

LIMITLESS MONSTERS



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Acknowledgements

We would like to thank our wives, children, families, and friends for supporting us in this crazy sidequest that seems to have turned into a full campaign.

When we started, we just wanted to create a simple set of tools to help DMs get over writer's block, and give them a direction when they were stuck. We had no idea we would receive so much love and support from the community.

Thank you,

- The Limitless Team



Limitless Monsters

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A Note on Our Limitless Monsters

The purpose of this product is to make your life as DM easier. Some of the monsters in this book may require players to come up with solutions other than combat. The world is a scary place and sometimes you may have to run for your life.

Feel free to change the names, treasures, and details of these creatures as you see fit.

We value your business and your feedback, send us your comments, questions and concerns to support@limitless-adventures.com

Novelties

Every Limitless Adventures product will contain something new; a unique creature, spell, item, god, or optional rule that is previously unpublished. These novelties are set apart in blue text boxes.

Further Adventure™

Each monster will have a Further Adventure™ section to give the DM three ideas for additional quests that could spring from a seemingly random encounter. These hooks are merely suggestions for continuing a plot and should be used or ignored at your discretion. For example, if a hook suggests that the Duchess was the murderer, that is a just a possible twist you could build from and needn't be acted upon if it would disrupt your campaign.

Perhaps you find these encounters useful and recommend them a friend or like us on [Facebook](#) or [Twitter](#)...

You could join our e-mail newsletter and get free exclusives monthly at www.limitless-adventures.com ...

Maybe you turn out to be a doppelganger...

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Aasimar

"The proud jaw, the noble bearing; I knew at once that this young man was descended from an angelic bloodline. The aasimar captain led the defenses of the city of Hope against Ventru's forces time and again, and in the fiercest of those battles, I never saw him waver."

Creature(s)

Aasimar

Medium Humanoid (Aasimar), Lawful Good

Armor Class: 16 (chainmail shirt)

Hit Points: 27 (5d8+5)

Speed 30 ft.

Challenge 1 (200 XP)

Skills Perception +3, Religion +2

Damage Resistances necrotic, radiant

Senses passive Perception 13

Languages Common, Celestial

Innate Spellcasting The aasimar's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will *guidance, sacred flame, spare the dying*

Actions

Multiattack The aasimar makes two longsword attacks.

Longsword *Melee Weapon Attack* +3 to hit, reach 5 ft., (one creature) Hit: 4 (1d8+1) slashing damage, or 6 (1d10+1) slashing damage if used with two hands to make a melee attack.

The aasimar wields a shield.

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

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Tactics

The aasimar fights defensively, often staying back and casting sacred flame while enemies close to melee range.

Lore: Religion

DC 15 - Aasimar are humanoids with strong celestial blood. Aasimar are attractive and tend to be natural leaders.

DC 20 - Aasimar can cast a number of clerical cantrips at will.

Treasure

A typical aasimar carries 3d6 sp, 3d4 gp, his combat gear, and a holy symbol of a lawful good god.

Further Adventure™

The party's newest hireling reveals himself to be an aasimar on a mission from a solar...

A stranded aasimar needs the party's assistance in returning to the outer planes (see below)...

The party is approached by a pair of aasimar sisters trying to find a lost temple believed to house an ancient relic...

Finding the Portal

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Arcana, Investigation, Survival

Success: The party finds a portal to return the aasimar to the higher planes

Failure(s):

- 1: The party gets lost, the next roll is made with disadvantage.
- 2: The party is hot, tired, and hungry, thus gaining one level of exhaustion.
- 3: The party succeeds in finding the portal, is sucked through it with the aasimar.

Animated Object: Brass Oracle

"We spent more than a week underground, navigating the collapsed city by the sea, resting in the library after a vicious attack, and there I discovered wonderful volumes of works I'd never seen before. While many were damaged, I was ecstatic to discover one brass oracle intact. Despite it only speaking Aquan, and carrying facts about ocean voyages, I believe it was a great treasure."

Creature(s)

Animated Object: Brass Oracle

Small Construct, Unaligned

Armor Class: 17 (natural armor)

Hit Points: 17 (5d4)

Speed 0 ft., fly 50 ft. (hover)

Challenge 1/4 (50 XP)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	11 (+0)	15 (+2)	12 (+1)	10 (+0)

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Saving Throws Int +4, Wis +3

Skills Arcana +4, Religion +4, History +4

Damage Resistances fire, cold

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages One language known by its creator

Long Memory The brass oracle can remember facts and information it has been taught in a language it knows. It will photographically remember details of images or interactions it has seen, but can only describe them with words.

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

False Appearance While the brass oracle remains motionless, it is indistinguishable from a normal brass bust of a humanoid.

Actions

Disapproving Gaze One creature the oracle can see must make a DC 13 Wisdom save or take 5 (1d8 + 1) psychic damage. On a failed save, the creature will be stunned until the end of the oracle's next turn.

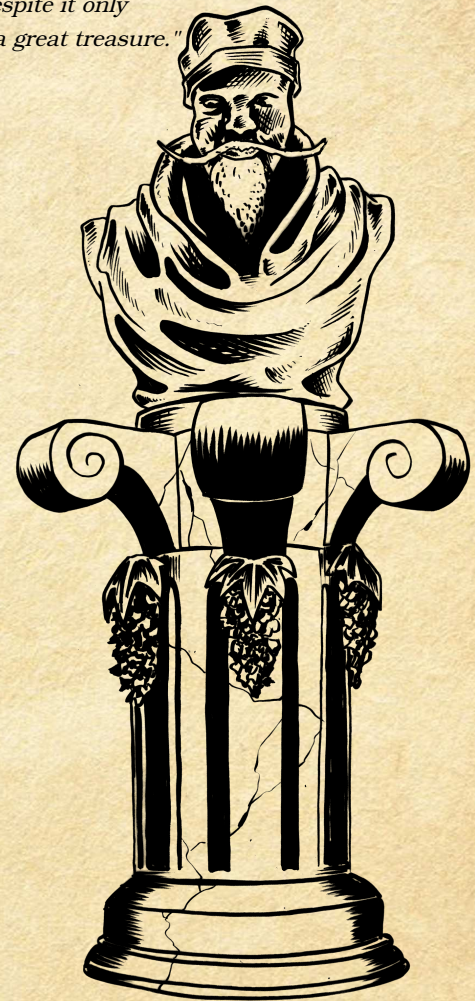
Treasure

An oracle can be convinced to come with a party, as long as it knows that it will eventually be heading to an active place of learning (a temple or library in good repair and use). It can assist a party member with most general intelligence skill checks if consulted, granting advantage if shown the object in question or given detailed descriptions.

Further Adventure™

The bust complains about all the non-topic information "cluttering its memory", but needs a password to reveal it... Something is wrong with this oracle, and it always lies...

The oracle becomes confused and begins answering previously asked questions (even centuries old)...



Lore: Arcana

DC 10- Brass Oracles are magical constructs, can speak one language, and know extensive information - generally on one specific topic. They can be judgemental for people who don't respect learning or information.

DC 15- The specific topic is chosen by those who teach the oracle the information, so other information can also be stored in a Brass Oracle, it can remember anything, even images - but can only describe or recite information.

Animated Object: Unfinished Armor

"Abandoned in the cobwebs of the armory, it began trying to piece itself together again, a mishmash of armor and a sickly green glow animating the mass of pieces - attacking the veteran we'd hired. It tore and ripped pieces from his gear to complete itself, growing more powerful."

Creature(s)

Animated Object: Unfinished Armor

Medium Construct, Unaligned

Armor Class: 18 (natural armor)

Hit Points: 33 (6d8+6)

Speed 25 ft.

Challenge 2 (450 XP)

Damage Immunities poison, psychic

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

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

Languages -

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

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

Actions

Multiattack The armor makes two melee attacks. The unfinished armor may use its Grappling Chains and Rending Assimilation with these multiple attacks.

Grappling Chains As an attack, the unfinished armor can lash out with chains and straps in an attempt to begin tearing at a target's armor. The target must make a DC 12 Strength check, or be grappled. The chains may be attacked (AC 14; 6 hit points; immunity to poison and psychic damage).

Rending Assimilation *Melee Weapon Attack* +4 to hit, reach 5 ft (one grappled target) Once the armor has a target grappled, it can use its action to begin to rend and assimilate non-magical armor, leather, and metal worn or carried by the target. On a successful hit, the target's worn armor is reduced by 1 point of AC value. When the target armor reaches 10 AC, it is destroyed (ex: Leather Armor base AC is 11 and is destroyed with one hit - reduced to 10). On a successful hit, the unfinished armor will then assimilate this point to itself gaining 1 point of AC (max: 21), and gain 1d4+4 temporary hitpoints even above its hitpoint maximum. Multiple uses of assimilation will further increase the number of temporary hitpoints. Any nonmagical armor, weapons, or equipment made of non-rusted iron or leather can be assimilated in this manner.

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

Lore: Arcana

DC 15- A wizard, attempting to create animated armor, might fail or be interrupted, creating an animated mass of materials ever trying to become whole.

DC 20- The armor seems drawn to non-magical gear in an attempt to assimilate it.

Treasure

Typically, animated armor contains several pieces of workable armor. There's a 50% chance of a chain shirt, a 25% chance of a complete breastplate, and a 10% chance of a leather belt with a *potion of health* and a pair of coin purses containing 150 gp, 45 sp, and 75 cp.

Further Adventure[™]

A wizard is building an army of unfinished armor to be unleashed upon the field of battle to use his enemies' strength against them...

Once destroyed, the animating spirit of the armor may float away and move on to another form (wood, or clay) and attempt to rebuild itself with new materials...

The animating force within the armor is a trapped spirit that then possesses one of the party's weapons, and begins speaking to the user, urging destruction...

Applehead/Cornbabies

"They may look like the corn maiden dolls (fashioned at harvest time from grain or carved apples), or even the toys of children. But these familiars are sent on missions by their masters, especially when something as simple as a doll would never be suspected of more malicious activities."

Creature(s)

Applehead/Cornbaby

Tiny Construct (Plant), Unaligned

Armor Class: 13

Hit Points: 8 (3d4+1)

Speed 45 ft.

Challenge 1/4 (50 XP)

Skills Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Damage Vulnerabilities fire

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

Senses darkvision 120 ft.

Languages Understands one language spoken by their creator, but cannot speak

Remote Sight As an action, the creator of the doll can see through its eyes and hear what it hears until the start of the creator's next turn, gaining the benefits of any special senses that the familiar has. During this time, the creator is deaf and blind with regard to their own senses.

A Leaf on the Wind The doll can move with magical speed (45ft.), as if blown along by the wind. It is only strong enough to carry objects up to 5 pounds.

Magical Vessel The doll may be constructed to deliver one spell, similar to *glyph of warding*. The spell can be a delivered touch spell, similar to the capability of a familiar, but must be stored in the doll when it is created. The doll may carry the spell indefinitely until ordered to cast it.

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

Actions

Deliver Spell The doll may activate and deliver the spell contained within it, destroying itself. It may do so via verbal order by its creator, or by meeting qualifying conditions of previous orders (e.g. "Destroy whoever holds the chalice", "Kill my pursuers", "Go to the temple and destroy the altar.", etc.) If not specified by the DM, the doll explodes in a 20 ft radius, creatures within the sphere take 5d8 necrotic damage on a failed Dexterity saving throw, or half as much damage on a successful one. The spell attack modifier or save DC is based on the caster's modifier or save DC.

Slash *Melee Weapon Attack* +2 to hit, reach 5ft. (one target) The doll may slash a target, dealing 1 hp damage

Lore: Arcana (Roll with disadvantage if only destroyed dolls are sighted)

DC 10 - Appleheads/Cornbabies are magical talismans made from the last harvested crops of the season to house "the spirit of the field" during the coming winter, plowed under in the spring ensuring a good harvest.

DC 15 - Powerful spellcasters can warp the natural energy in these dolls to create magical servants. As part of their construction, their creators may infuse their forms with a powerful spell or curse that can be unleashed, destroying the doll. Tiny telltale details of the doll's construction reveal the spell contained within it.

Treasure (Harvest)

If captured(or grappled), and the spell effect can be disarmed with a DC 15 Dexterity (Thieves' Tools) check before the doll releases its magic, the doll has a 100 gp ruby gemstone "heart" material component that can be salvaged. Harvesting this gemstone dispels the magic animating the doll. A failed check will immediately deliver the spell, targeting or centered on the creature attempting to disarm. If the spell is activated, or the check failed, this gemstone is destroyed with the doll.

Further Adventure™

All the children in town seem to be carrying these dolls everywhere you look, and valuables are going missing...

Temples and healing potions are becoming tainted with only scraps of straw and carved apples as evidence...

A night hag uses the dolls to deliver powerful sleeping drugs to her victims, to ease her collection of evil souls...

Archfey

"We'd tracked the unicorn for days, an amazing specimen with a slight golden thread in the spiral of her horn. She stopped in a glade and transformed into the most beautiful high elf matron I had ever seen who asked us to please leave her be. Godrick wrote a song about her eyes."

Creature(s)

Archfey

Medium Humanoid (Fey), Chaotic Neutral

Armor Class: 19 (natural armor)

Hit Points: 187 (25d8+75)

Speed 30 ft.

