

# THE BALEFUL COVEN

BY MATT GOODALL AND JOHN LYNCH





# THE BALEFUL COVEN

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## WHAT YOU WILL FIND INSIDE THE BALEFUL COVEN

Battling conspiracies and plots by villains of every kind, you have overcome all who stood in your way. As you set out to cross the endless cold lands at the top of the world, however, your enemies are not so quick to forgive or forget the dead left in your wake. A mother's love is undying, but so too is her hate. In her eyes, you are murderers, and she will gather dark sisters from far abroad to draw you into a mystic nightmare from which there will be no escape!

This adventure for characters of 6th to 7th level, which can be played as part of an ongoing adventure saga bringing characters from a traditional fantasy campaign into contact with threats from the far east. It works equally well as a standalone adventure in any campaign, however, allowing GMs to show the dynamic nature of the campaign world as forces that heroes thought were defeated turn out to have allies that do not take the defeat of their kin lightly. Set in the subpolar north, since this adventure deals in a realm of dream and nightmare it is easily portable to any location in your campaign to infuse it with an air of malevolent witchery.

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# THE BALEFUL COVEN

“The Baleful Coven” is a short adventure designed for four 6th-level characters. The adventure involves a triad of villains seeking vengeance on the PCs for vanquishing an allied organization. The default assumptions of the adventure are that the villains in question are members of a criminal gang operating in the far north with ties to a sinister secret society in the Far East. The adventure can be inserted into any campaign, but it will be most thematic if the PCs are journeying north through a frozen landscape occupied by berserker warriors, perhaps as part of a larger group.

## ADVENTURE BACKGROUND

Recently a criminal gang operating as one of the many arms of a Far Eastern organization has been vanquished. However, when the guild leader failed to make her periodic report to her oni masters in the Far East, they dispatched one of their agents to the gang’s location to see what was amiss.

This capable representative, a white-haired witch named Onishi Masami, traveled swiftly using a series of teleportation spells—a dangerous endeavor made somewhat easier by the fact that Masami had journeyed this way before and memorized a series of waypoints to assist in navigating the arduous journey.

Unbeknownst to her, other entities were also fatefully converging on the gang’s fortress headquarters. Jorunea, a powerful hag and occasional ally of the guild, reached the deserted fortress seeking payment for past services from the guild’s leader—a long-standing acquaintance and comrade-in-arms. At the same time, the hoary witch Uraba, guided by a series of grim omens, arrived at the breached fortress fearing for the safety of her beloved son.

Uraba screamed in anguish when she discovered the mortal remains of her son who was slain by the PCs during their assault on the criminals. Uraba’s wails attracted the attention of Jorunea and Masami, and, as soon as they met, each sensed a kindred spirit in the other two, and the common need for revenge.

Masami offered a mutually advantageous opportunity to the others. Jorunea would have the chance to reclaim what was owed her by the guild—even if it was now in the hands of those she had never met. Masami would discover the identity of those responsible for destroying the valuable puppets the gang represented to her Eastern masters, bringing back information and perhaps captives to interrogate to learn more about those who would raise a hand against them. Uraba would have the aid of the others in wreaking destruction upon the slayers of her child.

All three agreed and they formed an unlikely and unholy alliance. The hag and the two warlocks swore oaths and used fell magics to unite together with a binding pact, and by employing their combined magical power, this baleful coven learned of the PCs. Teleporting ahead of the group, the coven prepared a potent trap to ensnare the PCs. Using ancient rituals, the coven formed a link to an otherworldly reality known as the Dream of Vengeful Reckoning, and placed an imperceptible one-way portal into this demiplane directly in the PCs’ path.

## THE COVEN

When a trio of hags gather, they can form a coven to gain increased magical ability. The Baleful Coven’s unusual composition (a warlock from far off lands, a hag priest, and an ice queen warlock) grants them the following non-standard coven spell-like abilities:

- 1st level (4 slots): *identify, ray of sickness*
- 2nd level (3 slots): *hold person, locate object*
- 3rd level (3 slots): *speak with dead, bestow curse, water walk*
- 4th level (3 slots): *phantasmal killer, polymorph*
- 5th level (2 slots): *dream, scrying*
- 6th level (1 slot): *programmed illusion*
- 7th level (1 slot): *mirage arcane*

## THE DREAM OF VENGEFUL RECKONING

Used by the Baleful Coven to trap and destroy the PCs, the Dream of Vengeful Reckoning is a small demiplane divided into three dominions, each reflecting the essential nature of one of the coven members.

The demiplane has the following planar traits:

**Coterminous to the Material Plane:** The demiplane touches and connects to the Material Plane at a specific point. When the PCs exit the demiplane at the end of the adventure, they reappear at the same place they entered. As the demiplane only overlaps the Material Plane at this location, it cannot be used as a shortcut in the group’s journey.

**Flowing Time:** One minute on the Material Plane equals one day on the demiplane. If the PCs survive this adventure, they return the Material Plane to find virtually no time has passed.

**Mildly Evil-Aligned:** All good-aligned creatures have disadvantage on all Charisma-based ability checks or saves. This also gives good-aligned creatures a nebulous sense of foreboding, as if the entire place is observing them, awaiting an opportunity to strike.

**Size and Shape:** The demiplane is a self-contained disk roughly 10 miles in diameter with borders that loop around. Creatures reaching one edge find themselves at the opposite side of the demiplane. Those following a path to an edge of the demiplane find themselves moving back toward the demiplane’s center on a different path as noted on the map. The transition is seamless in both cases; making it almost impossible for characters to notice this change. There is no directional north; those using the Survival skill can’t discern it and compass needles sit limply.

**Eternal Dusk:** The demiplane knows neither night nor day, only a gloomy unchanging half-light. The demiplane’s sky is overcast with thick, dark clouds providing only normal illumination. Anyone flying up through these clouds finds that they seem to go on forever, but flying back downward allows a flyer to exit back out of the clouds after only 100 feet of movement. Those viewing the demiplane from a vantage point (such as flying) see wooded hills as far as visibility allows, with mist in the far distance obscuring further vision.

**Ecology:** The demiplane has plants and trees but no animals, insects, or other wildlife. This gives the place an eerie, unnatural quiet. Almost all of the plant life is inedible or poisonous, increasing the DCs of Wisdom (Survival) checks to forage for food by +10. The temperature remains constant at a brisk 40 degrees Fahrenheit, except in Uraba's dominion where the temperature gradually drops the closer one gets to the dominion's heart. Four miles from the heart of Uraba's dominion the temperature is cold (20 degrees Fahrenheit), at 2 miles it is severely cold 0 degrees Fahrenheit), at 1 mile it is extremely cold (-20 degrees Fahrenheit), and at the heart the temperature is a frigid -40 degrees Fahrenheit.

**Magic:** Magic behaves normally in Jorunea's and Masami's dominions. In Uraba's dominion, spells with the cold descriptor are enhanced, with attack rolls made with advantage and saving throws made with disadvantage, and spells with the fire descriptor are impeded, dealing only half damage and lasting for only half their normal duration if they survive for more than 1 round.

**Coven Magic:** Normally, members of a coven must be within 30 feet of one another to cast their coven spells, but within the demiplane, the Baleful Coven can use these spells as long as they are each at the heart of their own dominion. Every day, each coven member must perform an hour long ritual at the heart of her dominion to maintain her part of the demiplane. Coven members can communicate with each other, by using an action to send a message of up to twenty-five words to one of the other coven members so long as the coven members are within the demiplane.

If two coven members enter the same dominion, the dissonance between the two causes a blurring of the dominion's features, with elements of the visitor's nature seeping into the other's dominion. For example, the region around Uraba would become cold and flakes of snow would fall when she entered another coven member's dominion. This weakens both coven members, granting each one disadvantage on all ability checks and saving throws. This penalty cannot be removed so long as the two are in the same dominion. Coven members automatically lose this penalty after the intruder leaves. If all three coven members enter the same dominion and remain within 60 feet of each other for more than a minute, then the clash of mentalities fractures the demiplane causing it to shatter, and ejecting all creatures within back to the Material Plane.

