
Skills/Arcana +4, History +4, Investigation +4					
Senses/passive Perception 12					
Languages/Common and three others					

CHALLENGE RATING 1/4 (50 XP)

Research. If a sage is hired to help with research the cost is cut in half and any Arcana, History, or Investigation checks may add the sage's bonuses.

Actions

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

Drone. Once a day the sage can attempt to drone on and on and put any creatures within 20 ft. to sleep. The sage rolls 4d8 and the creatures in the area are affected in ascending order of their current hit points (ignoring unconscious creatures). Undead and creatures immune to being charmed aren't affected by this feature.

Sailor

Sailors make up the crews of ocean-going vessels.

Medium humanoid (any race), any alignment

AC13 (leather armor)	Hit Points 2d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	12 (+1)
Skills/Athletics +3					
Senses/passive Perception 10					
Languages/Common and one other					

CHALLENGE RATING 1/8 (25 XP)

Skilled Swimmer. The sailor swims as well it walks. No penalties for difficult terrain in water.

Actions

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d6 + 2) piercing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: (1d6 + 2) piercing damage.

Scout Leader

A scout leader commands a large force of scouts.

Medium humanoid (any race), any alignment

AC14 (leather armor)	Hit Points 12d8 + 19	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	12 (+1)	17 (+3)	16 (+3)

Skills/Nature +6, Perception +7, Stealth +7, Survival +7
Senses/passive Perception 12
Languages/Common and one other

CHALLENGE RATING 4 (1,100 XP)

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

Actions

Multiattack. The scout leader makes two melee or two ranged attacks.

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

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: (1d8 + 3) piercing damage.

Seal

Seals are playful sea creatures found in all kinds of oceans.

Small beast, unaligned.

AC13 (natural armor)	Hit Points 1d6	Speed 0 ft., swim 40 ft.			
STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	11 (+0)	10 (+0)	12 (+1)	6 (-2)

Skills/Perception +3
Senses/passive Perception 13
Languages -

CHALLENGE RATING 0 (10 XP)

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

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: (1d4 - 2) piercing damage.

Sea Lion

Sea lions are peaceful sea creatures often found sunning themselves on rocks.

Medium beast, unaligned.

AC12 (natural armor)	Hit Points 1d8	Speed 0 ft., swim 40 ft.			
STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	2 (-4)	11 (+0)	1 (-5)

Skills/Perception +2
Senses/passive Perception 12
Languages -

CHALLENGE RATING 1/8 (25 XP)

Hold Breath. The sea lion can hold its breath for 20 minutes.

Actions

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

Sentinel

Sentinels are soldiers trained to watch over important areas.

Medium humanoid (any race), any alignment

AC15 (scale mail)	Hit Points 5d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	10 (+0)	12 (+1)	16 (+3)	10 (+0)

Skills/Insight +5, Perception +5
Senses/passive Perception 15
Languages/Common

CHALLENGE RATING 1/2 (100 XP)

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

Actions

Multiattack. The sentinel makes two melee or two ranged attacks.

Spear. Melee Weapon Attack: +3 to hit, reach 5 ft., or range 20/60 ft. one target. Hit: (1d8 + 2 or 1d10 + 2, versatile) piercing damage.

Slaver

Slavers are engaged in capturing, using, and selling slaves. They often have wealthy sponsors.

Medium humanoid (any race), evil alignment.

AC14 (leather armor)	Hit Points 4d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	12 (+1)	12 (+1)	12 (+1)

Skills/Intimidation +1, Perception +1
Senses/passive Perception 11
Languages/Common and one other

CHALLENGE RATING 1/8 (25 XP)

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

Actions

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d8 or 1d10 +2, versatile) slashing damage.

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

Reactions

Monster 10

Slave Lord

Slave Lords are engaged in capturing, using, and selling slaves. They often have wealthy sponsors.

Medium humanoid (any race), evil alignment

AC16 (chain mail)	Hit Points 20d8 + 30	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	15 (+2)	16 (+3)	14 (+2)	16 (+3)

Skills/Intimidation +3, Perception +2
Senses/passive Perception 12
Languages/Common and one other

CHALLENGE RATING 8 (3,900 XP)

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

Actions

Multiattack: The slave lord makes two melee or two ranged attacks.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d8 or 1d10 + 4, versatile) slashing damage.