Challenge 21 (33,000 XP)

Saving Throws Int +7, Wis +11

Skills Animal Handling +11, Nature +7, History+7, Perception +11, Persuasion +10

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

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

Senses truesight 60 ft., passive Perception 15

Languages Common, Druidic, Elvish, Sylvan, Celestial, Abyssal

Fey Nobility Fey nobility have advantage on saving throws against being charmed and magic can't be put to sleep. Their connection with the Feywild also grants them truesight to 60 ft. The archfey ages at 1/10th the rate of normal elves. Fey nobility grants her a resilient, radiant, skin and many immunities.

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

Archruid The archfey can regain 10 levels spell slots (below 6th level) with a short rest. The archfey can move through non-magic difficult terrain and plants without slowing, and has advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell. Due to the archfey's connection with nature When a beast or plant creature attacks, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before she makes her attack. The archfey's *wildshape* ability may be used an unlimited number of times, and may ignore verbal, somatic, and material components that do not have a listed gp cost - casting in fey or beast form.

Spellcasting The archfey is an 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). The archfey has the following druid spells prepared:

Cantrips (at will) *druidcraft, thorn whip, guidance, shillelagh*

1st level (4 slots) ○○○○ *entangle, detect poison and disease, speak with animals, longstrider*

2nd level (3 slots) ○○○ *barkskin, beast sense, lesser restoration, pass without trace, spike growth, spider climb*

3rd level (3 slots) ○○○ *call lightning, conjure animals, dispel magic, sleet storm, plant growth*

4th level (3 slots) ○○○ *conjure woodland beings, divination, freedom of movement, ice storm, stoneskin, locate creature*

5th level (3 slots) ○○○ *awaken, commune with nature, greater restoration, reincarnate, tree stride*

6th level (2 slots) ○○ *conjure fey, heroes' feast, irresistible dance*

7th level (2 slots) ○○ *mirage arcane, plane shift, regenerate*

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

9th level (1 slot) ○ *true resurrection*

Actions

Wildshape As a bonus action, the archfey can *wildshape* into a beast CR 6 or less. A DC 15 Nature check will reveal subtle features and details that point to the animal actually being an archfey. ex: Giant Elk (CR 2; AC 14; 42 hp; 60 ft.)

Enthralling Touch *Melee Weapon Attack* +10 to hit, reach 5 ft., (one creature) Hit: 10 (3d6) radiant damage. The target must succeed on a DC 18 Wisdom saving throw or be charmed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The archfey 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 archfey regains spent legendary actions at the start of her turn.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	13 (+1)	20 (+5)	18 (+4)

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Archfey Legendary Actions (cont.)

Wildshape: Unicorn (Costs 3 Actions) As a feature of the archfey's nobility, the archfey can take the form of a unicorn (CR 5; AC 12; 67 hp; speed 50 ft) or return to her archfey form.

Cantrip The archfey casts a cantrip.

Enthralling Touch (Costs 2 Actions) The archfey uses her Enthralling Touch.

Peaceful Countenance (Costs 2 Actions) The archfey fixes her gaze on one creature she can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become blissfully *stunned* by the archfey's beauty for 1 minute. The stunned creature will only look at the archfey in awe while affected. The blissfully stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the archfey's countenance for the next 24 hours.

Restore Life (Costs 3 Actions) The archfey may expend one spell slot and restore 1d8 hitpoints per level of the spell slot expended to herself or another willing creature.

Lore: Nature

DC 20 (must also speak Sylvan)- The archfey are nobility among elves, even to the nobles. Their connection with the feywild gives them amazing transformative powers.

DC 25 (must also speak Sylvan)- The presence of an archfey causes plants for several miles to grow with renewed vigor and bounty. The archfey can become a unicorn.

Tactics

If the archfey has a *cloak of elvenkind*, *staff of the woodlands*, and healing potions remember to use those items if she is attacked.

Treasure

The archfey may carry a *cloak of elvenkind*, and a *staff of the woodlands*, and 1d4 *potions of superior healing*, but generally no coins.

Further Adventure™

The forests are dwindling, the archfey lays wounded in her unicorn form, unable to transform because her alicorn was removed...

A covenant between the local lord and a neighboring archfey was broken when a starving, overtaxed peasant poached on her land...

The land is barren and dying, and its only hope would be to convince an archfey to take residence in the local forest...

Argenta - Goddess of Healing

"When we ventured out of the Ylera Valley, we encountered many new cultures and beliefs, the noblest, kindest, and most charitable we encountered were the followers of Argenta, the Silver Queen."

Lore: Religion

DC 10 - Argenta is a goddess of healing and compassion. Her clerics wear pale blue robes and are often pacifists, though Argenta does have a fierce order of champions who are willing to fight to protect the weak.

DC 15 - Argenta is depicted as a silver-haired human or an elegant silver dragon. Sages believe her to have once been an ancient silver dragon that was raised to godhood.

Treasure

Argenta has little need for wealth and gave her hoard away eons ago shortly before her apotheosis. However, she can easily produce nearly any non-unique, non-artifact magical item.

Further Adventure™

Priests of Argenta hire the party to escort a shipment of healing herbs to a distant land or city affected by a plague...

Argenta appears to one of the party in a dream and asks them to recover a powerful healing relic that was lost at sea...

A champion of Argenta hires the party to broker a peace accord between two rival factions...

Champion of Argenta

Medium Humanoid (Dragonborn (silver)), Neutral Good

Armor Class: 16 (chainmail shirt)

Hit Points: 38 (7d8+7)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Medicine +7, Athletics +5, Religion +4

Damage Resistances cold

Senses passive Perception 13

Languages Common, Draconic

Breath Weapon (short or long rest) The champion exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) cold damage on a failed save, or half as much damage on a successful one.

Divine Eminence As a bonus action, the champion can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the champion expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting The champion is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The champion has the following cleric spells prepared:

Cantrips (at will) *spare the dying, sacred flame, thaumaturgy*

1st level (4 slots) ○○○○ *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots) ○○○ *lesser restoration, aid*

3rd level (2 slots) ○○ *mass healing word, revivify*

Actions

Shield Bash *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Warhammer *Melee Weapon Attack* +4 to hit, reach 5. ft., (one creature) Hit: 7 (1d8+3) bludgeoning damage or 8 (1d10+3) bludgeoning damage if used two handed.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	11 (+0)	16 (+3)	14 (+2)

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Creature(s)

Argenta, Goddess of Healing

Gargantuan Celestial (dragon), Neutral Good

Armor Class: 24 (natural armor)

Hit Points: 656 (32d20+320)

Speed 40 ft., fly 80 ft.

Challenge 30 (155,000 XP)

Saving Throws Dex +9, Con +19, Wis +19, Cha +16

Skills History +17, Medicine +19, Perception +19, Religion +17

Damage Immunities acid, cold, fire, lightning, poison, bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29, truesight 120 ft.

Languages understands and speaks all languages

Spellcasting Argenta is a 20th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 27, +9 to hit with spell attacks). Argenta has the following cleric spells prepared:

Cantrips *light, sacred flame, thaumaturgy*

1st Level (4 slots) *cure wounds, guiding bolt, sanctuary*

2nd Level (3 slots) *lesser restoration, spiritual weapon*

3rd Level (3 slots) *dispel magic, spirit guardians*

4th Level (3 slots) *banishment, death ward*

5th Level (3 slots) *flame strike, greater restoration*

6th Level (1 slot) *heal*

7th Level (1 slot) *plane shift*

8th Level (1 slot) *antimagic field, holy aura*

9th Level (1 slot) *mass heal, true resurrection*

Legendary Resistance (5/Day) If Argenta fails a saving throw, she can choose to succeed instead.

Actions

Multiattack Argenta can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite *Melee Weapon Attack* +17 to hit, reach 15 ft., (one target) Hit: 21 (2d10 + 10) piercing damage.

Claw *Melee Weapon Attack* +19 to hit, reach 10 ft., (one target) Hit: 17 (2d6 + 10) slashing damage.

Tail *Melee Weapon Attack* +19 to hit, reach 20 ft., (one target) Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence Each creature of the Argenta's choice that is within 120 feet of the dragon and aware of her must succeed on a DC 27 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 Argenta's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6) Argenta uses one of the following breath weapons.

Cold Breath The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 27 Constitution saving throw, taking 67 (26d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath Argenta exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 27 Constitution saving throw or be paralyzed 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.

Change Shape Argenta magically polymorphs into a humanoid or beast, or back into her true form. She reverts to her true form if she dies. Any equipment She is wearing or carrying is absorbed or borne by the new form (Argenta's choice).

Legendary Actions

Argenta can take 5 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. Argenta regains spent legendary actions at the start of its turn.

Detect The dragon makes a Wisdom (Perception) check.

Tail Attack The dragon makes a tail attack.

Wing Attack (Costs 2 Actions) The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	26 (+8)	30 (+10)	24 (+7)

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Astral Pirates

"Those bastards came out of the ether and ransacked our campground, disappearing again through a glowing portal. Needless to say, we were quite surprised and confused."

Creature(s)



Astral Pirate

Medium Humanoid (any race), Unaligned

Armor Class: 15

Hit Points: 69 (11d8+22)

Speed 30 ft.

Challenge 2 (450 XP)

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

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Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Actions

Multiattack The astral pirate makes three melee attacks: two with its scimitar and one with its dagger. Or the astral pirate makes two ranged attacks with its daggers.

Scimitar +5 to hit, Hit: 6 (1d6 + 3) slashing damage.

Dagger *Melee or Ranged Weapon Attack* +5 to hit, 5 ft., (reach one creature) or 20/60 ft., (range one creature) Hit: 5 (1d4 + 3) piercing damage.

Reactions

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

Tactics

Astral pirates are raiders, they have one mission, get loot and get out. As such, the astral pirates avoid fair fights, make great use of cover, and often dodge and disengage instead of attacking.

Lore: Arcana

DC 15 - Astral pirates flood through naturally occurring planar portals and those created by magic. They lair on the Astral Plane in floating hideouts.

DC 20 - Astral pirate groups are led by a raid mage responsible for opening the portals to the Material Plane. Additionally, some astral raiding parties have armored minotaur brutes to aid in the assault.

Treasure

Astral raider - 4d8 gp, usually in silver items - candlesticks, rings, jewelry, silverware, etc.

Minotaur blockade crusher - 6d8 gp, in coins, gems, and weapons. Raid mages - 10d12 gp, most likely in books, scrolls, relics, potions and arcane objects.

Further Adventure™

After a raid, one of the astral pirates is left behind...

A particularly nasty raiding party kidnaps several children, whisking them back to the Astral Plane...

A raiding party takes a priceless relic from a tomb or temple and the gods are showing their disfavor with endless storms...

Astral Raid Mage

Medium Humanoid (any race), Chaotic Neutral

Armor Class: 15 (mage armor)

Hit Points: 71 (13d8+13)

Speed 30 ft.

Challenge 8 (3,900 XP)

Saving Throws Int +7, Wis +5

Skills Arcana +10, History +10

Senses passive Perception 12

Languages Common, Celestial, Infernal, Abyssal, Ignan

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

Spellcasting The astral raid mage is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +8 to hit with spell attacks). The astral raid mage has the following wizard spells prepared:

Cantrips (at will) *fire bolt, light, mage hand, prestidigitation, and shocking grasp*

1st level (4 slots) *detect magic, identify, mage armor, magic missile*

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

3rd level (3 slots) *counterspell, fly, hypnotic pattern*

4th level (3 slots) *banishment, fire shield, stonewall*

5th level (3 slots) *hold monster, teleportation circle, wall of force*

6th level (1 slot) *globe of invulnerability*

7th level (1 slot) *planeshift*

Actions

Dagger *Melee or Ranged Weapon Attack* +5 to hit, 5 ft., (reach one target) or 20/60 ft., (range one target) Hit: 4 (1d4 + 2) piercing damage.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	19 (+4)	15 (+2)	16 (+3)

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Typical Astral Raiding Party (CR 16)

A typical party of astral raiding consists of:

4 astral pirates

1 minotaur blockade crusher

1 raid mage

Actual XP - 6,400

Adjusted Encounter XP - 16,000

Minotaur Blockade Crusher

Large Monstrosity, Chaotic Evil

Armor Class: 15 (half plate)

Hit Points: 114 (12d10+48)

Speed 40 ft.

Challenge 4 (1,100 XP)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common

Charge If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall The minotaur can perfectly recall any path it has traveled.

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

Actions

Greataxe *Melee Weapon Attack* +7 to hit, reach 5 ft., (one target) Hit: 17 (2d12 + 5) slashing damage.

Gore *Melee Weapon Attack* +7 to hit, reach 5 ft., (one target) Hit: 14 (2d8 + 5) piercing damage.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	7 (-2)	16 (+3)	9 (-1)

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Azer Marauders

"The creature before you looks like a black-skinned, powerfully-built dwarf, but it has no beard and its bald head is alight with a crown of flames. It tightens its grip on its maul and grins at you with sharpened teeth."

Creature(s)

Azer Marauder

Medium Elemental, Lawful Evil

Armor Class: 15 (natural armor)

Hit Points: 58 (9d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

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

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Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Ignan

Heated Body A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

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

Actions

Multiattack The azer marauder attacks twice with its maul.

Maul Melee Weapon Attack +5 to hit, reach 5 ft., (one creature) Hit: 14 (2d6 + 4) bludgeoning damage, plus 3 (1d6) fire damage.