**Death of Coven Members:** If a coven member dies, the surviving members remain a coven and retain some of the coven's power for as long as they stay within the demiplane.

If one member dies, then the coven loses access to the 5th, 6th and 7th level spells and spell-slots. If a second coven member dies, the remaining member also loses access to the 3rd and 4th level spells and spell-slots.

A coven member's dominion starts to fade away when that coven member dies. Once the PCs leave a specific site in that dominion, they are unable to find it again. After 24 hours, the dominion disappears and any creatures in it find themselves shunted to the closest remaining dominion. This happens unobtrusively, as thick fog rolls over the area.

## GETTING STARTED

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The shift into the demiplane passes unnoticed by the caravan; the coven progressively invokes their powerful witchcraft to draw the caravan into the demiplane as they superimpose it over the Material Plane. This potent magic even affects powerful artifacts. Shortly after this transition, the caravan arrives at the intersection of paths at the demiplane's center.

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*The caravan comes to a fork in the rough trail ahead as another uneventful day draws to a close—today's most noteworthy occurrence being the traverse of an old collapsed bridge that spanned a dry creek bed a mile back. It is dusk and gray clouds hang low in the sky, tinged with a ruddy glow. A disquieting stillness hangs in the air and the murky, woodland shadows seem to take on a dark and sinister aspect.*

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The PCs' suspicions could be aroused by the lack of wildlife, but a character will need to forage or hunt for food to notice this with a successful DC 10 Wisdom (Survival) check. It becomes apparent that something is amiss, however, when the gloomy twilight remains constant and fails to fade to darkness. A successful DC 20 Intelligence (Arcana) check ascertains that this place is not the Material Plane, and beating the DC by 5 or more also reveals it's some kind of demiplane. A *divination* spell gives the following cryptic result:

*Trapped within by a hateful three,  
A realm from which you cannot flee,  
Where dreams are real, peace is strife,  
Safety peril, and death is life.*

*Beyond the dark cacophony,  
The withering caress will be.  
Scalding cold and chill of ire,  
Jut above a peril dire,  
Spanning across the threshold's key,  
Your senses invoke treachery.*

*To break the curse, pray break it thrice,  
Or pay, you will, the vengeful price.  
The only way to leave this place,  
A baleful coven you must face!*

## MALEVOLENT WITCHERY

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As the group makes camp for the 'night', the coven weaves its witchcraft. Firstly, the coven uses *scrying* on the group's cohorts but not on the PCs themselves unless they are travelling alone. Those NPCs who succeed at the DC 13 or 15 Wisdom save (with a +5 bonus as the coven has only heard of them) anxiously tell the PCs they sensed some form of magic trying to affect them. The coven observes those who fail their saves, as well as anyone within 10 feet of these subjects, and craft images of these individuals, possibly



including the PCs, to make future scrying easier. Masami sketches elegant watercolor portraits on rice-paper, Uraba carves small statues from ice, and Jorunea molds lumpy figurines from clay. Later, when the group are asleep, the coven casts *dream* on every member of the group they are aware of, including the PCs.

The nightmares they attempt to spawn vary from person to person with the coven utilizing any knowledge they have of the PCs to make these nightmares personally disturbing. One of Jorunea's nightmares is to appear as a cloaked servitor telling the dreamer that it is time to go to the funeral pyre. Uraba's nightmares involve her appearing as an undead version of her son telling the dreamer that they must die. In one of Masami's nightmares, she appears in the garb of her homeland and calls the dreamer filth that deserve to live on the streets.

Use the PCs' histories, fears, and nemeses to allow the coven members to appear in visages with messages that will spawn terrible nightmares with themes of bereavement, death, disgrace, and dishonor.

The coven members also each use their phantasmal killer spell: Jorunea targets the strongest looking PC, Masami targets a random target, and Uraba targets the PC who struck the deathblow against her son (she has access to *Speak with Dead* to find out who this is); if this isn't known, she targets a random PC. If the PCs are travelling with a group than screams echo throughout the campsite as people wake from horrifically disturbing dreams and many refuse to go back to sleep, blearily awaiting a dawn that will not come. The coven relentlessly continues these attacks whenever the caravan camps or those in the caravan try to sleep.

## RECOURSE OF ACTION

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While investigation and divination can provide the PCs with some clues as to what they are facing, there can be no escape from the magical assault—or the demiplane—while the Baleful Coven exists. Sooner or later, the PCs must venture from the path into the darkened woods and enter the witches' territorial dominions to confront each of them.

The demiplane's nature means the order in which the PCs encounter the Baleful Coven is somewhat arbitrary. Either use the demiplane map to determine which dominion the PCs enter first or simply chose a dominion if this will make the adventure more enjoyable and challenging. In this case, assume the coven has sufficient control over the demiplane to warp space and distance around the PCs.

## JORUNEA'S DOMINION

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As the PCs venture deeper into Jorunea's dominion, the woodland countryside changes, becoming a bleak pine forest. Its trees grow close together, blocking out natural light and providing only dim illumination. A thick carpet of pine needles covers the barren ground, smothering any other plant life. The densely crowded tree trunks and the air's stillness deeply amplify the oppressive, confining nature of the forest. The sharp smell of pine only partly conceals an underlying odor of rot and decay.

## WARNING EFFIGY

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Regardless of the direction of the PCs' approach, this encounter occurs approximately 5 miles from the center of Jorunea's dominion. Due to the dense forest, the PCs encounter the effigy at a distance of 2d4x10 feet.

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*Ahead stands a peculiar effigy of a humanoid figure formed from roughly hewn timber. Yellowed human skulls stare sightlessly as they hang from the thick branches forming the figure's arms. A sharp wooden spike driven through a large horse skull sits atop the effigy, providing an impression of a head. Trickle of sap weep from the crudely hacked logs like the congealed death wounds of a decaying cadaver.*

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Those succeeding at a DC 15 Intelligence (Religion) check recognize the 6-foot-tall wooden idol as a Viking ritual effigy, designed to serve as a warning and demoralize enemies. The effigy exudes an aura of unease and the first time a character comes within 15 feet of it, he or she must make a DC 16 Will save or become frightened for 5 minutes.

**Creature:** The effigy animates and attacks if anyone touches or otherwise disturbs it. It also attacks anyone who attempts to move deeper into the forest. If the PCs attempt to skirt around the effigy's territory, they soon encounter it again. Have the PCs make Wisdom (Survival) checks to make them unsure as to whether they have gotten lost in the oppressive woods and this is the same effigy, or perhaps a different effigy identical to the first. Those PCs who succeed at a DC 20 Wisdom (Survival) check are sure that while they should be elsewhere in the forest based on their movements, they are actually in the same clearing, hinting at the spatially distorting nature of the demiplane.

### WOOD GOLEM

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 133 (14d10+56)

**Speed** 30 ft.

**STR** 21 (+5)    **DEX** 9 (-1)    **CON** 18 (+4)  
**INT** 3 (-4)    **WIS** 10 (+0)    **CHA** 1 (-5)

**Vulnerable (damage)** fire.

**Immune (damage)** cold, poison, psychic; bludgeoning, piercing and slashing from nonmagical weapons that aren't made from adamantite.

**Immune (conditions)** charmed, exhaustion, frightened, paralyzed, petrified, poisoned.

**Vulnerable (damage)** fire.

**Senses** darkvision 60 ft., passive Perception 10

**Languages** only understands the language of whomever created it but it cannot speak.

**Challenge** 5 (1,800 XP)

**Cold Absorption.** When the golem takes cold damage it receives no damage and instead regains a number of hit points equal to the damage that was rolled.

**Immutable Form.** The golem is immune to any spells or effect that would change its form.

**Magic Resistance.** The golem has advantage against any spells that require a saving throw unless it is against a fire spell.

**Magic Weapon.** The golem's attacks count as magical.

### ACTIONS

**Multiattack.** The golem can make two slam attacks as an action.

**Slam.** melee 5 ft., 1 target. +8 to hit, 2d10+5 (16) bludgeoning damage.

**Splintering.** ranged 20 ft. burst, all creatures within the radius, recharge on a 5-6. As a bonus action the golem releases a barrage of razor-sharp wooden splinters from its body dealing 3d4 (8) slashing damage (Dexterity save DC 15 for half damage).