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

Leadership: (Recharges after a Short or Long Rest). For 1 minute, the slave lord 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 saving throw. The creature can add a d4 to its roll provided it can hear and understand the slave lord. A creature can benefit from only one Leadership die at a time. This effect ends if the slave lord is incapacitated.

Smother

Smothers lurk in dark dungeons or caverns. They are usually large black, flat creatures with one white eye at the centre. However, smothers can camouflage themselves and appear to be part of the ceiling or floor. They strike without warning and eventually crush their victims.

Large monstrosity, unaligned.

AC14 (natural armor)	Hit Points 10d10 + 20	Speed 10 ft.	Fly 20 ft.		
STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	1 (-5)	14 (+2)	1 (-5)

Skills/Perception +4
Senses/darkvision 60 ft, passive Perception 14
Damage Immunities/ psychic
Condition Immunities/charmed, deafened, frightened
Languages/None

CHALLENGE RATING 4 (1100 XP)

Damage Transfer. Half of any damage done to the smother is transferred to any grappled creature inside it.

Actions

Smother. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (4d8 + 4) bludgeoning damage. If the creature is medium or smaller it is grappled. Escape DC 14. The smother can grapple two victims. If the target remains grappled it takes 2d8 bludgeoning damage at the start of each turn.

Tavern Brawler

The tavern brawler is a thug who is skilled at unarmed combat.

Medium humanoid (any race), chaotic alignment

AC15 (no armor)		Hit Points 10d8 + 5		Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	12 (+1)	12 (+1)	12 (+1)

Skills/Perception +1
Senses/passive Perception 11
Languages/Common

CHALLENGE RATING 1 (200 XP)

Actions

Multiattack. The tavern brawler makes two unarmed (melee) attacks.

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

Bonus Action: Can use a bonus action to grapple. DC13 Strength escape.

Thief

Thieves can be found almost anywhere. Many join the powerful Thieves' Guild, but others join different factions or act independently.

Medium humanoid (any race), any alignment.

AC15 (studded leather armor)		Hit Points 5d8 + 6		Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	11 (+0)

Skills/Acrobatics +4, Perception +3, Sleight of Hand +4, Stealth +4
Senses/passive Perception 14
Languages/Common, Thieves Cant and other.

CHALLENGE RATING 3 (450 XP)

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

Second Story Work. Climbing does not cost extra movement. When making a running jump the distance they cover increases by a number of feet equal to your Dexterity modifier.

Sneak Attack (1/Turn). The thief deals an extra 3d6 damage if they have advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief can make two melee weapon attacks or two ranged weapon attacks.

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

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: (1d8 + 3) piercing damage.

Thieves' Guild Leader

Thieves' Guild leaders work with a group of thieves and master thieves.

Medium humanoid (any race), lawful evil

AC17 (studded leather armor)		Hit Points 14d8 + 20		Speed 40 ft.	
STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	15 (+2)	16 (+3)	12 (+1)	15 (+2)

Skills/Acrobatics +9, Intimidation +6, Perception +5, Persuasion +6, Sleight of Hand +9, Stealth +9
Senses/passive Perception 15
Languages/Common, Thieves Cant, and two others

CHALLENGE RATING 9 (5 000 XP)

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

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

Second Story Work. Climbing does not cost extra movement. When making a running jump the distance the Thieves' Guild leader covers increases by a number 5 feet.

Sneak Attack. (1/Turn). The Thieves' Guild leader deals an extra 10d6 damage if they have advantage on the attack roll, or when the target is within 5 feet of an ally of the Thieves' Guild leader that isn't incapacitated and the Thieves' Guild leader doesn't have disadvantage on the attack roll.

Actions

Multiattack. The Thieves' Guild leader can make three melee weapon attacks or three ranged weapon attacks.

Shortsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: (1d6 + 4) piercing damage.

Shortbow. Ranged Weapon Attack: +9 to hit, range 80/320 ft., one target. Hit: (1d6 + 4) piercing damage.

Tracker

Trackers are high level rangers who usually operate in the wilderness.