Tactics

Azer marauders take advantage of their race's lawful and nonevil reputation and lure planar travelers into traps. They also prey on the good-hearted by setting fires to aid in their escape. One example of this tactic is setting a cottage filled with people on fire, forcing adventurers to choose between pursuing the azers, or saving the villagers.

Lore: Arcana

DC 15 - Azers are fiery humanoid elementals native to the Plane of Fire.

DC 20 - While azers are typically lawful neutral, marauders are outcasts of the azer society for their evil ways.

Treasure

Azer marauders carry fireproof treasure and weapons. A typical azer marauder carries 3d4 obsidian coins (5 gp each).

Further Adventure™

Azer marauders have been sent to retrieve an item for their red dragon master and are burning a path as they go...

A group of azer marauders poses as their lawful neutral kin to lure the party into a trap...

A rift to the elemental plane of fire has opened and an azer marauder war band has slipped through and is working to make the rift permanent...

Bilge Horror

"On a voyage to the southern archipelago, a sailor went missing on the third night. The missing sailor was found two days later crawling around the orlop deck."

Creature(s)



Lore: Nature

DC 15 - Bilge horrors resemble zombies, but are actually living humanoids transformed by a naturally occurring parasite found in filthy sea water.

DC 20 - Individuals bitten by a bilge horror will grow gills and transform into a bilge horror themselves if the disease is not cured within seven days.

Treasure

The bilge horror still wears shredded clothing from its form life. In the pocket of its breeches is a silver locket (5 gp), 3 cp, and a leather pouch containing the bones of a rare bird.

Further Adventure™

A ship slowly pulls into port and a flood of bilge horrors pour onto the deck...

The ship's cleric has been infected with parasites and the ship is caught in a doldrum...

A plot to introduce bilge horror parasites into the city's water supply has been revealed, but the authorities don't know when it will happen or by whom...

Bilge Horror

Medium Humanoid (augmented human), Unaligned

Armor Class: 15

Hit Points: 26 (4d8+8)

Speed 30 ft., swim 30 ft.

Challenge 1/2 (100 XP)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	6 (-2)	12 (+1)	6 (-2)

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Skills Perception +3, Stealth +3

Senses passive Perception 13;

Languages Understands the languages it knew, but cannot speak

Bilge Horror Parasites The parasites transferred via the creature's bite attack will convert the victim into a bilge horror if they are not subjected to a cure disease spell within seven days; cure disease spells cast after seven days are ineffective.

Amphibious The bilge horror can breathe air and water.

Actions

Multiattack The bilge horror makes two melee attacks, one with its bite and one with its claws. On a hit the target must succeed on a DC 13 Constitution saving throw or be infected with parasites.

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

Claw *Melee Weapon Attack* +4 to hit, reach 5 ft., (one target)
Hit: 4 (1d4 + 2) slashing damage.

Charnel Hound

"The massive wolf digs furiously in the fresh graveyard earth to uncover the gravesites of the recently departed. It seems to sense your presence and raises its head to look at you."

Creature(s)

Charnel Hound

Large Monstrosity, Neutral Evil

Armor Class: 13 (natural armor)

Hit Points: 77 (10d10+20)

Speed 50 ft.

Challenge 3 (700 XP)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+2)	6 (-2)	13 (+1)	9 (-1)

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Skills Perception +5, Stealth +3

Damage Immunities Necrotic

Senses passive Perception 15

Languages Common, Charnel Hound, Infernal

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

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

Actions

Bite *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Necrotic Breath (Recharge 5-6) The charnel hound exhales a blast of necrotic energy in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.



Tactics

Charnel Hounds work well in packs in graveyards that force the party to walk in single file. They prefer their leader confront a party directly, while the others flank from the sides. The leader will immediately bite the strongest foe, while the flanking pair will start with their breath weapons to weaken the middle or rear of the party.

Lore: Religion

DC 15 - Scholars believe that charnel hounds were once winter wolves that were either twisted by dark magic or forced to eat the dead out of necessity.

DC 20 - Charnel hounds have a terrible breath weapon that deals necrotic damage.

Treasure

Charnel hounds carry no treasure, but they sometimes uncover jewelry or trinkets that were buried with the deceased. A typical example would be one of the following: a tarnished gold wedding ring (20 gp), a copper arm torc (15 gp), a silver pendant (10 gp).

Further Adventure™

A charnel hound is digging up the local graveyard and eating the deceased...

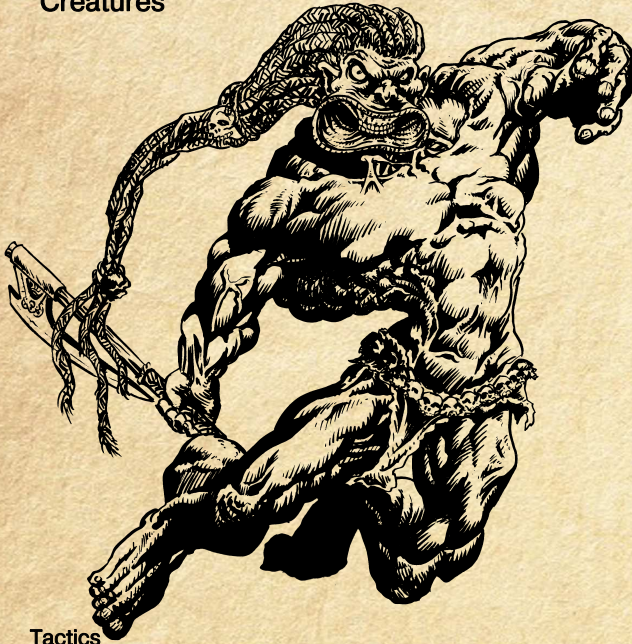
A pack of charnel hounds are gathering en mass and digging up a hill near town...

A war band of undead gnolls mounted on charnel hounds has been devouring travelers on the nearby road...

Chosen of Lugh

"We watched as the nearly naked berserker began to contort and change. We heard bones cracking and sinews ripping free and reshaping themselves. The man had become a barely recognizable giant that howled and launched itself into the battle."

Creatures



Tactics

The Chosen of Lugh are brawlers, and not well-versed in tactics, but they do know enough to get deep into the enemy lines before giving in to the Riastrad.

Lore: Religion

DC 15 - The Chosen of Lugh are mad, battle-scarred berserkers capable of transforming into frenzied giants for a short period of time.

DC 20 - The Chosen of Lugh become battle mad while under the effects of the Riastrad, unable to tell friend from foe.

Treasure

The axes carried by the Chosen of Lugh, while not magical, are storied blades and highly prized by collectors and warlords often fetching as much as 100 gp.

Further Adventure™

A Chosen of Lugh slew his thane in a battle frenzy and the party is hired to track the warrior and bring him back alive... The party must negotiate a peace with a barbarian tribe. The tribe respects only strength and will not come to the table unless one of the party bests a Chosen of Lugh in hand to hand combat...

A Chosen of Lugh has been mistaken for a shape-shifting ogre and the party must rescue him before he is executed...

Chosen of Lugh

Medium Humanoid (any race), Chaotic Neutral

Armor Class: 15 (natural armor)

Hit Points: 104 (11d8+55)

Speed 30 ft.

Challenge 5 (1,800 XP)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	9 (-1)	10 (+0)	9 (-1)

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Senses passive Perception 10

Languages any one language

Riastrad The Chosen of Lugh can contort their bodies to increase their size and fighting ability, but the process makes them crazed and horrific to behold. Once per day, for one minute, the Chosen can undergo the Riastrad, which increases their size to large, triples their strength-based weapon damage dice (included below), grants them advantage on strength-based saves and skill checks, and grants them regeneration 10. Additionally, while under the Riastrad, the Chosen treat any target within reach as an enemy, and are unable to tell friend from foe. The transformation takes one standard action.

Actions

Multiattack The Chosen of Lugh makes two greataxe attacks.

Greataxe *Melee Weapon Attack* +7 to hit, reach 5 ft., (one target) Hit: 10 (1d12+4) slashing damage, or 23 (3d12+4) slashing damage if under the Riastrad.

Tracking the Thane Slayer

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Nature, Perception, Survival,

Success: The party locates the thane slayer.

Failure(s):

1: The next check is made with disadvantage.

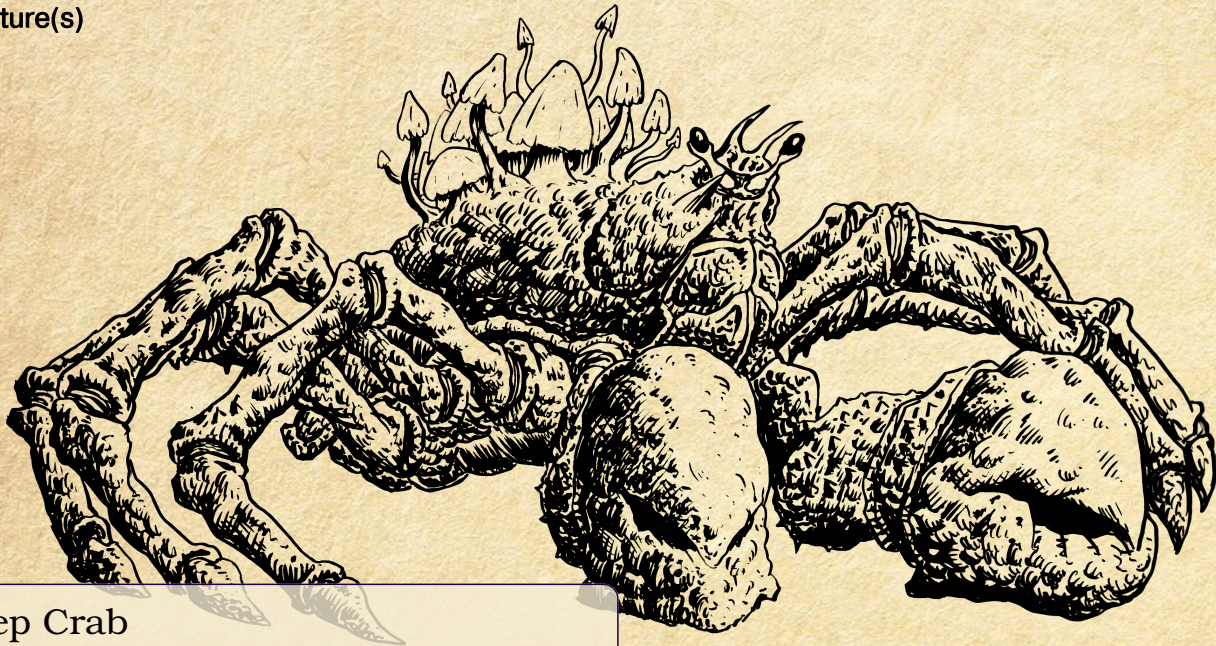
2: The party stumbles into a nest of owlbears.

3: The party finds the thane slayer, but he is waiting in ambush and gets a surprise round before initiative is rolled.

Deep Crab

"A crab the size of a horse-drawn wagon lumbers out of the muck, a colony of bright red mushrooms growing from its shell."

Creature(s)



Deep Crab

Large Beast, Unaligned

Armor Class: 15 (natural armor)

Hit Points: 52 (7d10+14)

Speed 30 ft., swim 30 ft.

Challenge 3 (700 XP)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	2 (-4)	9 (-1)	3 (-4)

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Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Spore Immunity Due to the symbiotic mycelium of the nightcaps, the deep crab is immune to sleep or charm effects.

Amphibious The crab can breathe air and water.

Actions

Slumber Spores (Recharges after a short rest) The deep crab shakes its shell and releases a cloud of spores. All creatures in a 20-foot radius centered on the crab are affected as the *sleep* spell cast using a third level slot (so, 9d8 hit points).

Claw Melee Weapon Attack +6 to hit, reach 5 ft., (one creature) Hit: 12 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). The crab has two claws, each of which can grapple only one target.

The deep crab looks very much like its mundane cousins, with two exceptions. The deep crab is the size of a tinker's wagon, and the deep crab's shell is covered in a field of blood red mushrooms called nightcaps. Nightcap mushrooms are extremely rare and have only been found on the shells of deep crabs. The spores of the nightcap cause living creatures to fall into a deep slumber.

Tactics

Deep crabs tend to charge into the middle of large groups of prey to maximize the use of its slumber spores.

Lore: Nature

DC 10 - Deep crabs are massive subterranean crustaceans. Their shells are covered in red mushrooms.

DC 15 - The red mushrooms, known as nightcaps, emit spores that can put creatures into a deep slumber.

Treasure (Harvest)

Deep crabs don't hoard treasure; however, the treasure from their victims has been found near their nests. Typical treasure: 7cp, 3 gp, silver bracelet (10 gp).

Further Adventure™

A sage wants a live specimen of a deep crab brought back for study...

The city guard hires the party to track down a gang that has been selling baby deep crabs on the black market...

A repair crew went into the sewer and has yet to return, the party is sent to investigate...

Demon, Kavora

"Sightless and unintelligent though they may be, the kavora demons make up for their shortcomings with unparalleled rage and ferocity."

Creatures

Kavora

Large Fiend (demon), Chaotic Evil

Armor Class: 16 (natural armor)

Hit Points: 142 (14d10+65)

Speed 30 ft.