## THE FORSAKEN STEADING

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*This wide clearing contains a small settlement; a long Viking hall with a few smaller outbuildings huddled closely around it. The hall is a large high-gabled building of dark timber, with spiraling giltwork patterns carved along the eaves.*

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The outbuildings are barns and storage sheds, but they hold no animals or food stores, only cobwebs, dust, and heavily rusted farming implements.

### FEASTING HALL

The hall's doors are closed but unlocked; if the PCs try the doors, they open easily. If a PC knocks, the sound echoes down the interior of the hall and the doors open after a short delay. Powerful supernatural illusions, charged by the nature of the demiplane, cloak the hall's interior and the undead things within it to give the façade of life. Read or paraphrase the following:

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*A smoldering central fire hearth and a few guttering torches provide a ruddy light in this murky mead hall. A haze of smoke rises and fills the high rafters. Two lines of oaken benches seat sullen warriors and thanes who stare silently. At the far end of the hall, an old chieftain wrapped in furs broods upon a throne, nursing an ivory drinking horn.*

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When the chieftain notices the PCs or they announce themselves, read or paraphrase the following:

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*The chieftain gestures to his vassals to have you approach and calls out in an elderly quavering voice, "Bar the doors against that which prowls the growing darkness." Outside, dark storm clouds gather and the first drops of rain fall. A steward steps forward and motions to a weapon rack beside the entrance. "You may approach our lord Jarl, but your weapons must remain here. Guests do not walk among us with slaying tools at hand."*

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The expectation is for the PCs to leave behind obvious bulky weaponry and shields, but things like a 'walking' staff, spiked armor, or light weapons (such as daggers) are ignored. If the PCs refuse to surrender their larger weapons, the steward declares, "You have the gall to flout the honor of our lord's hall after being offered welcome. If you cannot abide by proper etiquette, it would be simplest and best if you left." If the PCs try to barge past or refuse to leave, then a group of hall thanes confronts the PCs.

If the PCs disarm themselves, the steward leads them to the chieftain as a soft patter of rain falls on the roof. In a rasping voice, the gray-haired leader introduces himself as Jarl Gathric Torgrimsen and asks what brings the PCs to his hall. If the PCs mention witches or the magical attacks on



# FEASTING HALL



ONE SQUARE = 5 FEET

their caravan, Gathric cryptically mutters, “Ah, the curse. We too have fallen victim to the curse stalking this land. However, there can be respite, if you are prepared to pay the cost. But enough of this maudlin talk for the moment; we can still offer our finest hospitality to wayfarers.” Gathric gestures and a servant pours horns of mead. “Come, drink with me,” he says as he downs his mead.

If the PCs refuse to drink, Gathric and his warriors are deeply offended. The warriors angrily demand the PCs drink, grumbling that the visitors insult them and the Jarl, while Gathric looks at the PCs with disgust. PCs who try to make amends (DC 15 Charisma (Persuasion) check), or bluster past the thanes (DC 25 Charisma (Intimidate) check), can defuse the situation enough to make their way back toward the doors. Otherwise, PCs wishing to avoid a fight must drink as the Jarl suggests (or, at the GM’s option, come up with another plan to placate the Jarl and his thanes).

If the PCs drink, Gathric nods, then smiles for the first time. The mead is poisoned, but as the PCs have followed well-mannered courtesy, he and his warriors do not rise up to attack the PCs. Instead, this courteousness releases their spirits from the shackles of undeath. If some PCs drink and others do not, the thanes focus on the non-drinkers, and if a fight breaks out at this point, the thanes only attack these PCs. In this case, reduce the number of attacking hall thanes by one for each PC who has already drunk the mead. Reluctant PCs may attempt to only pretend to drink; this goes unnoticed against the Thane’s passive perception. These PCs could also successfully procrastinate and delay drinking (DC 15 Charisma (Bluff) check) long enough for the poison to affect other PCs. As PCs first feel the painful effects of the tainted mead, Gathric whispers, “The only escape is death.”

### DUSKTAINT POISON (INGESTED)

A minute after ingesting the poison, a creature must make a DC 15 Constitution save, taking 6d6 (21) poison damage on a failed save or half as much damage on a successful save.

**Creatures:** Jarl Gathric and his followers are long-dead victims from Jorunea’s past, brought back to a semblance of life by the coven’s witchcraft. In battle, Gathric the **skeletal champion** has his warriors, the **6 hall thanes**, deal with the PCs while he watches from his throne, but if a PC attacks him, he readies axe and shield and strikes back. All enemies fight to the death.

### HALL THANE ZOMBIE

*Medium undead, neutral evil*

**Armor Class** 11 (chain shirt)

**Hit Points** 45 (6d8+18)

**Speed** 30 ft.

**STR** 13 (+2)    **DEX** 6 (-2)    **CON** 16 (+3)  
**INT** 3 (-4)    **WIS** 6 (-2)    **CHA** 5 (-3)

**Immune (damage)** poison.

**Immune (conditions)** poisoned.

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands the languages it knew before dying but normally it cannot speak.

### Challenge 1 (200 XP)

**Undead Fortitude.** If the hall thane is reduced to 0 hit points by damage, the hall thane zombie may make a Constitution saving throw against DC 5 + the damage taken. On a successful save the hall thane’s hit points equal 1 unless the damage was from a critical hit or from radiant damage.

### ACTIONS

**Multiattack.** The hall thane can make two battleaxe attacks as an action.

**Battleaxe.** melee 5 ft., 1 target. +4 to hit, 1d10+2 (8) slashing damage.

**Slam.** melee 5 ft., 1 target. +4 to hit, 1d6+2 (7) bludgeoning damage.

### JARI GATHRIC, SKELETAL CHAMPION

*Medium undead, lawful evil*

**Armor Class** 15 (chain shirt + shield)

**Hit Points** 60 (8d8+24)

**Speed** 30 ft.

**STR** 14 (+2)    **DEX** 11 (+0)    **CON** 15 (+2)  
**INT** 6 (-2)    **WIS** 8 (-1)    **CHA** 5 (-3)

**Skills** +5 Athletics.

**Vulnerable (damage)** bludgeoning.

**Immune (damage)** poison.

**Immune (conditions)** exhaustion, poisoned.

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands the languages it knew before dying but normally it cannot speak.

### Challenge 1 (200 XP)

### ACTIONS

**Multiattack.** The skeletal champion can make a battleaxe and shield bash attacks as an action.

**Battleaxe.** melee 5 ft., 1 target. +4 to hit, 1d8+2 (7) slashing damage.

**Shield Bash.** melee 5 ft., 1 target. The skeletal champion makes a shove attack against the target.

**Development:** The current scene ends when the PCs defeat the warriors, destroy Gathric, or at a thematically fitting moment, such as when all the PCs have drunk the poisoned mead and are suffering its effects. If the entire party is on the verge of dying then you can allow them to take an hour long rest so long as they do not attempt to leave the cabin. Otherwise immediately after the fight is finished a peal of thunder crashes outside, and all the lights go out, including all the PCs’ normal and magical lighting. Almost immediately afterward, a powerful blow smashes against the hall’s main doors. Mundane light sources relight normally, light spells can be recast, and permanent magical light sources flare up again in 1d4 rounds. Any new light causes the illusion to fade and exposes the horrific true nature of the hall. Read or paraphrase the following:

“Grime and shriveled scraps of rotting pulp cover the benches. The Viking warriors are putrefying corpses in scraps of rusty mail, with ripped gashes in their armor revealing ghastly wounds. The emaciated husk of the chieftain slumps upon its throne, its bony fingers locked around a dust-covered drinking horn. A miasma of decay and death fills the entire hall.”

# Dream Realm of Vengeful Reckoning

JORUNEA'S  
DOMINION

MASAMI'S  
DOMINION

URABA'S  
DOMINION

If dramatically appropriate, the position of the Viking warriors' bodies could seem to be where they originally perished, lying undisturbed with a covering of dust and leading the PCs to question whether they truly fought these things, or merely danced with phantasmal shades. In any case, however, the damage from the fight and the poison is real enough.