Medium humanoid (any race), any alignment

AC15 (studded leather armor)	Hit Points 9d8 + 27	Speed 40 ft.			
STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	12 (+1)	16 (+3)	15 (+2)	14 (+2)

Skills/Animal Handling +5, Athletics +6, Investigation +6, Perception +5, Stealth +6
Senses/passive Perception 15
Languages/Common and one other

CHALLENGE RATING 7 (2 900 XP)

Natural Explorer. While traveling for an hour or more the tracker gains the following benefits:

- Difficult terrain doesn't slow its group's travel
- The tracker's group can't become lost except by magical means.
- Even when the tracker is engaged in another activity while traveling (such as foraging, navigating, or tracking), the tracker remains alert to danger.
- If the tracker is traveling alone, it can move stealthily at a normal pace.
- When the tracker forages, it finds twice as much food as one normally would.
- While tracking other creatures, the tracker also learns their exact number, their sizes, and how long ago they passed through the area.

Land's Stride. Moving through nonmagical difficult terrain costs you no extra movement. The tracker 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, the tracker has advantage on saving throws against plants that

are magically created or manipulated to impede movement, such those created by the entangle spell.

Hide in Plain Sight. The tracker can spend 1 minute creating camouflage for itself. The tracker must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create the camouflage. If there is an object that is at least as tall and wide as the tracker it can press up against it. Then the tracker gains a +10 bonus to Dexterity (Stealth) checks as long as it remains there without moving or taking actions. Once the tracker moves or takes an action or reaction, it must camouflage itself again to gain this benefit.

Spellcasting. The tracker is a 9th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The tracker has the following ranger spells prepared:

1st level (4 slots): animal friendship, cure wounds, goodberry, hunter's mark

2nd level (3 slots): beast sense, find traps, pass without trace, spike growth

3rd level (2 slots): daylight, speak with plants

Actions

Multiattack: The tracker makes two melee or two ranged attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d8 + 3 or 1d10 + 3, versatile) slashing damage.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: (1d8 + 3) piercing damage

Primeval Awareness. The tracker can use an action and expend one ranger spell slot to focus its awareness on the surrounding region. For 1 minute per level of the spell slot it expends, the tracker can sense whether the following types of creatures are present within 1 mile of the tracker: aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Troll King

A troll king rules dozens of trolls. He usually has a number of other creatures as his command.

Large giant, chaotic evil

AC18 (natural)	Hit Points 16d10 + 45	Speed 40 ft.			
STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	22 (+5)	10 (+0)	12 (+1)	11 (+0)

Skills/Perception +4

Senses/darkvision 60 ft., passive Perception 14

Languages/Giant

CHALLENGE RATING 9 (5000 XP)

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

Regeneration. The troll king regains 15 hit points at the start of its turn. If the troll king takes acid or fire damage, this trait doesn't function at the start of the troll king's next turn. The troll king only dies if it starts its turn with 0 hit points and doesn't regenerate.

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

Actions

Multiattack: A troll king makes three attacks. It can bite once and use its claws twice.

Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: (1d12 + 6) slashing damage.

Claws. Ranged Weapon Attack. +12 to hit, range 5 ft., one target. Hit: (1d8 + 6) piercing damage.

Urchin

Urchins are young people who live on the streets of large settlements.

Medium humanoid (any race), any alignment

AC13 (leather armor)	Hit Points 1d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	12 (+1)

Skills/Performance +3, Persuasion +3, Stealth +4

Senses/passive Perception 11

Languages/Common

CHALLENGE RATING 1/4 (50 XP)

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

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

Actions

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

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: (1d4 + 2) bludgeoning damage.

Whale

Whales are massive mammals found in all kinds of oceans. Some whales can hold their breath for up to two hours.

Gargantuan beast, unaligned.

AC10 (natural armor)	Hit Points 10d20	Speed 0 ft., swim 30 ft.			
STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	18 (+4)	11 (+0)	17 (+3)	3 (-4)

Skills/Perception +6

Senses/blindsight 120 ft., passive Perception 16

Languages -

CHALLENGE RATING 5 (1800 XP)

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

Hold Breath. The whale can hold its breath for one hour.

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

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: (3d10 + 5) bludgeoning damage.

New Monster Groups

Stat blocks for individual monsters are listed and the group challenge ratings and XP values are given.

Bear Rider Patrol

Bear rider patrols are four bear riders and their bears. They use bears as their mounts. Many bear riders patrol the western part of Ma Zaan and all the mountains.