Challenge 8 (3,900 XP)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	11 (+0)

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Saving Throws Str +8, Con +8, Wis +4

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

Damage Immunities poison

Condition Immunities poisoned

Senses Blindsight 120 ft. (blind outside this radius), passive Perception 11

Languages Understands Abyssal but cannot speak

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

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

Actions

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

Bite *Melee Weapon Attack* +8 to hit, reach 5 ft., (one target)
Hit: 16 (2d10 + 5) piercing damage.

Claw *Melee Weapon Attack* +8 to hit, reach 5 ft., (one target)
Hit: 15 (3d6 + 5) slashing damage.



Tactics

Kavora have little in the way of tactics as their limited intellect and rage prevent serious planning. Kavora do, however, make good use of their Spider Climb ability and wait on ceilings to ambush their prey.

Lore: Arcana

DC 15 - The kavora are sightless demons used as shock troops in demonic armies. This roll reveals all the fiend traits.

DC 20 - The kavora can move full speed over any surface, even upside down.

Treasure (Harvest)

Kavora demons carry no treasure, though a gland in their head can be removed (DC 20 Medicine check) and used to create a rage drought (see below).

Further Adventure™

A gate opens and a stream of kavora demons flood the village; meanwhile, a balor uses the distraction to steal a relic from the crypt below the temple...

A wizard hires the party to hunt down a kavora and bring its corpse back to study...

The agent of a powerful pitfiend seeks the parties help in destroying an abyssal portal to the Material Plane guarded by a host of kavora demons...

Rage Drought

Potion, Rare

The rage draught fills the drinker with uncontrollable anger and aggression. You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you add 1d4 to the damage roll. You have resistance to bludgeoning, piercing, and slashing damage. The rage drought lasts for 1 minute, during which time you cannot cast spells.

Dracolich, Adult Red

"It was believed that the Ylera Valley was guarded over by a red dracolich whose soul was held by Ventru, the overking."



Tactics

Dracoliches are ancient creatures of vast intellect and should be played as such. Before a party of adventurers ever gets to a dracolich, they should have been softened up by a series of deadly traps and difficult minions. When the party does manage to reach dracolich be sure to use its slow and dominate spells on the weak-willed, and save its counterspell (it only has one) until it is out of Legendary Resistances.

Lore: Religion

DC 15 - Dracolichs have undergone a dark ritual to become undead, placing their soul in a vessel, not unlike true liches. Dracoliches can cast a number of spells as a sorcerer. This roll reveals undead traits.

DC 20 - Dracolichs are no longer dragons and are not subject to effect that target dragons. The dracolich's breath weapon is an admixture of fire and necrotic energy.

Treasure

The dracolich has amassed an enormous hoard - 43,000 gp, 28,000 pp, a mithril crown (7,000 gp), a platinum and ruby ring (8,000 gp), a +2 greatsword named Gerwinn with a griffon head pommel, a staff of withering, brazier of fire elemental control, and a suit of elven chain.

Further Adventure™

The dracolich hires the party to retrieve his phylactery which was stolen by a guild of thieves...

The player's new benefactor turns out to be an agent of a dracolich...

It is revealed that the dracolich's phylactery is an extremely powerful weapon wielded by one of the players...

Creature(s)

Adult Red Dracolich

Huge Undead, Chaotic Evil

Armor Class: 19 (natural armor)

Hit Points: 256 (19d12+133)

Speed 40 ft., climb 40 ft., fly 80 ft.

Challenge 18 (20,000 XP)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Resistances necrotic

Damage Immunities fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Rejuvenation If it has a phylactery, a destroyed dracolich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

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

1/day each *counterspell, dominate person, greater invisibility, slow, wall of fire*

Magical Resistance The dracolich has advantage on saving throws against magic.

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

Actions

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

Bite *Melee Weapon Attack* +14 to hit, reach 10 ft., (one creature) Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw *Melee Weapon Attack* +14 to hit, reach 5 ft., (one creature) Hit: 15 (2d6 + 8) slashing damage.

Tail *Melee Weapon Attack* +14 to hit, reach 15 ft., (one creature) Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence Each creature of the dracolich's choice that is within 120 feet of the dracolich 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 dracolich's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6) The dracolich exhales necrotic fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 31 (9d6) fire and 31 (9d6) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect The dracolich makes a Wisdom (Perception) check.

Tail Attack The dracolich makes a tail attack.

Wing Attack (Costs 2 Actions) The dracolich beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dracolich can then fly up to half its flying speed.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

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Dragon, Rust

"The rust dragon is sad and terrible. If you encounter one, hide your mercy and focus on survival."

Creature(s)

Rust Dragon

Huge Fiend, Chaotic Evil

Armor Class: 19 (natural armor)

Hit Points: 212 (17d12+102)

Speed 40 ft., fly 80 ft., swim 40 ft.

Challenge 15 (13,000 XP)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9

Skills Deception +7, Perception +12, Stealth +5

Damage Resistances fire

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic, Abyssal

Rust Metal Any weapon made of metal (nonmagical or magical) that hits the rust dragon corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Ammunition made of metal that hits the rust dragon is destroyed after dealing damage.

Actions

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

Bite *Melee Weapon Attack* +12 to hit, reach 10 ft., (one target) Hit: 18 (2d10 + 7) piercing damage.

Claw *Melee Weapon Attack* +12 to hit, reach 5 ft., (one target) Hit: 14 (2d6 + 7) slashing damage.

Tail *Melee Weapon Attack* +12 to hit, reach 15 ft., (one target) Hit: 16 (2d8 + 7) bludgeoning damage.

Frightful Presence Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6) The rust dragon uses one of the following breath weapons.

Acid Breath The dragon spews acid in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) acid damage on a failed save, or half as much damage on a successful one.

Rusting Breath The dragon exhales corrosive energy in a 30-foot cone. Each creature in that area must succeed on a DC 19 Dexterity saving throw. On a failed save, all nonmagical ferrous metal objects within the area corrode. If the object isn't being worn or carried, the attack destroys a 10-foot cube of it. Magical ferrous weapons and armor worn or held by a character that fails her save take a cumulative and permanent -1 to damage. Once a weapon has accumulated a -5 to damage, it is destroyed. Metal armor or a metal shield being worn or carried takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Lore: Arcana

DC 15 - Sages believe that rust dragons are created in the lower planes by corrupting metal dragon eggs with a dark and torturous ritual. Rust dragons have a corrosive breath weapon that destroys ferrous metals, and their hide damages metal weapons as well. This roll reveals fiend traits.

DC 20 - Rust dragons are fiends and not subject to effects that target dragons. Rust dragons also have an acid breath weapon.

Treasure

5 amber (500 gp each), 7 jade (500 gp each), A painting of a bronze dragon (1,200 gp), +2 leather armor with brown bear claw adornments, a ceramic jar containing the ashes of an archmage (2,000 gp).

Further Adventure[™]

A brass dragon hires the party to rescue a clutch of eggs for the abyss that will be used to create more rust dragons...

A rust dragon's lair is thought to hide a secret portal to a powerful demon prince's lair...

A rust dragon is gated in to destroy the armory of a powerful king or ruler...

Duende

"Confuse these fey with a monkey, and they will make a monkey out of you. These simian appearing sprites can be mighty helpful when lost in a tropics."

Creature(s)



Duende

Small Fey, Chaotic Good

Armor Class: 15

Hit Points: 1 (1d4-1)

Speed 10'ft., 30' climb

Challenge 1/4 (50 XP)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	8 (-1)	12 (+1)	14 (+2)	12 (+1)

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Skills Athletics

Languages Sylvan, Elvish

Magic Resistance The duende has advantage on saving throws against spells and magic effects.

Innate Spell Casting The duende's innate spellcasting is Wisdom (Spell save DC 12). It can innately cast the following spells, requiring only naturally found items as a component.

At Will *jump*

1/day *confusion, freedom of movement, faerie fire, gust of wind, phantasmal, force, polymorph, sleep, and speak with plants.*

Actions

Superior Invisibility The duende magically turns invisible until its concentration ends (as if it is concentrating on a spell). Any equipment the duende wears or carries is invisible with it.

Lore: Nature

DC 15 - The Duende are known to fade from view with ease.

DC 20 - These fey creatures are capable of confusing the mind and tricking those they dislike with illusions.

Treasure

Duende rarely carry much treasure but may have a trove of rare tropical fruits. Proficiency with an herbalist kit reveals these fruit act as goodberries, and for a minute grant advantage on saving throws versus poison.

Further Adventure™

The Duende explain that a malicious entity has corrupted some of the predators of the jungle...

The Duende says they can lead the party to an ancient ruin if they win in a dance-off(see below)...

The Duende grab a backpack with a number of your provisions and swing away into the deep jungle...

Fey Dance Contest

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Athletics, Acrobatics, Performance,

Success: The duende acknowledge your sweet moves and lead you to the ruin

Failure(s):

1: You stumble, the next check is made with disadvantage

2: Out of shape, you gain one level of exhaustion

3: Laughing stock, you lose badly, but the Duende take pity and show you the way, mocking you the entire trip

Echo, Death

"The creature had lost much of its power, but it was nonetheless a dangerous foe, with domain over death, but never able to embrace it."

Creature(s)

Divine Echo of Death

Large Fiend, Neutral Evil

Armor Class: 19 (natural armor)

Hit Points: 275 (22d10+154)

Speed 50 ft., fly 150 ft.

Challenge 21 (33,000 XP)

Saving Throws Int +14, Wis +12, Cha +16

Skills Insight +17, Perception +17, Religion +17

Damage Resistances radiant, bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison,

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

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

Innate Spellcasting The echo of death's spellcasting ability is Wisdom (spell save DC 25). It can innately cast the following spells, requiring no material components:

At will *ray of sickness, alter self, ray of enfeeblement*

3/day each *divine word, circle of death, antilife shell*

1/day each *power word kill, finger of death*

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

Actions

Reaper's Scyth Hit: 17 (2d8 +8) slashing damage and 28 (8d6) necrotic damage.

Multiattack The echo of death makes two attacks.

Legendary Actions

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

Move The echo of death moves up to its move speed without provoking an attack of opportunity.

Attack (costs 2 actions) The echo of death makes an attack.

Cast Spell (Costs 3 Actions) The echo of death casts one of its spells.

Lore: Religion

DC 20 - The divine echo is the remnant of a forgotten god, in this case, a god of death. The gods do not die easily, but without worshippers, they lose much of their power. This roll reveals the fiend traits.

DC 25 - The echo of death is not a wanton killer, but an agent of the inevitability that all living things must die and decay.

A divine echo is capable of casting several spells.

Treasure

Divine echoes care nothing for physical wealth. They do, however, grant charms to heroes that impress or aid them. The echo of death can grant the *Charm of the Body*. This charm allows you to cast the *false life* spell as an action, no components required. Once used three times, the charm goes away.

Further Adventure™

A divine echo, in disguise or through an agent, enlists the party to destroy a necromancer and his followers...

An old man in moth-eaten robes has been seen at the bedsides of recently deceased citizens throughout the area...

A cult led by an enigmatic figure has been killing healers and shattering healing potions...

Echo, Knowledge

"The gods cannot die, nor can their teachings ever be truly lost."

Creature(s)

Divine Echo of Knowledge

Large Celestial, Neutral

Armor Class: 20 (natural armor)

Hit Points: 250 (20d10+140)

Speed 50 ft., fly 150 ft.

Challenge 21 (33,000 XP)

Saving Throws Int +17, Wis +15, Cha +15

Skills Arcana +24, History +24, Insight +14, Nature +24, Religion+24, Perception +14

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

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

Innate Spellcasting The echo of knowledge spellcasting ability is intelligence (spell save DC 25). It can innately cast the following spells, requiring no material components:

At will *identify, alter self, see invisibility*

3/day each *divine word, heroes' feast, legend lore*

1/day each *maze, feblemind*

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

Actions

Multiattack The echo of knowledge makes two attacks with its psychic blast.

Psychic Blast Hit: 45 (10d8) psychic damage unless the targets makes an Intelligence saving throw (DC 25) psychic damage, in which case the damage is halved.

Legendary Actions

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

Teleport The echo of knowledge magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Psychic Blast (Costs 2 Actions) The echo of knowledge makes an attack with its psychic blast.

Cast Spell (Costs 3 Actions) The echo of knowledge casts one of its spells.

Lore: Religion

DC 20 - The divine echo is the remnant of a forgotten god, in this case, a god of knowledge. The gods do not die easily but without worshippers, they lose much of their power. This roll reveals the celestial traits.

DC 25 - The echo of knowledge is conversant in all subjects and capable of casting several spells.

Treasure

Divine echoes care nothing for physical wealth. They do, however, grant charms to heroes who impress or aid them. The echo of knowledge can grant the *Charm of the Knowledge*. This charm grants the user proficiency in one knowledge skill. Additionally, once per day the player may make any knowledge or tool skill check with advantage. This charm lasts for the next 30 days before vanishing.

Further Adventure™

The party is sent to a lost library floating in the Astral plane to recover a book guarded by an echo of knowledge...

The party stumbles upon an ancient temple inhabited by a flock of strange, intelligent ravens, and an odd old lady...

Someone, or something, is roaming the halls of the university leaving brilliant, freshly-penned manuscripts lying around...

Echo, Trickery

"When the king's horse began to sing in a high falsetto, we knew that something was going on..."