## MONSTROSITY AT THE THRESHOLD (CR 7)

Next round, the doors burst open and a thick fog rolls in (filling a 20-foot radius from the doors). A crackling flash of lightning momentarily silhouettes a large bestial humanoid form crouched in the doorway.

**Creature:** Jorunea's fearsome entrance may disconcert the PCs. As Jorunea lashes out at the PCs, she bellows war cries and demands a bloody weregild from the PCs for their 'handiwork' at the guild's fortress. Nothing less than feasting on the carcass of a dead PC will satisfy her. However, if she does slay a PC, her bloodlust is temporarily sated and she offers to let the remaining characters flee her dominion (without the dead PC's corpse) if they surrender at least 2,000 gp or equivalent value of goods to her. Jorunea knows the PCs can't escape the demiplane in any case; she is just cruelly prolonging their suffering.

### JORUNEA, THE ANNIS HAG PRIESTESS

*Large fey, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 136 (16d10+48)

**Speed** 30 ft.

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

**Skills** Deception +4, Perception +7, Stealth +4

**Senses** darkvision 60 ft., fog sense, passive Perception 17

**Languages** Common, Giant, Sylvan

**Challenge** 7 (2,900 XP)

**Fog Sense.** Jorunea can see through fog without any impairment.

**Spellcasting.** Jorunea can cast spells using Wisdom (save DC 15 for spells and +7 to hit with spells). She can cast the following spells:

At will: *fog cloud* (ignores any physical material components), *resistance*, *sacred flame* and *thaumaturgy*.

4/Day: *bless*, *cure wounds*, *healing word*, *shield of faith*

3/Day: *blindness/deafness*, *hold person*, *spiritual weapon*

1/Day: *speak with dead*, *clairvoyance*, *protection from energy*

### ACTIONS

**Multiattack.** Jorunea can make two claw attacks as an action or two bite attacks as an action.

**Bite.** melee 5 ft., 1 grappled target. +8 to hit, 1d8+5 (10) piercing damage.

**Change Shape.** Jorunea can transform into a medium female humanoid and back again. However when in a medium female humanoid form she loses her bite and claw attacks. Any clothing she carries on her resizes, but otherwise does not change in appearance.

**Claws.** melee 10 ft., 1 target. +8 to hit, 2d6+5 (12) slashing damage. If the creature is medium or smaller than they are

grappled (DC 15 to escape) and restrained until the grapple ends. Jorunea has two claws and can grapple a single creature in each claw.

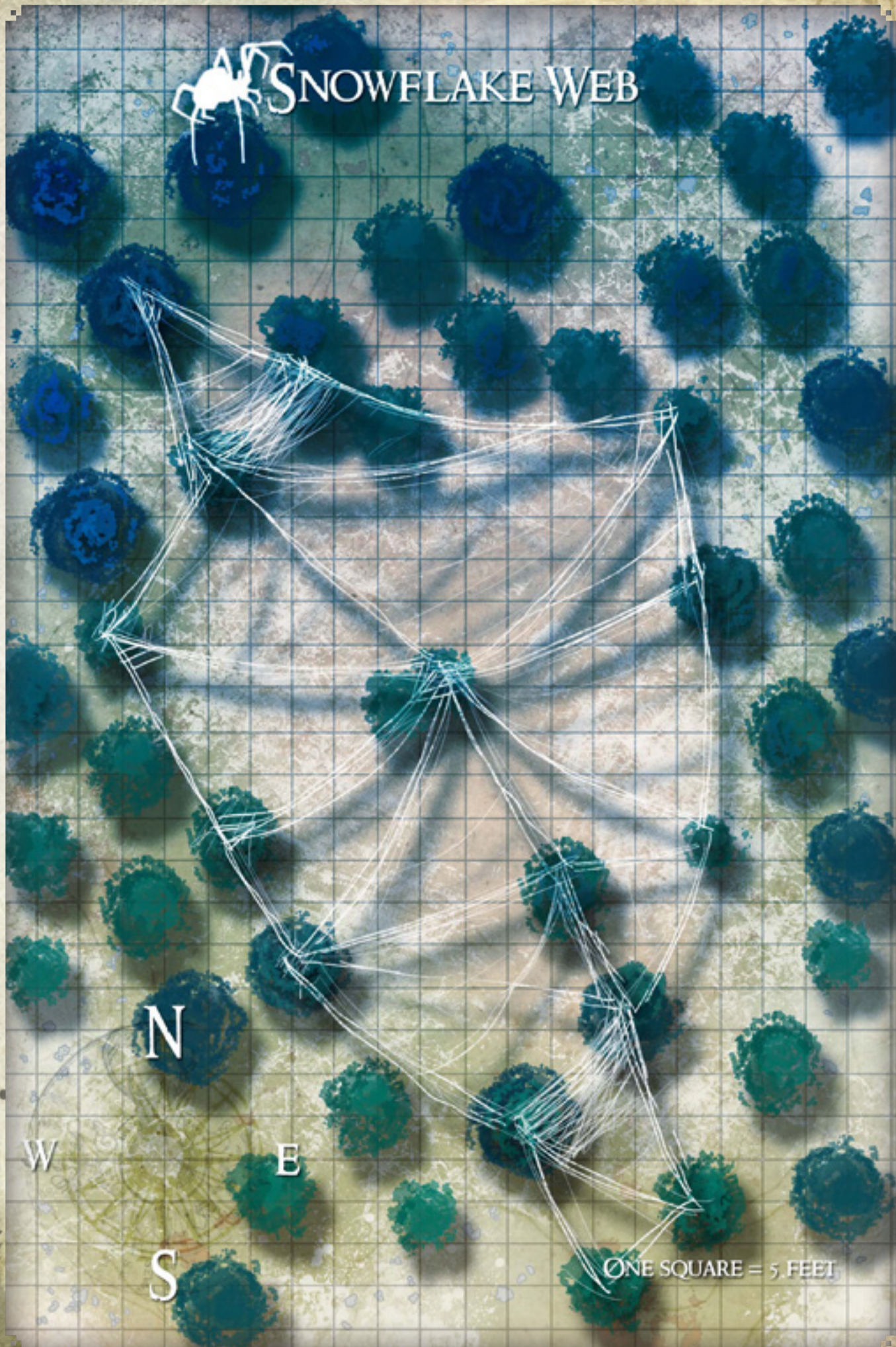
## THE DARK HEART

As the PCs leave the hall, the sky is pitch-black and rain lashes down. However, this rain stops unnaturally quickly leaving the ever-present dull gray clouds of the demiplane. A clear path, unseen until now, exits the clearing. It leads to a massive dead tree, its trunk snapped off only a dozen yards up. An entranceway between the roots opens into a large hollow with an earthen floor and dead tree roots for a ceiling. Hanging from these roots are numerous carcasses in various states of dismemberment; several look to have been humanoid. A large cauldron sits at the center of the chamber and on crude wooden benches lie various dissected organs and scrap of meat, some dried and shriveled, some still fresh. The cauldron is empty and the fireplace below it holds only ashes. Atop a rough slab of rock stands a collection of lumpy clay figurines representing the PCs and other caravan members.





# SNOWFLAKE WEB



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ONE SQUARE = 5 FEET

**Treasure:** A large polished sphere of hematite (Jorunea's scrying focus) weighing 4 pounds, and worth 1,000 gp sits in a knot of roots and 4 vials worth of unholy water fills a stone basin.

## URABA'S DOMINION

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It grows steadily colder as the PCs approach the center of Uraba's dominion. A stinging wind whistles through the trees, driving a chilling cold through even the thickest clothing. Flurries of snowflakes fall intermittently and a mantle of powdery snow covers the trees and ground. Moving through a **snow-covered square** counts as difficult terrain. Four miles from the heart of Uraba's dominion the temperature is cold (20° F), at 2 miles it is severely cold (0° F) and must make a DC 10 Constitution check every hour or gain a level of exhaustion, at 1 mile it is extremely cold (-20° F) and characters gain disadvantage on the Constitution check, and at the heart the temperature is frigid (-40° F) and must make a DC 15 Constitution check with disadvantage. Characters who are resistant or immune to cold damage and creatures who naturally adapt to the cold automatically succeed on these checks. Characters who are wearing cold weather outfits need only make checks at 1 mile and closer and never have disadvantage when making these checks.