Medium humanoid (mountain dwarf), lawful alignment

AC16 (chain mail)	Hit Points 6d8 + 6	Speed 30 ft. (40 ft./climb 30 ft. on their bear mount)			
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	12 (+1)	12 (+1)	10 (+0)
Skills/Perception + 3					
Senses/darkvision 60', passive Perception 13					
Languages/Common and Dwarvish					

CHALLENGE RATING 8 (3600 XP)

Actions

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

Warhammer. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d10 + 3) bludgeoning damage.

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

Bounty Hunter Gang

A bounty hunter gang is a group of eight bounty hunters.

Medium humanoids (any race), any alignment

AC15 (studded leather armor)	Hit Points 3d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	12 (+1)	12 (+1)	11 (+0)
Skills/Perception + 1					
Senses/passive Perception 12					

CHALLENGE RATING 12 (9,000 XP)

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

Actions

Battleaxe. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d10 + 2) slashing damage, two-handed.

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

Elite Guard Patrol

Elite guard patrols have six elite guards.

Medium humanoids (any race), any alignment

AC18 (chain mail and shield)	Hit Points 5d8 + 4	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)
Skills/Perception + 3					
Senses/passive Perception 13					
Languages/Common					

CHALLENGE RATING 3 (600 XP)

Actions

Longsword. Melee attack: +5 to hit, reach 5 ft., one target. Hit: (1d8 + 2 or 1d10 + 2, versatile) slashing damage.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: (1d8 + 1) piercing damage.

Entertainers

Entertainers are a group of four entertainers. They are less skilled versions of bards.

Medium humanoids (any race), any alignment

AC13 (leather armor)		Hit Points 1d8 + 2	Speed 30 ft.		
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	12 (+1)	12 (+1)	14 (+2)
Skills/Monster4b					
Senses/Monster4b					
Languages/Monster4b					

CHALLENGE RATING 2 (500 XP)

Actions

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

Shortbow. *Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d6) piercing damage.*

Merchants

Merchants are a group of three merchants with four guards.

Medium humanoids (any race), any alignment.

AC13 (leather armor)		Hit Points 1d8 + 4	Speed 30 ft.		
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	12 (+1)	11 (+0)	14 (+2)
Skills/Perception +1, Persuasion +3					
Senses/passive Perception 12					
Languages/Common and two others					

CHALLENGE RATING 2 (500 XP)

Actions

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

Shortbow. *Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d6) piercing damage.*

Monk Brotherhood

Monks in Myrr are usually part of one of three brotherhoods. Inner Sons are all lawful good. The Eclipse are all lawful evil. The Zoth are usually lawful neutral.

Medium humanoids (any race), lawful alignment.

AC16 (no armor)		Hit Points 6d8	Speed 50 ft.		
STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	12 (+1)	12 (+1)	11 (+0)
Skills/Acrobatics +4, Perception +2					
Senses/darkvision 60 ft., passive Perception 12					
Languages/Common and one other					

CHALLENGE RATING 11 (6600 XP)

Deflect Missiles. *Monks can use a reaction to deflect missiles when hit by a ranged weapon attack. Damage taken is reduced by 1d10 hit points.*

Slow Fall. *Monks can use a reaction when they fall to reduce damage by 5d6 hit points.*

Flurry of Blows. *Monks can use a bonus action three times a day for a fourth unarmed strike.*

Actions

Multiattack. *The monk can make three melee weapon attacks or two ranged weapon attacks.*

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

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

Sling. *Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: (1d4 +3) bludgeoning damage.*

Fungoid Patrol

Fungoid patrols are a group of fungoids.

Medium humanoids (any race), evil alignment.

AC14 (leather armor)		Hit Points 4d8	Speed 30 ft.		
STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	12 (+1)	12 (+1)	12 (+1)

Skills/Intimidation +1, Perception +1
Senses/passive Perception 11
Languages/Common and one other

CHALLENGE RATING 2 (500 XP)

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

Actions

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d8 or 1d10 +2, versatile) slashing damage.

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

Mercenary Gang

Mercenary gangs have eight mercenaries.

Medium humanoids (any race), chaotic alignment

AC14 (studded leather armor)	Hit Points 5d8 + 10	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Skills/Athletics +5
Senses/passive Perception 10
Languages/Common and one other

CHALLENGE RATING 5 (2 000 XP)

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

Actions

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d8 + 3 or 1d10 + 3, versatile) slashing damage.

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

Sailor Crew

A sailor crew has eight sailors.