Creature(s)

Divine Echo of Trickery

Large Celestial, Chaotic Neutral

Armor Class: 19 (natural armor)

Hit Points: 225 (18d10+140)

Speed 50 ft., fly 150 ft.

Challenge 20 (25,000 XP)

Saving Throws Int +14, Wis +12, Cha +16

Skills Deception +22, Insight +12, Perception +18, Persuasion 22, Sleight of Hands +20

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

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

Innate Spellcasting The echo of trickery's spellcasting ability is Charisma (spell save DC 24). It can innately cast the following spells, requiring no material components:

At will *charm person, alter self, invisibility*

3/day each *divine word, modify memory, dimension door*

1/day each *etherealness, polymorph*

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

Actions

Trickster's Blade Hit: 35 (10d6) piercing damage.

Multiattack The echo of trickery makes two attacks with its trickster's blade.

Legendary Actions

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

Move The echo of trickery moves up to its movement speed without provoking an attack of opportunity.

Attack The echo of trickery makes an attack.

Mislead (Costs 3 Actions) The echo of trickery casts *mislead* requiring no material components.

Lore: Religion

DC 20 - The divine echo is the remnant of a forgotten god: in this case, a god of trickery. The gods do not die easily but without worshippers, they lose much of their power. This roll reveals the celestial traits.

DC 25 - The echo of trickery is a prankster, often capable of casting several spells.

Treasure

Divine echoes care nothing for physical wealth. They do, however, grant charms to heroes who impress or aid them. The echo of trickery can grant the *Charm of the Opening*. This charm allows you to cast the *knock* spell as an action, no components required. Once used three times, the charm goes away.

Further Adventure[™]

The followers of a relatively new god of thievery have all turned bright orange. All about the city, people's skin, hair, and eyes are turning bright orange...

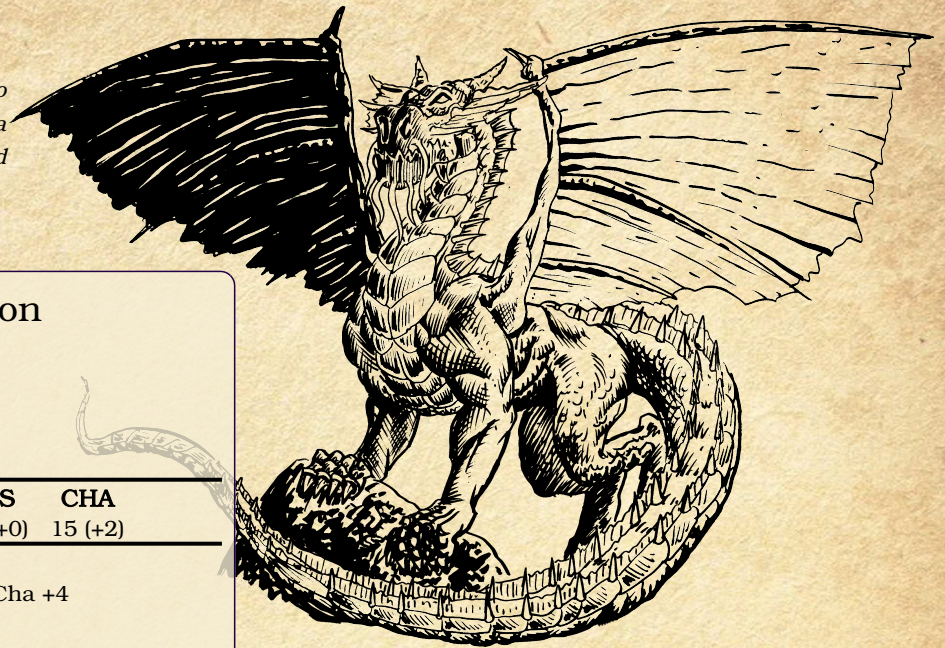
All of the statues in the city have been altered so that they all appear to wear motley and a jester's cap. The craftsmanship is unparalleled...

A disguised echo of trickery enlists the players to retrieve a chest stolen by a powerful thieves' guild. Once recovered, the chest contains only a recipe for cookies (albeit delicious ones) and lewd rendings of gnome couple...

Electrum Dragon

"This beautiful creature was like no dragon I'd ever seen before. Its hide was a scintillating pattern of silver and gold scales."

Creature(s)



Wyrmling Electrum Dragon

Medium Dragon, Neutral Good

Armor Class: 17 (natural armor)

Hit Points: 45 (6d8+18)

Speed 30 ft., fly 60 ft.

Challenge 2 (450 XP)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

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Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Resistances cold, fire

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

Languages Draconic

Actions

Bite *Melee Weapon Attack* +6 to hit, reach 5 ft. (one creature)

Hit: 9 (1d10 + 4) piercing damage.

Steam Breath (recharge 5-6) The dragon exhales a blast of steam in a 15- foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

Lore: Nature

DC 15 - The electrum dragon is the rare offspring of a union between a silver and a gold dragon. Such unions usually produce silver or gold wyrmlings, but in rare instances, an electrum dragon is a result. This roll reveals dragon traits.

DC 20 - The electrum dragon is resistant to both fire and cold, but is immune to neither. Its breath weapon is a cone of steam.

DC 25 - Electrum dragons show none of the law/chaos bias of other true dragons. Electrum dragons are always neutral good despite having two lawful good parents.

Young Electrum Dragon

Large Dragon, Neutral Good

Armor Class: 18 (natural armor)

Hit Points: 168 (16d10+80)

Speed 40 ft., fly 80 ft.

Challenge 9 (5,000 XP)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Arcana +6, History +6, Perception +8, Stealth +4

Damage Resistances cold, fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Actions

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

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

Claw *Melee Weapon Attack* +10 to hit, reach 5 ft., (one target) Hit: 13 (2d6 + 6) slashing damage.

Breath Weapons (Recharge 5-6) The dragon exhales a blast steam in a 30- foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

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Adult Electrum Dragon

Huge Dragon, Neutral Good

Armor Class: 19 (natural armor)

Hit Points: 242 (18d12+126)

Speed 40 ft., fly 80 ft.

Challenge 16 (15,000 XP)

Saving Throws Dex +5, Con +12, Wis +7, Cha +11

Skills Arcana +8, History +8, Perception +12, Stealth +5

Damage Resistances fire, cold

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

Languages Common, Draconic

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

Actions

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

Bite *Melee Weapon Attack* +13 to hit, reach 10 ft., (one target) Hit: 19 (2d10 + 8) piercing damage.

Claw *Melee Weapon Attack* +13 to hit, reach 5 ft., (one target) Hit: 15 (2d6 + 8) slashing damage.

Tail *Melee Weapon Attack* +13 to hit, reach 15 ft., (one target) Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Breath Weapon (Recharge 5-6) The dragon exhales an blast of steam in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect The dragon makes a Wisdom (Perception) check.

Tail Attack The dragon makes a tail attack.

Wing Attack (Costs 2 Actions) The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Treasure

Wyrmling- a small leather pouch on a strap around her neck that contains 13 gp and a gold dragon scale.

Young- 637 cp, 5,632 sp, 1878 gp, 97 pp, and 5 silver knight statues (25 gp)

Adult- 13,456 gp, 1,568 pp, red dragonscale armor, and a chime of opening

Ancient- 37,908 gp, 26,987 pp, a platinum and diamond crown (7,500 gp), an emerald encrusted roc egg (8,000 gp), a scroll of weird, a scroll of mind blank, two potions of supreme healing

Further Adventure[™]

The party encounters an electrum wyrmling who is fleeing a band of dragon slayers...

The party finds an egg, which soon cracks open to reveal an electrum wyrmling...

The wyrmling was been orphaned and seeks to join the party for protection...

Ancient Electrum Dragon

Gargantuan Dragon, Neutral Good

Armor Class: 22 (natural armor)

Hit Points: 507 (26d20+234)

Speed 40 ft., fly 80 ft.

Challenge 23 (50,000 XP)

Saving Throws Dex +7, Con +16, Wis +10, Cha +14

Skills Arcana +11, History +11, Perception +17, Stealth +7

Damage Resistances cold, fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

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

Actions

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

Bite *Melee Weapon Attack* +17 to hit, reach 15 ft., (one target) Hit: 21 (2d10 + 10) piercing damage.

Claw *Melee Weapon Attack* +17 to hit, reach 10 ft., (one target) Hit: 17 (2d6 + 10) slashing damage.

Tail *Melee Weapon Attack* +17 to hit, reach 20 ft., (one target) Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6) The dragon exhales blast of steam in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 70 (16d8) fire damage on a failed save, or half as much damage on a successful one.

Change Shape The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

Legendary Actions

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

Detect The dragon makes a Wisdom (Perception) check.

Tail Attack The dragon makes a tail attack.

Wing Attack (Costs 2 Actions) The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	16 (+3)	24 (+7)

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Elf, Wood

"The elf moves silently through the forest, clad in buckskin and carrying a long yew bow."

Creature(s)

Briar Knight

Medium Humanoid (Wood Elf), Chaotic Good

Armor Class: 18 (breast plate)

Hit Points: 52 (8d8+16)

Speed 30 ft.

Challenge 3 (700 XP)

Saving Throws Con +4, Wis +2

Skills Nature +2, Survival +4

Senses passive Perception 10

Languages Common, Elvish, Sylvan

Skilled Fighter A melee or ranged weapon deals one extra die of its damage when the briar knight hits with it (included in the attack).

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

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

Actions

Multiattack The briar knight makes two attacks.

Longsword *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 11 (2d8+2) slashing damage.

Long Bow *Ranged Weapon Attack* +4 to hit, range 150/600 ft., (one creature) Hit: 11 (2d8+2) piercing damage.

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

Reactions

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

The briar knight wields a wooden shield

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

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Hunting the Owlbears

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Nature, Perception, Survival

Success: You manage to track the owlbears back to their lair.

Failure(s):

- 1: Twisted ankle, one party member is at half movement until completing a long rest.
- 2: Poisonous snake, one party member gains the poisoned condition.
- 3: The party finds the owlbear lair, but there are three owlbears, not two.

Lore: Nature

DC 10 - Wood elf scouts are a common occurrence and are highly sought after for their skill navigating woodland regions.

DC 15 - The briar knights are an order of warriors dedicated to helping travelers move safely through the forest realms. Briar knights are usually wood elves and can be seen mounted upon fleet horses, regal stags, and sometimes on large, shaggy elvish hunting hounds.

Wood Elf Scout

Medium Humanoid (Wood Elf), Chaotic Good

Armor Class: 14 (leather armor)

Hit Points: 16 (3d8+3)

Speed 35 ft.

Challenge 1/2 (100 XP)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common and Elvish

Mask of the Wild The wood elf scout can attempt to hide even when only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

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

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

Actions

Multiattack The wood scout makes two melee attacks or two ranged attacks.

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

Longbow *Ranged Weapon Attack* +5 to hit, range 150/300 ft., (one creature) Hit: 7 (1d8 + 2) piercing damage.

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

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Treasure

The scout carries 3 cp, 6 sp, 2 gp, and a knife with an antler handle, while the briar knight carries finely-crafted deerskin quiver (10 gp), and a silver torc (20 gp).

Elvish Riding Hound

Large Fey, Chaotic Good

Armor Class: 13 (natural armor)

Hit Points: 22 (3d10+6)

Speed 50 ft.

Challenge 1/2 (100 XP)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Understands Elvish and Sylvan, but cannot speak

Willful The elvish riding hound is intelligent and willful, and will sometimes disobey its rider if it believes the rider is heading into certain danger. A DC 13 Handle Animal check is required in these situations to keep the mount on track.

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

Actions

Bite *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 8 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

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Further Adventure™

The party encounters a scout caught in an orcish bear trap; his leg is infected and diseased...

The party is invited to hunt with a briar knight searching for a mated pair of owlbears...

The riding stag of a briar knight is trapped in a pit. The hound needs healing and help escaping the pit...

Ethereal Leaches

"The skeleton was bone white, sitting on a rock, still holding a dagger to his arm. The sinews had dried to keep him in his pose. I moved closer to investigate, and the dread swarm overtook me in a second. It was harrowing. Were it not for Freya's quick thinking, and medical training they would have bled me out as well."

Creature(s)



Lore: Arcana

DC 10- Ethereal leaches are like ghosts, able to move through solid objects and swarm unsuspecting adventurers. (reveal resistances)

DC 15- Their bleeding effects can go on long after the combat is over. (reveal immunities)

Treasure

Ethereal leaches will typically be found around one previous victim, likely to be wearing armor and weapons. A pouch containing 2 pp, 12gp, and 5 silver is scattered on the ground.

Further Adventure™

Ethereal leaches are drawn to places where magical energy pools in small crystal-filled caves underground... Off the roadside, a perfect campsite turns out to be too good to be true once the sun goes down and the leaches rise from the earth...

With each victim, the swarm divides and the two swarms spread out into the world, doubling in number each time...

Ethereal Leaches

Medium Abberation, Unaligned

Armor Class: 14

Hit Points: 40 (8d4+4)

Speed fly 30 ft.

Challenge 3 (700 XP)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages -

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

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

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a single leach. The swarm can't regain hit points or gain temporary hit points.