## BITTER SNOW

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Around 4 miles from the dominion's heart stand a number of groves of a tree called the Uskryck. Here the air is still and minor sounds carry, even the crisp scrunch of a footstep in fresh snow seems unusually loud. In cold weather, the Uskryck tree exudes a noxious sap from its spiky black branches that fuses with the snow resting on the branch to form a weak contact poison. The spiky frozen branches of the Uskryck are thin and brittle. Any loud noise causes clumps of toxic snow to drop from the heavily laden branches. Characters can identify these trees and the threat they pose with a DC 15 Intelligence (Nature) check.

**Poisonous Snowfall:** Even a slight sound can cause clumps of poisonous snow to drop from an Uskryck tree's branches. When a creature ends his or her turn beneath this hazard, have that creature make a DC 15 Dexterity (Stealth) check. Assume that PCs unaware of the danger automatically fail unless they are deliberately trying to move silently. A character who gets below 15 on this Dexterity (Stealth) check causes a clump of poisonous snow to fall in a circular area with a 10 foot diameter centered on the character. A character in this area who is aware or suspicious of the danger it presents may make a DC 15 Dexterity save to prevent being struck by the snow and exposed to a dose of poison. Creatures with cover or those covering themselves (for example, with a shield) gain advantage on this save. Once snow has fallen in an area there is no more snow that can fall in that area again.

Tainted snow has a very faint greenish tinge to it. Once aware of the danger, there are many ways for the PCs to negotiate this hazard, including using an *unseen servant* spell to clear the way or simply making their way around the hazard.

## USKRYCK SNOWSAP POISON (CONTACT).

Immediately after making contact with the poison, a creature must make a DC 14 Constitution save, taking 3d6 (11) poison damage and is poisoned for 24 hours on a failed save. On a successful save they take half as much damage and isn't poisoned.

## SNOWFLAKE WEB

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There are several large stands of Uskryck trees in this part of the forest and the following encounter occurs as the PCs move through or pass beside one.

**Creature:** The PCs encroach on the territory of an **arctic harpspider** (see page 20) which lairs just over 100 feet away in the midst of a copse of Uskryck trees. The arachnid hypnotically plays its web, creating a low tinkling chiming to lure one or more of the PCs into the Uskryck trees. The harpspider has already cleared the tree branches of snow in the area around its lair, and the soft sound of the hypnotic harmonics does not trigger the Uskryck trees' poisonous snowfall hazard beyond. In any case, the harpspider is immune to the poisonous sap. PCs entering the clearing see threads of webbing hanging between the trees and two enormous frozen spider webs strung from branches around 12 feet off the ground. The harpspider looms over the northern web, stroking the web's strands to sustain the mesmerizing sound.

## THE CAIRN STONES

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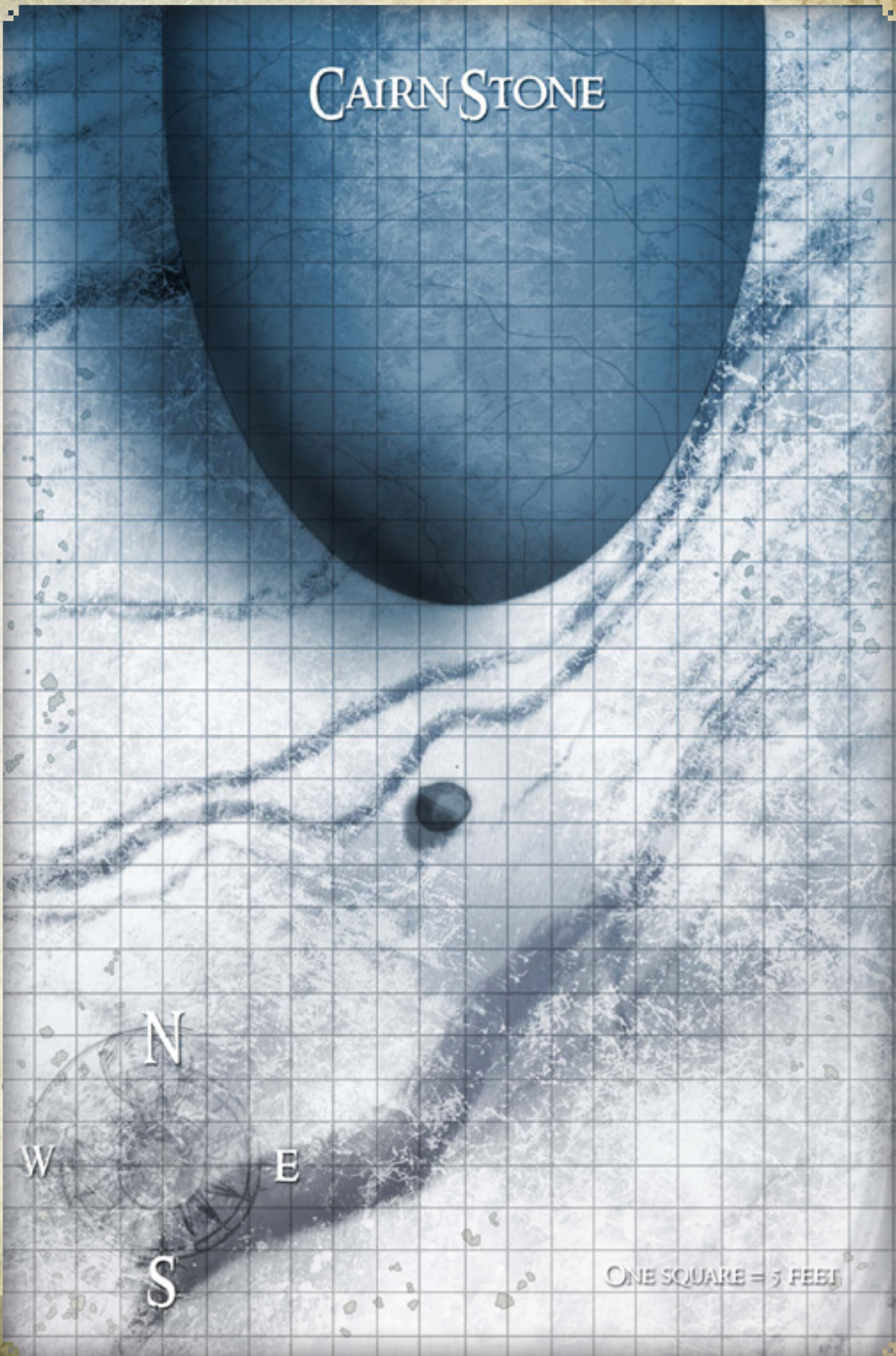
The PCs come across the cairn two miles from the center of the dominion. Uraba's hatred twists the landscape of her dominion to ensure interlopers find it. She wants the PCs to understand why they must suffer then die.

*This exposed rocky glen holds an imposing burial mound, its gray jagged stones locked tightly together. Blustering arctic winds keep the mound free of snow. Before the cairn stands a tall runestone like those of the northern lands. Engraved swirling patterns and lines of runic script cover the thick block of granite.*

---

**Creatures:** Here, Uraba interred the corpses of the other two witches that formed her previous coven, to guard her son's gravesite. These creatures have been transformed into **2 frost wights** and lie buried under the snow beside the runestone, craftily waiting until living beings come within reach. They claw their way up out of the snow in the surprise round, seeking to flank a victim. Both are cadaverous elderly human women with pale withered skin and gleaming blue-white eyes, still clad in moldering fragments of aristocratic dresses. A DC 15 Intelligence check recognizes the style of their garb as from the Witch Queen Enclave to the east.

# CAIRN STONE



ONE SQUARE = 5 FEET

## FROST WIGHT

Medium undead, neutral evil

**Armor Class** 12

**Hit Points** 60 (8d8+24)

**Speed** 30 ft.

**STR** 16 (+3)   **DEX** 14 (+2)   **CON** 16 (+3)  
**INT** 15 (+2)   **WIS** 13 (+1)   **CHA** 10 (+0)

**Resistance (damage)** necrotic; bludgeoning, piercing or slashing damage from non-magical weapons that aren't made from silver.