Medium humanoids (any race), any alignment

AC13 (leather armor)	Hit Points 2d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Skills/Athletics +3
Senses/passive Perception 10
Languages/Common and one other

CHALLENGE RATING 2 (500 XP)

Skilled Swimmer. The sailor swims as well it walks. No penalties for difficult terrain in water.

Actions

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d6 + 2) piercing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: (1d6 + 2) piercing damage.

Slavers

Slavers are a group of eight slavers.

Medium humanoids (any race), evil alignment.

AC14 (leather armor)	Hit Points 4d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	12 (+1)	12 (+1)	12 (+1)

Skills/Intimidation +1, Perception +1
Senses/passive Perception 11
Languages/Common and one other

CHALLENGE RATING 2 (500 XP)

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

Actions

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d8 or 1d10 +2, versatile) slashing damage.

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

Tavern Brawler Gang

A tavern brawler gang has eight tavern brawlers in it.

Medium humanoids (any race), chaotic alignment

AC15 (no armor)	Hit Points 10d8 + 5	Speed 30 ft.			
STR 17 (+3)	DEX 16 (+3)	CON 15 (+2)	INT 12 (+1)	WIS 12 (+1)	CHA 12 (+1)

Skills/Perception +1
Senses/passive Perception 11
Languages/Common

CHALLENGE RATING 8 (4000 XP)

Actions

Multiattack: The tavern brawler makes two unarmed (melee) attacks.

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

Bonus Action: Can use a bonus action to grapple. DC13 Strength escape.

Thieves

Thieves are a trio of thieves. They are usually on a mission of some sort.

Medium humanoids (any race), any alignment

AC15 (studded leather armor)	Hit Points 5d8 + 6	Speed 30 ft.			
STR 13 (+1)	DEX 16 (+3)	CON 12 (+1)	INT 14 (+2)	WIS 14 (+2)	CHA 11 (+0)

Skills/Acrobatics +4, Perception +3, Sleight of Hand +4, Stealth +4
Senses/passive Perception 14
Languages/Common, Thieves' Cant and one other

CHALLENGE RATING 7 (2700 XP)

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

Second Story Work. Climbing does not cost extra movement. When making a running jump the

distance the thief covers increases by a number of feet equal to your Dexterity modifier.

Sneak Attack (1/Turn). The thief deals an extra 3d6 damage if they have advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack: The thief can make two melee weapon attacks or two ranged weapon attacks.

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

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: (1d8 + 3) piercing damage.

Urchin Gang

An urchin gang has eight street urchins in it.

Medium humanoids (any race), any alignment

AC13 (leather armor)	Hit Points 1d8	Speed 30 ft.			
STR 10 (+0)	DEX 14 (+2)	CON 10 (+0)	INT 10 (+0)	WIS 12 (+1)	CHA 12 (+1)

Skills/Performance +3, Persuasion +3, Stealth +4
Senses/passive Perception 11
Languages/Common

CHALLENGE RATING 4 (1 000 XP)

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

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

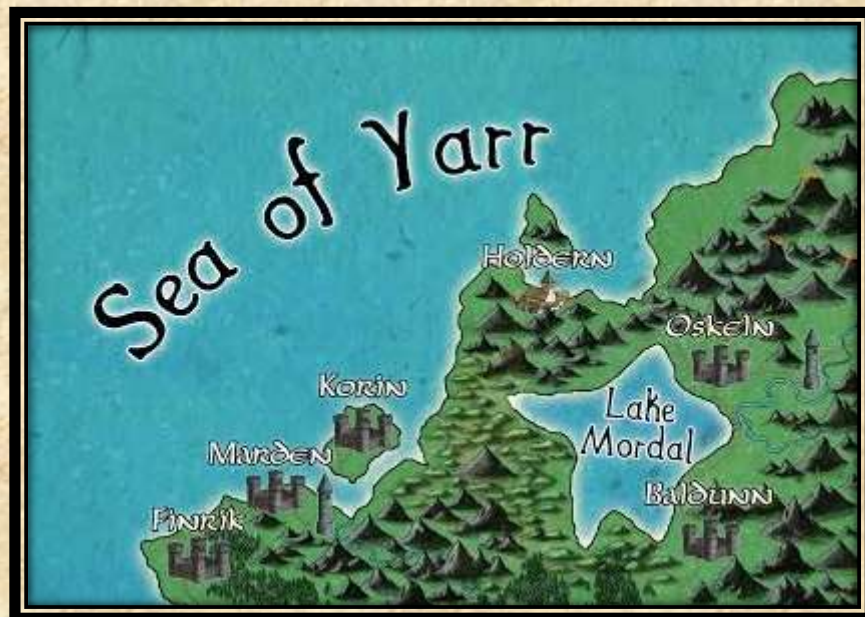
Actions

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

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: (1d4 + 2) bludgeoning damage.