Actions

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

Bite *Melee Weapon Attack* +6 to hit, reach 0 ft. (one creature in the swarm's space.) Hit: 7 (2d6) necrotic damage, OR 3 (1d6) necrotic damage if the swarm has half of its hit points or fewer. The target must make a DC 13 Constitution saving throw, on a failed save leeches attach and cause an ongoing 1 hit point loss at the beginning of each of the target's turns. This effect stacks with each hit. Attached leaches are in the Prime Material Plane. Any creature can take an action to remove leaches and stanch the wounds with a successful DC 12 Wisdom (Medicine) check. The target may receive magical healing, but the leaches must be removed to end the bleeding effect.

Feral Pack Leader

"The dog is mangey, and you can smell him from where you stand. He lowers his head and growls at you without showing his teeth."

Creature(s)

Feral Pack Leader

Medium Beast, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 11 (2d8+2)

Speed 40 ft.

Challenge 1/4 (50 XP)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

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

Actions

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	7 (-2)

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Tactics

Feral dogs surround and attack their prey, tripping or hamstringing whenever possible. After the pack leader trips the prey, his pack is granted advantage on subsequent attacks.

Lore: Nature

DC 10 - feral dogs are slightly tougher and more aggressive than their domestic counterparts.

DC 15 - some feral dogs are diseased and can prevent their victims from healing normally.

Treasure

Feral dogs obviously don't hoard treasure, at best, one may wear a leather collar worth 3d4 cp.

Further Adventure™

One of the dogs wears a silver tag that sports a noble crest of a local house...

A band of street children or gnomes could use the feral dogs as mounts...

An especially fast and nimble dog has a message tied around its neck...

Variant: Diseased Feral Pack Leader

Some feral pack leaders carry vile diseases that they spread with their bites. A diseased feral pack leader has a challenge rating of 1 (100 XP) and the following action instead of its normal bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

Forsaken

"What at first appears to be a just a skeleton, bears long, vampiric fangs, and you realize that you may be in trouble."

Creature(s)

Forsaken

Medium Undead, Chaotic Evil

Armor Class: 14 (natural armor)

Hit Points: 89 (12d8+36)

Speed 30 ft.

Challenge 3 (700 XP)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	8 (-1)	10 (+0)	7 (-2)

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Saving Throws Dex +5, Str +5

Skills Athletics +5, Stealth +5

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life, but cannot speak

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

Actions

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

Claws *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the forsaken can grapple the target (escape DC 13).

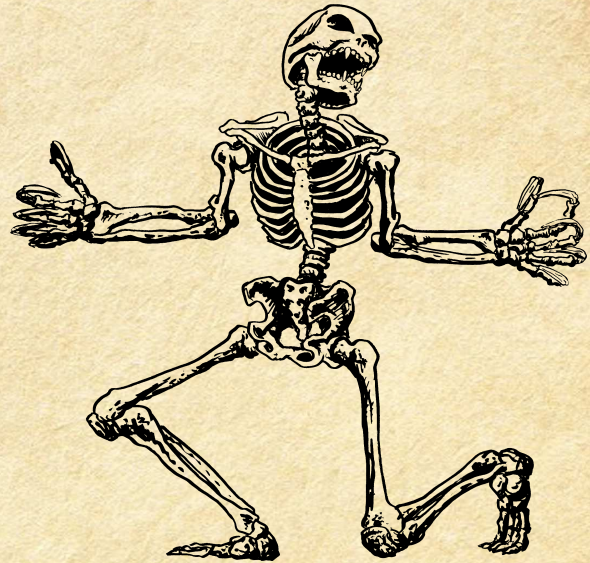
Bite *Melee Weapon Attack* +5 to hit, reach 5 ft., (one willing creature, or a creature that is grappled by the forsaken, incapacitated, or restrained.) Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the forsaken regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Further Adventure™

The master vampire returns to claim new thralls...

Cattle, sheep, and goats are going missing in the village. A weird stable boy is accused of the crimes, but a forsaken is the real culprit...

A band of forsaken causing trouble is believed to be an adventuring party that disappeared after stalking a vampire coven...



Tactics

The forsaken still possess much of their cunning and make good use of their spider climb ability to avoid melee attacks.

Lore: Religion

DC 15 - The forsaken are born when the remains of someone killed by a vampire are buried after the body has been skeletonized. The forsaken are not as powerful as their full-vampire peers, but also avoid many of the weaknesses attributed to true vampires.

DC 20 - Forsaken face no hindrance in sunlight and no aversion to holy symbols.

Treasure

The forsaken sometime retain an item from their former life. Choose one of the following: a tarnished gold wedding ring (20 gp), a silver hair comb (15 gp), a fine quality steel shield (15 gp), or a platinum locket on a chain (25 gp).

Giant Luna Caterpillar

"On Thursday, he ate through four kobolds, but he was still hungry."

Creature(s)

Giant Caterpillar

Large Beast, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 45 (7d10+7)

Speed 30 ft., climb 30 ft.

Challenge 2 (450 XP)

Senses blindsight 30 ft., passive Perception 8

Osmeterium (Recharge 6) The caterpillar creates a 15-foot-radius sphere of nauseating gas centered on itself. The cloud lingers in the air for five minutes. Each creature that is completely in the cloud at the start of its turn must make a DC 13 Constitution saving throw against poison. On a failed save, the creature is poisoned. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Thanatosis If the caterpillar is reduced to 20 hit points or less it shivers violently and crashes to the ground seemingly dead. A DC 13 Insight reveals the caterpillar is feigning death in an attempt to survive the fight.

Actions

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 17 (4d6 + 3) piercing damage.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	13 (+1)	1 (-5)	7 (-2)	3 (-4)

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Lore: Nature

DC 10 - Giant caterpillars can create a noxious cloud of poisonous gas around themselves.

DC 15 - Giant caterpillars have a voracious appetite, eating 200 times their own weight before becoming a chrysalis.

A single giant caterpillar can eat a dozen or so fully grown trees over the many months between their hatching and becoming a chrysalis. While not normally meat eaters, they will attack and eat any unfortunate animals that get a little too close. They are known to completely devour granaries and wooden structures if other food isn't available.

Treasure (Harvest)

A giant caterpillar has a silk gland that can be manipulated with a DC 12 Herbalism check to produce a fine spool of white silk thread worth 5 gp.

Further Adventure™

An enemy has placed giant luna moth eggs throughout grain reserves and storehouses throughout the kingdom...

An elvish wizard says he can craft several lengths of *luna rope* if the party gathers the required silk glands...

Attempting to resurrect a fallen ally may require collecting a dozen chrysalides to construct a magical sarcophagus...

Luna Rope

Wonderous item, common

Luna rope is a fine white nearly weightless silk rope made from the chrysalis silk of the *giant caterpillar*. Its powers are activated via somatic gestures. When one end is held and activated, the other end of the rope rises into the air until the whole rope hangs perpendicular to the ground. The rope can be climbed in either direction as any silk rope, and the effect lasts for one hour or until deactivated while holding either end. Knots can be placed in the rope, which can be untied with a similar gesture from either end.

Giant Luna Moth

"When I was a child in Ylera, I slept safely locked in the attic room of my grandmother's house, which had many missing shingles. One night, for a brief moment, I saw one of these magnificent creatures flying, a shadow on the face of the full moon."

Creature(s)

Giant Luna Moth

Large Beast, Neutral Good

Armor Class: 15 (natural armor)

Hit Points: 39 (6d10+6)

Speed 5 ft., fly 80 ft.

Challenge 1 (200 XP)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

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Skills Perception +4

Senses passive Perception 14

Languages Understands sylvan, but cannot speak

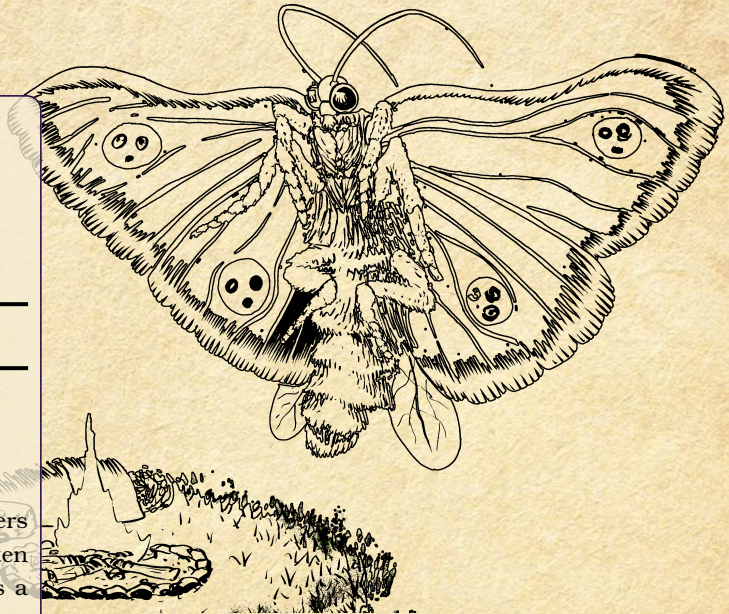
Druidic Mounts Elvish peoples, druids, and some rangers may hatch a luna moth chrysalis in 1 hour, and after a ten minute period they may convince the moth to serve as a mount for 24 hours, after which the moth will continue on with its lifecycle. The luna moth can carry 420 pounds on its back. The moth is intelligent and serving of its free will for this period, and may leave if treated poorly.

Flyby The moth doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Dazzling Display As an action, the moth can flutter and pop its wings in the face of a creature within 10 ft. If the target creature fails a DC 13 Wisdom save, they are stunned until the beginning of the moth's next turn.

Once a giant caterpillar enters the chrysalis phase, it sits dormant for many months or years, especially if the climate is cold. When conditions are right, the luna moth can hatch out of the chrysalis and begin flying in about an hour. The Luna moths have no mouth and do not require food or drink for the next seven days while they search for a mate, after which they die.



Lore: Nature

DC 10 - Luna moths live a very short time because they have no mouth to eat. These large, intelligent moths are about the size of a horse, and can even act as mounts.

DC 15 - There is a ritual that can wake them from their chrysalis, and they can serve as a mount for 24 hours.

Treasure

The luna moth has no treasure.

Further Adventure™

Strange paladins wearing green leafy armor arrive on giant luna moths to escort the party to their trial in the wildlands...

There is an ancient luna moth rumored to live in a high cave in a nearby mountain, somehow finding sustenance there...

Each night, one of the horses in the lord's stable violently transforms into a luna moth and flies away...

Waking A Chrysalis

1st-level druid/ranger spell (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (must have a living luna moth chrysalis)

Duration: Instantaneous

A Luna moth is the adult form of the *Giant Caterpillar*, which forms a chrysalis after many months of voracious eating. This chrysalis can be stored in such a way as to remain dormant for many years. Knowledge of the *waking a chrysalis* ritual also includes information about preparing a chrysalis for long-term storage. This ritual awakes the chrysalis and hatches an adult luna moth in one hour. The moth must be convinced to serve as a mount or ally NPC. If the caster is good-aligned, this check can be made with advantage. A luna chrysalis weighs 200 pounds, AC 20 and 30 hit points.

Giant, Forest

"Forest giants are aloof. Tall and thin, with tough barklike skin and leafy hair, they can be difficult to spot in the forest. Woe be to those cutting wood or starting fires in their domain. They are protective and fickle. Even the fey find forest giants unpredictable."

Creature(s)



Further Adventure™

The party's enemies have convinced several local forest giants that the party is being careless with their campsites...
 A forest giant attacks a local watchtower, trying to retrieve a lost fawn that was captured by a guard...
 Something has poisoned a local forest giant, turning him evil, and he's begun capturing and torturing humans and livestock...

Forest Giant

Huge Giant, Chaotic Neutral

Armor Class: 17 (natural armor)

Hit Points: 96 (11d12+25)

Speed 40 ft.

Challenge 6 (2,300 XP)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	18 (+4)	10 (+0)	13 (+1)	10 (+0)

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Saving Throws Dex +5, Con +7, Wis +4

Skills Stealth +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Pass Without Trace ○ Once per day the forest giant can *pass without trace* per the spell. (Effective Stealth +18)

Among the Trees While standing in a forested area, a forest giant may Dash, Disengage or Hide as a bonus action.

Forest Camouflage The giant has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Actions

Multiattack The giant makes two greatclub attacks.

Greatclub *Melee Weapon Attack* +8 to hit, reach 15ft. (one creature) Hit: 18 (3d8 + 5) bludgeoning damage.

Rock *Ranged Weapon Attack* +8 to hit, range 64/240 (one target) Hit: 21 (3d10+5) bludgeoning damage.

Lore: Nature

DC 10 - Forest giants are aloof and blend in with their surroundings. They dislike those who cut down trees or start fires.

DC 15 - Forest giants are stealthy, and have multiple abilities and powers to enhance this quality. (reveal special abilities)

Treasure

Other than a greatclub, a forest giant carries no treasure.

Gnoll, Feral

"I would rather fight an angry dragon than a pack of feral gnolls; they are unmatched in ferocity and sheer brutality."

Creature(s)

Feral Gnoll

Medium Humanoid (gnoll), Chaotic Evil

Armor Class: 13 (hide armor)

Hit Points: 27 (5d8+5)

Speed 30 ft.

Challenge 1/2 (100 XP)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	6 (-2)	8 (-1)	7 (-2)

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Senses darkvision 60 ft., passive Perception 9

Languages Gnoll

Rampage When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 6 (1d6 + 3) piercing damage.