**Immune (damage)** poison.

**Immune (conditions)** exhaustion, poisoned.

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands the languages it knew before dying.

**Challenge** 4 (1,100 XP)

**Sunlight Sensitivity.** The frost wight has disadvantage on all attack rolls and perception checks when in direct sunlight.

### ACTIONS

**Multiattack.** The frost wight can make two claw attacks as an action. One of these claw attacks can be replaced by a life drain attack.

**Claw.** melee 5 ft., 1 target. +5 to hit, 1d6+3 (7) slashing damage and 1d6 (4) cold damage.

**Life Drain.** melee 5 ft., 1 target. +4 to hit, 1d6+3 (7) necrotic damage and the target makes a DC 13 Constitution save or else its maximum hit points are reduced by the amount of damage it takes. Their maximum hit point remains reduced until they finish an 8 hour rest. If their maximum hit points are reduced to 0 they die and rise as a zombie 24 hours later under the frost wight's control. A frost wight cannot control more than 15 zombies at any one time.

**Treasure:** The two witches were buried with traditional funerary goods. The first wears a circular silver brooch inlaid with a large moonstone worth 250 gp and a delicate mithril necklace worth 300 gp. The other has platinum earrings set with pale topazes worth 375 gp and a spiraling golden ring worth 175 gp. Digging up the area around the runestone reveals the witches' graves, which contain decayed remains of food supplies, several tools (a mortar and pestle in one grave and a large bronze pot in the other), as well as the carefully wrapped remains of a mummified cat and a skeletal owl (the warlocks' familiars).

**Development:** Written in ceremonial Skall, the script on the runestone is a mother's lament for a beloved fallen son, foully murdered by a group of traveling brigands. Despite the account's bias, the PCs can easily recognize the murdered son as the half-troll son and the 'brigands' as themselves. The cairn is a solid pile of rock with no entrance. Even if the PCs spend hours excavating, there is no corpse within, the cairn serves only as a memorial for Uraba's fallen son.

## THE FROZEN MERE (CR 7)

*The murky forest opens out onto the banks of a frozen lake, its frigid surface a smooth expanse of ice. Fragmented tendrils of mist hang in the air like layers of gray gossamer curtain, obscuring much of the view. Off through the distant haze, a small rocky isle juts up from the lake.*

The heart of Uraba's dominion lies on the island across the ice. While on the ice sheet, movement doubles, and characters gain disadvantage on Dexterity (Acrobatics) checks. Dashing across the ice sheet requires a DC 10 Strength (Athletics) check. Much of the lake's ice is around 1 foot thick and safe to walk on, but half way to the island the ice is dangerously thin, only 2-3 inches thick.

A 5 feet area of this thin ice has 9 hit points. This ice can support up to 400 pounds before breaking, but creatures whose total weight exceeds 200 pounds have a 50% chance of breaking through if they dash, jump, run, or fall on the ice. If an icy area loses over half its hit point or is adjacent to a break in the ice, creatures over 100 pounds have a 50% chance of breaking the ice. The sound of cracking ice when PCs attempt dangerous actions can warn them of the danger they face. PCs that fall through a break in the ice can pull themselves out with a DC 15 Strength (Athletics) check, but their weight on the new square of ice may cause it to fracture as well.

**Creatures:** The vengeful **Uraba and her familiar, an ice mephit (as described in the official manual of monsters for 5th Edition)**, lie in wait for the PCs out on the icy surface of the lake. Uraba confronts the PCs near the midpoint to the island, a spot where the ice is at its thinnest. Before combat Uraba casts water walk using her coven spell ability and then lurks in the mist using her familiar to scout out the PCs before attacking, ideally from a distance of 200 feet.

## URABA

Medium human, neutral evil

**Armor Class** 17 (mage armor)

**Hit Points** 136 (15d8+60)

**Speed** 30 ft.

**STR** 8 (-1)   **DEX** 19 (+4)   **CON** 18 (+4)  
**INT** 12 (+1)   **WIS** 10 (+0)   **CHA** 19 (+4)

**Skills** Deception +4, Perception +2, Stealth +4

**Senses** darkvision 60 ft., fog sense, passive Perception 12

**Languages** Common, Giant, Sylvan

**Challenge** 7 (2,900 XP)

**Coven.** Uraba counts as a hag for the purposes of forming a coven so long as one of the members of the coven is a genuine hag.

**Spellcasting.** Uraba can cast spells using Wisdom (save DC 15 for spells and +7 to hit with spells). She can cast the following spells:

At will: *chill touch*, *eldritch blast*, *mage armor*, *minor illusion*, *true strike*

5th level (3 slots per short rest): *blindness/deafness*, *blur*, *charm person*, *cone of cold*, *dimension door*, *disguise self*, *hold monster*, *ice storm*, *scrying*, *sleet storm*, *vampiric touch*

6th level (1 slot per day): *circle of death*

### ACTIONS

**Dagger.** melee 5 ft., 1 target. +7 to hit, 1d4+4 (7) piercing damage.





## THE ISLAND HEART

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The PCs find Uraba's abode on the rocky isle, a sweeping ledge with a sharply overhanging outcropping above which provides some protection from the elements. Thick icicles hang from the rock shelf overhead and a collection of small ice statues (most around 3 feet tall) cluster around a frozen pool with a quicksilver surface. The statues are likenesses of the PCs as well as other people from the caravan, and the pool serves as Uraba's scrying focus. Uraba's work area is at the back of the cavity.

**Treasure:** Amid the jumble of receptacles and dried herbs there are raw alchemical and spell components worth 175 gp, an *elixir of health*, and a *potion of longevity*.

## MASAMI'S DOMINION

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The composition of the forest gradually changes as the PCs travel deeper into Masami's dominion. The species of trees and plants slowly become more Far Eastern in nature, and are probably unfamiliar to the PCs. A character from the Far East or one who succeeds at a DC 10 Intelligence (Nature) check notices this change straight away, and if a PC beats the check DC by 5 or more, he or she recognizes the flora as native to the Empire of Dawn.

## LOST VILLAGE

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Two miles from the dominion's heart, the PCs enter a bamboo forest. They wind their way past densely packed bamboo trees for over a mile before coming out into a secluded scenic vale. Stepped layers of muddy rice paddies climb the hillsides around a tiny village. While the construction of the village's buildings is foreign, it's clear even from a distance that the place is severely dilapidated. There are no inhabitants outside or in the fields. On a high ridge overlooking the lonely village looms a grim structure. The dark crimson edifice has three tiers, each with wide eaves that curve to pointed corners, and a black spike rises from atop the building.

While the village looks deserted from a distance, when the PCs approach, frightened faces peer from windows and grimy impoverished peasant folk tentatively appear in doorways. The villagers are of Eastern ethnicity and most only speak Tiun. These people are actually spirits from Masami's past, many dying by her hand, but they have little memory of their former lives. Two of the villagers speak a few words of Common and act as spokespeople for the community. Kasato is a stooped old man with no teeth and very bad breath, and Hajime is a thin gangly teenager with a crooked nose. The villagers eke out a living in their

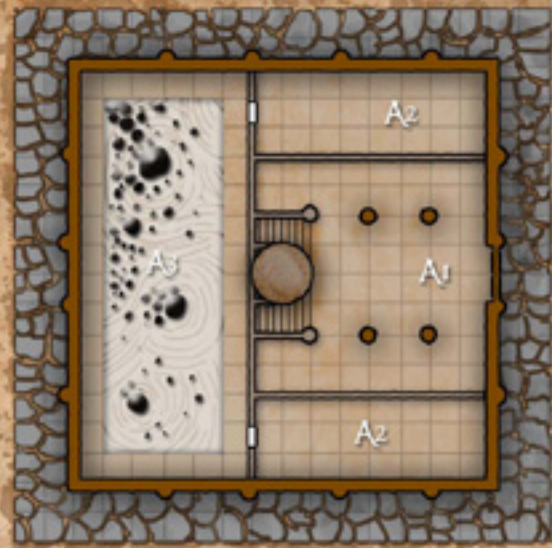
# HOWLING PAGODA



[LEVEL 2]



[LEVEL 3]



[LEVEL 1]



SIDE VIEW

ONE SQUARE = 5 FEET

unnamed village, ruled by their “Mistress” who resides in the Howling Pagoda above. She never leaves the pagoda but levies cruelly high taxes and enforces strict laws; those who disobey vanish, and are never seen again. Kasato claims that the Mistress is simultaneously both ancient and youthful, stating that on each of the rare occasions he saw her during an audience, she wore a different age like a mask. She has ruled the village for longer than anyone can remember. The peasants respond to any question outside their limited existence with despondent blank stares. The villagers warn the PCs not to approach the pagoda but do nothing to stop them.