Other Monster Groups

Group	Members	CR	XP
Assassin Trio	3 Assassins	CR 20	23 400 XP
Bandit Patrol	8 Bandits	CR 2	500 XP
Cultists	6 Cultists	CR 2	300 XP
Drider Patrol	4 Driders	CR 17	18 400 XP
Drow Patrol	8 Drow	CR 4	1000 XP
Guard Patrol	8 Guards	CR 2	500 XP
Knights Patrol	3 Knights and 6 Guards	CR 9	4500 XP
Scout Party	6 Scouts	CR 4	1200 XP
Thugs	4 Thugs	CR 3	800 XP



Military Groups

The Weapons and Armor Used by Different Military Groups

Bandit Clans

Bandits: studded leather armor, shortswords, longbows

Cultists

Cultists: studded leather armor, shortswords, shortbows

Valarian Soldiers

Elite guards: chain shirt and shields, longswords, longbows

Damakai

Knights: half plate, greatswords, javelins

Hargrim Soldiers

Guards: chain mail, battleaxes and heavy crossbows

Dorandunn Soldiers

Guards: chain mail, longswords, heavy crossbows

Finrik Soldiers

Guards: chain mail, glaives, light crossbows

Korin Soldiers

Guards: chain mail and shield, spears

Oskeln Soldiers

Guards: chain mail, warhammers, heavy crossbows

ADVENTURE HOOKS

The Dwarf Thieves' Guild

The Grim are the only Thieves' Guild on the continent and are a threat to many different groups. Based in Hargrim, these thieves and assassins are cunning and brutal. A group of adventurers could hunt down these evil rogues.

Valarian Raids

Brave heroes can help the dwarves deal with air attacks by the evil tieflings. The Damakai knights ride their quadraks deep into dwarf territory. The tieflings also have regular ground troops that attack the two massive gates in the North and the South.

Many Spies

The northern Free Dwarves have spies operating in the Southern Dukes' territory. Characters could join these spies and keep track of the evil dwarves. The tieflings and drow also have spies hidden across the continent.

Riftgates

A number of Riftgates to other planes have opened in Ma Zaan due to seismic activity. An adventuring party could enter the Nine Hells or other areas through one of these gates. A group of heroes could also travel back and forth to the continent of Myrr.

Passages to the DarkWorld

There are also passages to another, even closer realm. Tunnels from the surface now reach the DarkWorld, the underground world beneath the World of Myrr. A heroic group could venture into the darkness and confront the most powerful threat of all, the Drow! The DarkWorld encounter tables present many of the monsters that could be encountered in this area. Heroes could join members of the Free Dwarves and explore this dangerous place.

The Civil War

The war between the Free Dwarves and the Southern Dukes has lasted for years. A group of heroes could join the Free Dwarves in their battle against their nasty southern neighbors. They could travel deep into Southern Dukes territory and confront their leaders, the nefarious dukes. There are many ordinary dwarves in the South who would prefer to be ruled by the democratic leadership of the North.

Lava Dragons

Huge winged beasts roam the craters of a number of volcanoes across Ma Zaan. These lava dragons have been a threat to many different groups across the continent for years. A party of adventurers could hunt down these draconic monsters. They are a new monster found in the New Monsters section.

Deep in the Mines

Many mines can be found throughout Ma Zaan. Some of the mines have uncovered deep, dark secrets. A group of brave heroes could explore the depths of these mines and discover what has been unearthed.

Drow Raids

Even more of a threat than the tiefling Valarian Empire are the powerful drow. The dark elves are just beginning to make their presence felt. A party of adventurers could head into the DarkWorld and confront the evil humanoids in their underground home. The encounter tables for the DarkWorld in the Encounters Section give some idea of what lives in the darkest corner of the World of Myrr.



MAGIC ITEMS of Ma Zaan

Mace of Ma Zaan (rare). This is a +2 reddish brown mace.

Dalen's Hammer (very rare). This is a powerful +3 black warhammer.