Tactics

Feral gnolls fight in packs, and they idea of a fair fight is completely foreign to them. The gnolls will surround a foe (preferably a caster) and focus their attacks on the target until it drops, before moving to the next victim.

Lore: Nature

DC 15 - Feral gnolls are larger and stronger than their cousins, but they are slightly less intelligent.

DC 20 - Some feral gnolls have mastered nature magic, and as such, risen to places of honor, but never serve as chief.

Treasure

Feral gnolls don't hoard treasure and leave gold, weapons, and armor on the battlefield.

Further Adventure™

A tribe of feral gnolls has moved into the area and rural farmers and their family are disappearing...

A delegate from a nearby kobold tribe approaches the party about teaming up to stop the feral gnoll horde...

A coded letter is intercepted that states that a neighboring land is hiring the feral gnolls to attack their enemies...

Feral Gnoll Shaman

Medium Humanoid (gnoll), Chaotic Evil

Armor Class: 13 (hide armor)

Hit Points: 27 (5d8+5)

Speed 30 ft.

Challenge 2 (450 XP)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	8 (-1)	9 (-1)	7 (-2)

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Senses darkvision 60 ft., passive Perception 9

Languages Gnoll

Spellcasting The shaman is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 9, +1 to hit with spell attacks). The shaman has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, poison spray*

1st level (4 slots): ○○○○ *entangle, healing word, longstrider, speak with animals, thunderwave*

2nd level (3 slots): ○○○ *barkskin, hold person, spike growth*

3rd level (2 slots): ○○ *meld into stone, plant growth*

Rampage When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 6 (1d6 + 3) piercing damage.

Gremlin

"Gremlins are frustrating. They leave little surprises littered through a battlefield and can be difficult to spot, being small enough to hide under a few leaves. With their nimble fingers, their goblin masters will use them to make the battlefield an even more dangerous place, or to pick locks under the cover of darkness for midnight raids."

Creature(s)

Gremlin

Tiny Humanoid (goblinoid), Neutral Evil

Armor Class: 11

Hit Points: 5 (2d4)

Speed 20 ft.

Challenge 1/4 (50 XP)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	7 (-2)	14 (+2)	8 (-1)	8 (-1)

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Saving Throws Dex +3, Int +4

Skills Lockpicking +5, Arm/Disarm Traps +5, Stealth +3

Senses darkvision 30 ft., passive Perception 9

Languages Goblin

Gremlin Nimbleness A gremlin can move through the space of any creature that is of a size larger.

Trapsetting As an action, a gremlin can create a trap from scraps of wood, bone, metal, or any other detritus found in an adventuring setting. If the gremlin has ten minutes to create the trap, it has DC 13 to be spotted, otherwise it is a DC 10 to spot, even if watched. Stepping into, or moving into the square with the trap requires a DC 13 Dexterity saving throw to take no damage, a failure results in 3 (1d6) piercing damage. Sacrificing its move action, the gremlin can add an additional 2 (1d4) poison damage to the trap by spreading muck on the point. The trap cannot be moved after being created, and only one trap per 5 ft square.

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

Actions

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



Lore: History

DC 10- Gremlins are the tiniest of goblins and are very agile. They're known for traps, lockpicking, and damaging machinery.

DC 15- If you're not paying attention, they'll set traps right in front of you. If it takes a while, they're probably poisoning them. You really don't want to know what the poison muck is.

Treasure

Gremlins consider themselves lucky to carry a copper piece, as well as a lockpick set made of random wire, chicken bones, and other twigs and sticks. The "Gremlin Lockpicks" can be used by tiny races with no problem, and small races with disadvantage due to poor construction and tiny size.

Further Adventure™

Gremlins have infested the castle! Locks are breaking, traps are going off, things are being stolen; it's a madhouse...

Each night for a week, goblin raiders stand quietly on the hill overlooking the valley, while dozens of tiny figures work diligently setting traps in the wheat fields...

A gremlin comes to hire the party to kill his boss and offers them his one scratched and corroded copper coin...

Grotto Hag

"There was an old woman who lived out in the salt marsh near a town where we stopped. She'd been very careful to hide her nature for decades until one unattended child proved too tempting."

Creature(s)

Grotto Hag

Medium Fey, Chaotic Evil

Armor Class: 12 (natural armor)

Hit Points: 34 (6d8+7)

Speed 30 ft., swim 40 ft.

Challenge 1 (200 XP)

Skills Medicine +3, Nature +3, Arcana +3

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Amphibious The hag can breathe air and water.

Horrific Appearance Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Actions

Claws *Melee Weapon Attack* +4 to hit, reach +4 (one creature) Hit: 9 (2d6 + 2) slashing damage.

Haunting Song The hag targets one creature she can see within 30 feet of her. If the target can hear the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or be charmed. So long as the hag sings (concentration), the target will regard the hag as friendly and worthy of protection, even allowing the hag to grapple or incapacitate the victim. Upon taking damage the target may attempt another save.

Illusory Appearance The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

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

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Grotto hags are hermits, often living away from people, choosing crossroads and far off tracks near water sources from which to capture their humanoid prey. Because they aren't as powerful as their other hag sisters, grotto hags are more likely to integrate into rural society. Despite the danger, villagers may occasionally seek them out for information and medicine. This fact is usually not openly discussed.

Lore: Arcana

DC 11- The least of all hags, they lie in freshwater caves, pools, and marshes.

DC 12- The grotto hag lures her victims closer with her haunting song, then drowns or slashes them with her vicious claws. (reveal the nature of the haunting song)

Treasure

The grotto hag carries a purse containing 10 gp, 20 sp, and 35 cp, but little else. Her home will contain enough dried herbs and components to make 1d4 uses of a healing kit. There is a vial containing what appears to be a potion of *water breathing* that actually stops working 1d4 rounds after entering the water. Identify does not reveal this effect.

Further Adventure™

A hag reluctantly seeks out the party (in disguise), to come save "her village" from the clutches of a rival coven of hags...

A hag living in the bottom of a well accepts "wish" coins thrown in the well, meting out justice when asked for...

A hag is living in the sewers of the city, replacing mortal infants with her own, who turn into hags on their 12th birthday...

Half-Red Dragon Troll

"We assumed the rumors of half-dragon trolls were just that...we were very wrong."

Creature(s)

Half-Red Dragon Troll

Large Giant, Chaotic Evil

Armor Class: 15 (natural armor)

Hit Points: 105 (10d10+50)

Speed 30 ft.

Challenge 7 (2,900 XP)

Skills Perception +3

Damage Resistances fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic, Giant

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

Regeneration The troll regains 10 hit points at the start of its turn. If the troll takes acid damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Fire Breath (Recharge 5-6) The troll exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

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

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

Claw *Melee Weapon Attack* +8 to hit, reach 5 ft., (one target) Hit: 12 (2d6 + 5) slashing damage.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	8 (-1)	10 (+0)	8 (-1)

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Tactics

Half red dragon trolls start each battle by using their breath weapon. They will back up (even risking attacks of opportunity in the process) to catch as many targets in the cone. Should any player deal acid damage to the troll, it focuses all attacks on that target until it is neutralized.

Lore: Arcana

DC 10 - Dragons can breed with lesser beings to create half-dragons. In this case, a red dragon mated with a troll to produce a fearsome fire-breathing offspring that is tougher and stronger than normal trolls.

DC 15 - Half red dragon trolls are resistant to fire and continue to regenerate after taking fire damage (though not after taking acid damage).

Treasure

Half-dragons inherit their parents' need to hoard treasure. A typical cache would be 13 cp, 23 sp, 67 gp, 3 pp, a pearl (100 gp), and a fine steel helmet with a griffon plume (25 gp).

Further Adventure™

A treacherous half-red dragon troll offers to allow the party into its mother's lair for a portion of the hoard...

A raiding party of half-red dragon trolls precedes a dragon attack from an adult red looking to expand its hoard...

A mountain pass needed for trade and food supplies is being harassed by a pair of half-red dragon trolls...

Griffon Plume Helm

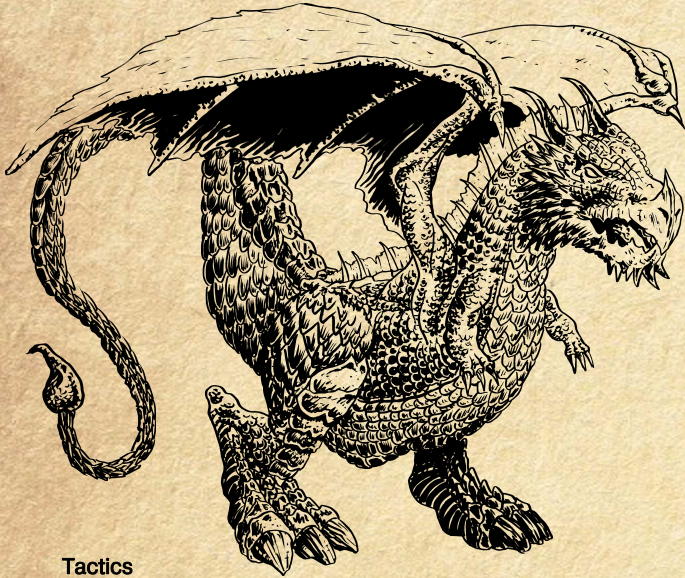
Armor (helmet), Rare (requires attunement)

The brilliant, polished steel helmet allows the wearer to fly once per day as the spell. Assume a caster level of five.

Half-Red Dragon Wyvern

"Well, I would imagine it gets lonely in those mountains..."

Creature(s)



Tactics

Half Dragon Wyverns try to stay airborne and keep mobile. Keep in mind their 10 ft. reach.

Lore: Nature

DC 15 - Half-dragon wyverns look very much like normal wyverns, but their usually dun-colored scales reflect their draconic parent and they sport a pair of stunted arms. This roll reveals dragon traits.

DC 20 - Half-dragon wyverns have a breath weapon of the same type as their true dragon parent, while maintaining a wyvern stinger.

Treasure

Half-dragon wyverns are only slightly more intelligent than an animal and do not hoard treasure as their full-blooded cousins. However, some treasure can be found in their lairs among the bones of travelers and adventures. A typical treasure would be - 53 gp, a gold belt buckle (25 gp), and a citrine (50 gp).

Further Adventure™

No red dragons were thought to live in the area, but half-dragon wyverns have been spotted with increasing regularity...

Orcs riding half-dragon wyverns have been attacking settlements near the mountains...

A merchant caravan was attacked by a half-dragon wyvern and one of the wagons was carried off with the caravan owner's son aboard...

Half-Red Dragon Wyvern

Large Dragon, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 113 (13d10+39)

Speed 20 ft., fly 80 ft.

Challenge 6 (2,300 XP)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	5 (-3)	13 (+1)	7 (-2)

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Skills Perception +4

Damage Resistances fire

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

Languages Understands Draconic, but cannot speak

Actions

Fire Breath (Recharge 5-6) The wyvern exhales fire in a 15-foot cone. Each creature in that area must make DC 15 Dexterity saving throw, taking 24(7d6) fire damage on a failed save, or half as much on a successful one.

Multiattack The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite Melee Weapon Attack +7 to hit, reach 10 ft., (one creature) Hit: 11 (2d6 + 4) piercing damage.

Claws Melee Weapon Attack +7 to hit, reach 5 ft., (one creature) Hit: 13 (2d8 + 4) slashing damage.

Stinger Melee Weapon Attack +7 to hit, reach 10 ft., (one creature) Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Ice Elemental

"We entered the glade to see a vaguely humanoid shape the size of an ogre made entirely of ice."

Creature(s)



Tactics

Ice elementals are light on tactics. They focus their attacks on unarmored opponents, but switch all attacks to any character that deals fire damage.

Lore: Arcana

DC 15 - Summoned from paraelemental planes where the Plane of Air and Plane of Water overlap, ice elementals are used as guardians. The elementals are immune to cold and vulnerable to fire.

DC 20 - The ice elementals slam attacks can slow their victim's movement.

Treasure

Ice elementals don't hoard treasure, but sometimes precious gems or coins can be used in the summoning of such creatures; a typical cache would be 7 blue quartz (10 gp each) frozen in the chest of the creature.

Further Adventure[™]

An ice elemental summoned by a powerful wizard to cool his tower and preserve his food stores has escaped...

A rift to the paraelemental Plane of Ice has released a number of ice elementals, and threatens to release more if the rift isn't sealed...

The players encounter a frozen pond or pool where an ice elemental stumbled or was lured and trapped itself within...

Ice Elemental

Large Elemental, Neutral

Armor Class: 17 (natural armor)

Hit Points: 114 (12d10+48)

Speed 30 ft., burrow 30 ft.

Challenge 5 (1,800 XP)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	5 (-3)	11 (+0)	5 (-3)

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Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, cold

Damage Vulnerabilities Fire

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran, Aquan

Freeze Any creature struck by the ice elemental's slam attack has its speed reduced by 10 feet until the start of its next turn.

Actions

Multiattack The elemental makes two slam attacks.

Slam *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 13 (2d8 + 4) bludgeoning damage and 3 (1d6) cold damage.

Kelrinn

"A bit of advice...do not try to ride them!"

Creature(s)

Kelrinn

Medium Fey (Shapeshifter), Chaotic Neutral

Armor Class: 13 (natural armor)

Hit Points: 27 (32) (5d8+5)

Speed 40 ft.