## THE HOWLING PAGODA (CR 6)

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*An expansive courtyard surrounded by a low wall and a succession of low steps leads up to an exotic three-tiered pagoda. The courtyard's flagstones are worn smooth, seemingly by great age, but the dark stone balustrades and fences are decorated with intricate flowing designs. The towering pagoda has overlapping curved roofs and a pillared entranceway blocked by verdigris-encrusted bronze double doors.*

---

The pagoda has walls of reinforced masonry and each story of its three levels is 20 feet tall.

**Pagoda Effects:** The following effects permeate the pagoda.

- Creatures hear whispers off in the distance and regularly see movement out of the corner of their eye.

**Pagoda Actions:** Masami may take the following actions on initiative 20 (automatically lose all ties) against creatures within the Pagoda:

- A single target must make a DC 15 Constitution save or else their appearance becomes withered with age and they gain disadvantage on all ability checks, attacks and saves. The target makes a new save each round. This effect cannot be used again until the target is no longer affected by it.
- Spirits appear within the pagoda taking on the appearance of someone known to the observer begging to be saved from Masami. The target must make a DC 15 Wisdom save or become frightened for as long as Masami concentrates up to a maximum of 1 minute.
- Slam a door shut and hold it shut so long as she concentrates up to a maximum of 1 minute. This has no effect against a door that is already closed.

## A1. ANTECHAMBER (CR 5)

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*A layer of dust covers the smooth stone floor and ancient cobwebs obscure sinuous carvings on the walls of this expansive entrance chamber. There are two unobtrusive doorways set in the corners of the room and opposite the main entryway, a pair of curved stairways coil their way up and around a thick structural column set at the center of the pagoda with statues of a creature that look like a disturbing combination of dog and lion with dark wispy fur and a spiky whip-like tail flanking the stairway on either side.*

---

Despite their apparent age, the double doors open easily. An image of Masami awaits the PCs as they enter the chamber. A refined woman sits upon a small cushion at the base of the stairs, dressed in a layered series of formal robes, with her long black hair done up in an elaborate coiffure. The woman inclines her head in the slightest of bows to the PCs and speaks,

*“I am Masami of Clan Onishi, designated representative of an authority far beyond you. You have dared to meddle in affairs that do not concern you. Leave now and you will be permitted to live out the rest of your pathetic existence in my domain. Fail to do this and you shall face a fate far worse than that of death.”*

Anyone who moves closer causes wrinkles and lines to spread across Masami's face, her hair pales, turning silver then whitening, and her voice changes to that of a crone.

*“Your folly knows no boundaries. Very well, your fates are sealed!”*

She effortlessly rises to her feet in one smooth, graceful movement and brings her hands together causing the door to slam closed and for the statues to come alive. Masami begins chanting and trying to cast a spell. During the battle Masami will appear to be casting spells on initiative 20 (automatically loses on a tie) using her Pagoda Actions throughout the battle. If the image is attacked then Masami disappears, however she continues to use her special Pagoda Effects while the PCs remain within the Pagoda.

**Creature:** Summoned by a pact made with Masami's ancestral spirits, **two sinister inugami** (see page 20) guard the pagoda and attack anyone who enters it.

## A2. MAP GARDEN

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A large rock garden fills the center of this spacious hall. A sea of sand, swept into intricate whorls and precise patterns, surrounds a rough slab of rock set with moss and small plants. A DC 15 Intelligence check identifies the garden as a topographical map of the imperial kingdoms of the Far East.

## A3. SCENIC GALLERIES

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These long galleries hold detailed frescoes of mountains, forests, and shorelines from the Far East.

## A4. SANCTUM CHAMBER

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*Lanterns set on each of its eight walls illuminate this octagonal chamber. A 10-foot thick stone pillar rises up through the center of the building and into the level above where a semicircular balcony overlooks the area. An imposing statue of a bulky figure in exotic armor wielding a long blade stands between two sets of steps that enter from below.*

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The statue is of the Emerald Shogun, a powerful figure from the Far East.

**Creature:** Onishi Masami, the leader of the Baleful Coven, confronts the PCs here. She readies herself on the balcony (C6) above, then attacks without warning. While fighting, Masami taunts and threatens the PCs by telling them how she is the chosen emissary of powers beyond their comprehension and that their puny might is no match for the forces whose work they have disrupted.

## MASAMI ONISHI

Medium human, lawful evil

**Armor Class** 19 (mage armor)

**Hit Points** 135 (18d8+54)

**Speed** 30 ft.

**STR** 17 (+3) **DEX** 21 (+5) **CON** 18 (+4)

**INT** 12 (+1) **WIS** 14 (+2) **CHA** 18 (+4)

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

**Senses** passive Perception 15

**Languages** Common, Tium

**Challenge** 7 (2,900 XP)

**Coven.** Masami counts as a hag for the purposes of forming a coven so long as one of the members of the coven is a genuine hag.

**Spellcasting.** Masami can cast spells using Wisdom (save DC 15 for spells and +7 to hit with spells). She can cast the following spells:

At will: *blade ward*, *eldritch blast*, *mage armor*, *minor illusion*, *true strike*

5th level (3 slots per short rest): *blindness/deafness*, *counterspell*, *disguise self*, *dispel magic*, *expeditious retreat*, *fly*, *hold person*, *ray of enfeeblement*, *scrying*, *spider climb*, *shatter*, *vampiric touch*

6th level (1 slot per day): *eyebite*

### ACTIONS

**Hair Strike.** melee 5 ft., 1 target. +6 to hit, 1d4+3 (6) bludgeoning damage and the target is grappled.

**Strangle.** melee 5 ft., 1 grappled target. +6 to hit, 1d10 (6) bludgeoning damage as the hair tightens around the target's throat.

### LEGENDARY ACTIONS

Masami can make 3 legendary actions a round on another creature's turn, although no more than 1 legendary action per turn.

**Dangerous hair.** Masami can make one attack with her hair, either striking a target or strangling a grappled target.

**See Invisibility.** Masami gains the ability to see invisible creatures until the end of her next turn.

**Sudden Casting.** Masami can cast a spell using a spell slot. However this uses up two legendary actions.

## A5. RECESS

In the corner of this unadorned triangular compartment stands a statue of a fanged ogrelike creature draped in a shroud of dusty cobwebs. The statue is a stylized depiction of an **oni** (DC 20 Intelligence (Arcana) check to identify).

## A6. BALCONY HALL

Statues of spiraling wingless dragons stand next to each of the stairways up to this area.



## A7. ASHEN HEART

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A curved walkway divides this luxurious chamber into two smaller areas. The first is a sumptuous bedroom with elaborate wall hangings and a silk covered sleeping pallet. The other serves as an arcane workroom, with a circular mirror on a stand in the middle of the area and a series of watercolor portraits set around it.

---

The rice-paper portraits are of the PCs and other caravan members and the mirror serves as Masami's scrying focus.

**Treasure:** The scrying mirror is high-quality silvered glass worth 1,000 gp and a masterwork calligraphy set (worth 55 gp) sits near the portraits. On a low side table rests a magical paper fan that functions as a *feather token* (fan). In a small lacquered case is a single stone from a pair of *sending* stones, the other is with Onishi Masami's superiors back east.