The Blade of the Mountain (very rare). When using this silver longsword in the mountains you gain a +3 bonus to attack and damage rolls.

The Cloak of Archion (legendary). A dark red cloak with horn-shaped buttons. These robes give the wearer +3 to their AC. The user also cannot have their spells dispelled.

The Cloak of the Clouds (uncommon). A gray cloak that protects the wearer from any sleep spells.

Azamir's Cape (rare). This red cloak gives the advantage on any Charisma check or save.

Oskeln Crossbow (rare). You gain a +2 bonus to attack and damage rolls made with this reddish brown heavy crossbow.

Dagger of Makos (rare). You gain a +2 bonus to attack and damage rolls made with this dagger. This bright red dagger's hilt is in the shape of a forked tail.

The Horn of Dorandunn (uncommon). You can use an action to blow this gray horn once a day. All allies within 40 feet will gain a +1 bonus to attack for 1 minute.

The Helm of the Hells (rare). The user is able to use this red helm to read minds once a day.

Blade of the Beard (rare). This brown dagger is a special dwarf weapon. When used by a dwarf it acts as a +2 shortsword. It glows red if any tieflings are within 100 ft.

Rockbane (rare). This black longsword is +2 to attack and damage. It also does an extra 1d8 damage to earth constructs.

Earthbow (uncommon). Arrows shot from this dark brown bow do an extra 1d6 damage to any air creatures.

Lyre of the Fubar (common). This bronze instrument can charm those within 30 ft. twice a day. They must make a Wisdom saving throw (DC13) or fall under the Charm Person spell.

Dwarfbane (rare). This golden longsword is a +2 weapon. It does an extra 1d6 damage to dwarves.

Zaan Armor (rare). This reddish-brown armor is +2 dwarvish plate mail.

Zaan Bow (rare). You gain a +2 bonus to attack and damage rolls made with this thornwood dwarvish longbow.

Cloak of Zaan (uncommon). This reddish-brown dwarvish cloak gives the user advantage on Stealth (Dexterity) checks.

Hell's Spear (very rare). This weapon is made for the ultimate sentinel. This red spear is +2 to attack and damage. The user only needs to sleep half as long as normal.

Quiver of Thorwood (rare). This dark brown quiver makes any arrow magical, giving the arrow a +1 bonus to attack and damage rolls. It will hold up to 60 arrows.

The Quarterstaff of Gorunn (very rare). This item is a reddish-brown +3 quarterstaff.

Sword of Fire (rare). You gain a +2 bonus to attack and damage rolls with this gray greatsword. On a critical hit a flame erupts and does 1d8 extra fire damage.

Sword of Holdern (legendary). You gain a +3 bonus to attack and damage rolls with this silver longsword. It does an extra 1d8 radiant damage to undead creatures. It can also cast a light spell 2/day. It has an Intelligence of 15 and is of lawful good alignment.

Sword of Rakos (legendary). This unique greatsword has a blue hilt and a red blade. You gain a +4 bonus to attack and damage rolls made with this sword. It has an Intelligence of 16 and is of chaotic neutral alignment.

The Thordun Axe (very rare). You gain a +3 bonus to attack and damage rolls made with this golden greataxe. It does an extra 1d10 damage to ettins, giants, ogres, and trolls.

Tome of the Miner (rare). After reading this golden book for a total of 24 hours your Constitution increases by 2.

Trident of Yarr (very rare). The user gains a +2 bonus to attack and damage rolls with this gray trident. It also enables you to breathe underwater and swim at a speed of 40 ft.

The Wand of the North (uncommon). This blue wand can cast a fireball or lightning bolt twice a day.

Bannifer's Tome (very rare). This ancient brown book looks battered, worn, and worthless. However, if one reads the book for a total of 24 hours their Charisma will increase by 2. However, they will also draw the attention of the opposite gender wherever they go.

Vaela's Amulet (rare). A red amulet of protection which gives the user a +2 bonus to their AC.



ZaanIAN Phrases

General Exclamations

By Dalen's Beard!

My Axe!

Sleeping Giants!

In all the Mountains!

Darkest Web!

Horns of Hell!

Nine Tails!

Exclamations of Frustration

Zaan!

Rocks!

Smash!

Questioning Phrases

What shakes?

What in all the Hells?

By whose beard?



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Version 1.0a

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Sea of Yarr

MaZaan



0 25 50 75 100
Scale in Miles

Sea of Vaela