## CONCLUDING THE ADVENTURE

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Shortly after the PCs defeat the last member of the Baleful Coven, perhaps when the PCs take or destroy the last of the Coven's pictorial representations of themselves, the scene around them blurs and fades like raindrops washing over a painting. The demiplane shatters in an onslaught of fragmented images from the memories of each of the three coven members. A horrible tripartite scream echoes then dies away, as the witches' souls are trapped forever in the scattered broken slivers of their collapsing realm. The PCs find themselves lying on the trail with the rest of the caravan, just beyond the crumbled bridge they passed before the start of the adventure. The sky is clear and an eagle soars off in the far distance. The most notable reminders of the dangers the PCs faced are three curious objects that appear in the PCs' possession. These are unstable dream remnants which dissolve back into dream-stuff after being used up, or in a matter of months in any case, making them useful during the PCs' trek across the arctic circle but not beyond that.

The first object is an ivory drinking horn, which if filled with mead, summons the ghostly remains of Jarl Gathric and four of his thanes to serve the horn's bearer one last time, similar to a *horn of Valhalla*. The second is an ice-like crystal that when activated gives the bearer resistance to cold damage for 1 hour before shattering. The last is a translucent piece of blank rice-paper. A character who inscribes their own name on this paper and then burns it, gains the effects of a *fly* spell for 10 minutes, but also appears to age dramatically, gaining disadvantage on all Strength, Dexterity, and Constitution checks for the duration of the spell. The penalties and the elderly appearance end when the spell does.

The PCs have truly defeated the Baleful Coven and can continue on with their adventures. However what will the forces in the Far East do in retaliation? Will they continue to send forces against the PCs, or will they cut off their losses and leave the PCs be lest they draw too much attention upon themselves?

## NEW MONSTER

### HAG, ANNIS

---

A hunched back crone, this creature has skin the color of a fresh bruise and clawed hands with fingernails that have grown far too long. Despite their stooped posture, annis hags are still over 8 feet in height.

#### ANNIS HAG

Large fey, neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 85 (10d10+30)

**Speed** 30 ft.

**STR** 20 (+5)   **DEX** 14 (+2)   **CON** 16 (+3)

**INT** 14 (+2)   **WIS** 16 (+3)   **CHA** 14 (+2)

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

**Senses** darkvision 60 ft., fog sense, passive Perception 15

**Languages** Common, Giant, Sylvan

**Challenge** 4 (1,100 XP)

**Fog Sense.** Annis hags can see through fog without any impairment.

**Innate Spellcasting.** Annis hags can innately cast spells using Charisma (save DC 12 for spells and +4 to hit with spells). She can innately cast the following spells, ignoring any physical material components.

At will: fog cloud.

#### ACTIONS

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**Multiattack.** The annis hag can make two claw attacks as an action.

**Bite.** melee 5 ft., 1 grappled target. +6 to hit, 2d6+5 (12) piercing damage. The attack roll has advantage against targets it has grappled.

**Change Shape.** The annis hag can transform into a medium female humanoid and back again. However when in a medium female humanoid form she loses her bite and claw attacks. Any clothing she carries on her resizes, but otherwise does not change in appearance.

**Claws.** melee 10 ft., 1 target. +6 to hit, 2d6+5 (12) slashing damage. If the creature is medium or smaller than they are grappled (DC 15 to escape) and restrained until the grapple ends. The creature has two claws and can grapple a single creature in each claw.

Annis hags dwell in icy moors and frozen swamps, occupying dank caves, cursed ruins or tangled hollows. Annis hags are some of the simplest of their brethren, caring for little more than the pleasure of revenge and eating the bodies of their victims. They highly value such delicacies as the flesh of children, young animals and those who are pure and noble of heart, although if they can corrupt such people they will forgo feasting on their flesh. Perennial loners, it is unlikely for an annis hag to form a coven with other hags.

## INUGAMI

The creature looks like a disturbing combination of dog and lion with dark wispy fur and a spiky whip-like tail.

### INUGAMI

*Large monstrosity, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 136 (16d10+48)

**Speed** 30 ft.

**STR** 17 (+3)   **DEX** 11 (+0)   **CON** 16 (+3)  
**INT** 4 (-3)   **WIS** 12 (+1)   **CHA** 13 (+1)

**Skills** Perception +4, Stealth +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Tiun (cannot speak)

**Challenge** 5 (1,800 XP)

**Shadow blend.** Inugami have advantage on stealth checks when in dim lighting.

### ACTIONS

**Multiattack.** Inugami can make two bite attacks and a tail slap.

**Bite.** melee 5 ft., 1 target. +6 to hit, 2d6+3 (10) piercing damage.

**Tail slap.** melee 5 ft., 1 target. +6 to hit, 1d10+3 (9) bludgeoning damage.

**Bay.** All creatures must make a DC 14 Wisdom save or become frightened for 1 minute. Creatures may make a new save at the end of each turn.

Inugami are spiritual beings that can be conjured forth. They can be bound to a particular service, such as guarding a site, murdering enemies, kidnapping someone or brutalizing certain individuals. This is done by first making a token sacrifice to summon forth the spirits and then making a pact. The nature of the pact and the price required are completely reliant on the type of service that is being sought.

## SPIDER, ARCTIC HARSPIDER

*Seemingly composed of opaque crystals of ice, this giant arachnid lurks by an icy spiderweb, softly brushing its bristled legs against the frozen strands of webbing. Below eight opalescent eyes, its large mandibles glisten with a viscid, cyanic ichor.*

### ARCTIC HARSPIDER

*Large monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 91 (14d10+14)

**Speed** 30 ft., climb 30 ft.

**STR** 15 (+2)   **DEX** 16 (+3)   **CON** 12 (+1)  
**INT** 6 (-2)   **WIS** 10 (+0)   **CHA** 6 (-2)

**Skills** Stealth +7

**Immune (damage)** cold

**Senses** blindsight 10 ft., darkvision 60 ft.; passive Perception 10

**Languages** —

**Challenge** 3 (700 XP)

**Ethereal Jaunt:** As a bonus action, the spider can move between the Material Plane and the Ethereal Plane.

**Spider Climb:** The 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 spider knows the exact location of any other creature in contact with the same web.

**Web Walker:** The spider ignores movement restrictions caused by webbing.

### ACTIONS

**Bite:** melee 5 ft., 1 target. +4 to hit, 1d10+2 (7) piercing damage plus 4d8 (18) poison damage (DC 11 Constitution save halves poison damage). 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.

**Hypnotic Harmonics:** The harpspider strums the thin, crystallized strands of its web. Every creature within 300 feet of the harpspider that can hear the tinkling, melodious resonance must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. In each subsequent round on the creature's turn it makes an additional Wisdom save against the same DC. If the save is successful than the effect ends. The harpspider must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpspider is incapacitated.

A target that successfully saves is immune to this harpspider's song for the next 24 hours.

The arctic harpspider is an otherworldly creature composed of crystallized mineral-rich fluid. This bizarre other-dimensional arachnid possesses a shrewd cunning and is an instinctive skirmish predator. If its quarry resists its mesmerizing harmony, the spider favors darting in to strike then swiftly ducking back out of reach. It often waits until its poison disables a victim before closing in for the kill. It gains nourishment from the vital bodily fluids of its victims but can enter a state of frozen hibernation if prey is scarce. An arctic harpspider weighs 450 pounds and its legs extend 8 feet from its 7 foot long body.



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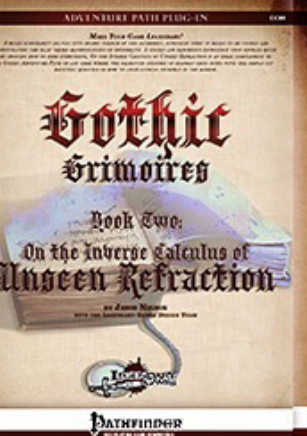
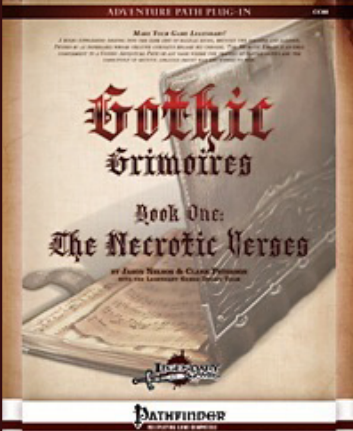
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