Challenge 1/2 (100 XP)

Skills Perception +3, Nature +1, +3 Survival

Senses passive Perception 10

Languages Sylvan (humanoid form only)

Innate Spellcasting (Humanoid Form) The Kelrinn's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

Cantrips (at will) *druidcraft*

Actions

Hooves (Horse Form) *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: 8 (2d4 + 3) bludgeoning damage.

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

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

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Lore: Nature

DC 15 - The kelrinn are a race of fey that resemble hirsute half-elves. Every evening at dusk, the kelrinn transform into horses for exactly one hour. This roll reveals fey traits.

DC 20 - Sages tell a tale of a race of fey horses that angered their Archfey liege and were cursed to humanoid bodies, but allowed to revert to their natural state for just one hour a day to remind them what they have lost.

Kelrinn Chief

Medium Fey (Shapeshifter), Chaotic Neutral

Armor Class: 14 (natural armor)

Hit Points: 47 (7d8+16)

Speed 40 ft.(60 ft. in horse form)

Challenge 2 (450 XP)

Skills Perception +3, Nature +1, +3 Survival

Senses passive Perception 10

Languages Sylvan (humanoid form only)

Multiattack The kelrinn chief makes two attacks.

Innate Spellcasting (Humanoid Form) The Kelrinn's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

Cantrips (at will) *druidcraft*

Actions

Hooves (Horse Form) *Melee Weapon Attack* +5 to hit, reach 5 ft., (one target) Hit: 9 (2d6 + 2) bludgeoning damage.

Spear (humanoid Form) *Melee or Ranged Weapon Attack* +4 to hit,5ft (reach one target) or 20/60 ft., (range one target)

Hit: 5 (1d6 + 2) piercing damage or 6 (1d8+2) piercing damage if used two handed.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	9 (-1)	13 (+1)	11 (+0)

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Treasure

The kelrin wear coils of copper in their hair (5 gp).

Further Adventure™

The party encounters a tribe of kelrinn looking for a fallen star on the grasslands...

A lost kelrinn child begs the party for help in Sylvan, his tribe thinks the party are slavers...

A kelrinn druid tells the party of a prophecy that foretells of their breaking the curse of the horse fey (this is not exactly true, but he is desperate for their help)...

Kobold Sorcerer

"The kobold wears bright red robes over pouches and pockets, and carries a tiny staff carved with arcane symbols."

Creature(s)

Kobold Sorcerer

Small Humanoid (kobold), Lawful Evil

Armor Class: 12

Hit Points: 7 (3d6)

Speed 30 ft.

Challenge 1/4 (50 XP)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	9 (-1)	8 (-1)	14 (+2)

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Skills +1 Arcane, +1 Investigate

Senses passive Perception 9

Languages Common, Draconic

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

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

Spellcasting The kobold sorcerer is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The kobold sorcerer has following sorcerer spells prepared:

Cantrips (at will) *light, firebolt, minor illusion*

1st level (3 slots) ○○○ *mage armor, magic missile, sleep*

Actions

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



The kobold sorcerer draws its magic directly from the draconic blood in its veins. It requires no spellbook and considers such casters as mere dabblers. They are often the adviser to the chief, if not the chief themselves. Some kobold sorcerers are apprentices and servants to dragon spellcasters.

Tactics:

Kobold sorcerers are no more courageous than their non-caster cousins and prefer ranged spells. They often keep a spell slot or scroll in reserve to allow them to escape.

Lore: Arcana

DC 10 - Kobold sorcerers are rare, but do exist. They are often the adviser to the chief, if not the chief themselves. Some kobold sorcerers are apprentices and servants to dragon spellcasters.

Treasure

A kobold sorcerer typically carries 3d6 cp, 1d4 sp. Some rare, albeit worthless, trinkets can also be found. Typical examples include a polished dragon scale, the finger bone of an ancestor, a braid of whisper cat hair, or a vial of graveyard dirt.

Further Adventure™

A kobold sorcerer has charmed local villagers to "help" in the mines...

A kobold sorcerer approaches the party's caster about an apprenticeship...

The sorcerer hires the party to retrieve a dragon horn wand stolen by a band of bugbears that has been harassing their tribe...

Lich, Void

"Alien and strange, the void lich's vertical mouth contains masses of anglerfish-like needle teeth, six waxy eyes (three on each side of the mouth), and rubbery greenish-black skin no longer resembles the wizard that sought out knowledge in the farthest depths of the astral plane."

Creature(s)

Void Lich

Medium Abberation (humanoid), Chaotic Evil

Armor Class: 17 (natural armor)

Hit Points: 130 (19d8+45)

Speed 30 ft.

Challenge 21 (33,000 XP)

Saving Throws Con +10, Int +9, Wis +12

Skills Intimidation +18, Deception+12, Arcana +9, Insight +8

Damage Resistances lightning, psychic, necrotic

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common and Deep Speech plus up to four other languages

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

Rejuvenation A destroyed void lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within its extra-dimensional phylactery, and it must cast *plane shift* to escape.

Spellcasting The void lich is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The void lich has the following spells prepared:

Cantrips (at will) *mage hand, prestidigitation, vicious mockery*

1st level (4 slots) ○○○○ *detect magic, dissonant whispers, shield, witch bolt*

2nd level (3 slots) ○○○ *crown of madness, detect thoughts, invisibility, phantasmal force*

3rd level (3 slots) ○○○ *counterspell, dispel magic, lightning bolt, hypnotic pattern*

4th level (3 slots) ○○○ *black tentacles, dimension door*

5th level (3 slots) ○○○ *dominate person, scrying*

6th level (1 slot) ○ *circle of death, eyebite, globe of invulnerability*

7th level (1 slot) ○ *force cage, plane shift*

8th level (1 slot) ○ *feeblemind, maze*

9th level (1 slot) ○ *weird*

Madness The void lich has advantage on saving throws that result in psychic damage. If the saving throw results in saving for half damage, the void lich takes none.

Actions

Lamprey Touch *Melee Weapon Attack* +12 to hit, reach 5 ft., (one creature) Hit: 10 (3d6) necrotic damage, and the void lich regains hit points equal to half the amount of necrotic damage dealt.

Legendary Actions

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

Cantrip The void lich casts a cantrip.

Lamprey Touch (Costs 2 Actions) The void lich uses its Lamprey Touch.

Crazed Stare (Costs 2 Actions) The void lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the void lich's gaze for the next 24 hours.

Bedlam (Costs 3 Actions) Each living creature within 20 feet of the void lich must make a DC 18 Wisdom saving throw against this magic, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

Void Lich (cont.)

Lore: Arcana

DC 20 - The void lich sought immortality and power through deep exploration of the Far Realm and returned immortal, strange, alien, and insane. It views all other life as lesser creatures, not even worthy of contempt.

DC 25 - The void lich has a phylactery that must be fed like a normal lich, but it exists as a special demi-plane only accessible via a unique version of the *imprisonment* spell. (Each void lich has their own version of the spell that leads to their own unique demi-plane phylactery).

Phylactery: The lich knows a unique version of the *imprisonment* spell, which leads to a living demi-plane that is maintained by the souls the void lich feeds it. This space can appear as anything the lich desires of any size or complexity, but its original form is like that of a living creature, with bones, veins, muscles, and flesh encompassing the entirety of the demi-plane. Within a hollow portion of this space resides the lich's soul, always threatened by the surrounding demi-plane to be consumed. Souls *imprisoned* by the lich reside here and are consumed in its place to maintain the demi-plane and the lich's immortality. Learning the details of the unique *imprisonment* spell should be arduous.

Tactics

Given the lich's disdain for "lesser" creatures and quest for knowledge, it may *dimension door* close to disable spellcasters with *feeblemind*, cast *globe of invulnerability*, steal their spellbooks and other powerful magic items, and then *plane shift* away - attempting to ignore other party members.

If threatened while attempting to complete a ritual (where it cannot readily escape), the lich will likely try to charm, dominate, or frighten martial foes, while attempting to remove the casters with *feeblemind*. *Eyebite* or similar charm effect spells at the start of combat might shift the battle immediately to the lich's favor by removing direct threats. The Lich is likely to save the 9th level slot only if the battle is going poorly, or much of the party is within the 30 ft. range and the battle is dragging on. Generally, a *plane shift* is preferable to destruction, giving the lich some distance from which to observe the party and attack at a better time.

Treasure

The void lich carries a *tome of madness* and a pouch containing at least one gem with an *imprisoned* soul (worth 500gp per hit die of the contained creature) that it tortures for entertainment.

Tome of Madness

Wonderous item (book), very rare

Possessing the tome of madness grants advantage on all Arcana checks related aberrations and the far realms, using an action to look up entries in the book. Reading the book for an Arcana check carries a 5% chance of taking 4 (1d8) psychic damage and a random short-term madness roll. Detailed study of the manual over several days (12 hours cumulative) grants permanent advantage of Arcana checks specific to aberrations as well as permanent resistance to psychic damage but requires a long-term madness roll. A detailed study has an additional 5% chance of an indefinite madness roll. This effect is obvious to the casual reader, as well as via the identify spell. Once the book is studied in detail, the writing becomes incomprehensible and the manual then loses its magic but regains this capability and magic in a century.

Further Adventure™

A void lich was sent by a Great Old One to destroy a party member, and there are more horrors on the way...

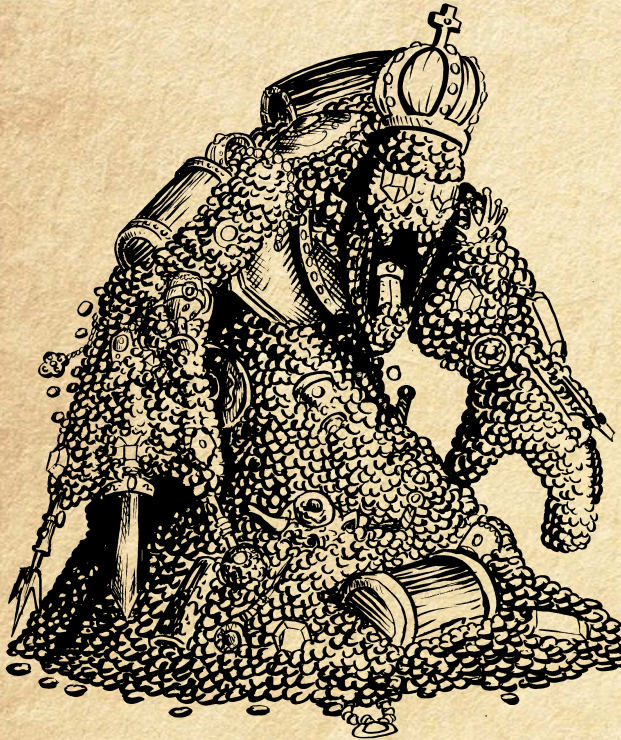
A void lich comes with an offer to grant a level of warlock to one of the party...

A void lich kidnaps a specific child and begins a slow process of converting them into a huge horrifying monster...

Living Hoard

"The treasure pile begins to shift and move, coalescing into a vaguely humanoid shape. It turns toward you, raising a massive fist made of coins."

Creature(s)



Living Hoard

Large Construct, Unaligned

Armor Class: 15 (natural armor)

Hit Points: 126 (13d10+60)

Speed 30 ft., burrow 30 ft.

Challenge 5 (1,800 XP)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	3 (-4)	1 (-5)

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Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages Can understand its creator, but cannot speak

Fragile Items Every time the living hoard is damaged there is a chance (decided by the DM) that a fragile item in the hoard is damaged or destroyed. For example, if the living hoard suffers fire damage, the DM could state that a spell scroll is incinerated. Potions could shatter after taking thunder or bludgeoning damage.

Actions

Multiattack The living hoard makes two slam attacks.

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

The living hoard is created through a ritual that animates a collection of valuable objects. The living hoard acts as a last line of defense for monsters that amass large treasure troves such as dragons, liches, and some giants.

Tactics

A living hoard has limited mental facilities, and no real tactics to speak of, short of smashing the last person to deal it damage.

Lore: Arcana

DC 15 - A living hoard is a construct created by a special ritual. Its only purpose is to guard and protect the treasure of its creator.

DC 20 - Fragile items in the hoard are susceptible to attacks and will likely be destroyed. The actual value of a hoard can be reduced as a result of defeating it.

Treasure

The living hoard is the treasure hoard of a much more powerful creature like a dragon or a lich. The actual treasure will depend on the hoarding creature.

Further Adventure™

The creature mate returns to the lair and finds the party looting...

The enchantment that created the living hoard remains in place and the creature attempts to reform in 24 hours...

The enchantment spreads to encompass the items in the party's bags as well...

Living Spellbook

"Of all the low down dirty tricks, you can't take it with you! Just leave that spellbook for someone else to use."

Creature(s)

Living Spellbook

Medium Construct, Unaligned

Armor Class: 18 (natural armor)

Hit Points: 117 (18d8+36)

Speed 30 ft.

Challenge 13 (10,000 XP)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

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Damage Immunities poison, psychic

Damage Vulnerabilities fire

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

Senses passive Perception 12

Languages understands the languages of its creator but can't speak

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

Unique Spellcasting The living spellbook has the spells of a 15th-level spellcaster, though it is not a spellcaster in the typical sense. The living spellbook uses the spellcasting abilities of its master in place of its own (spell save DC 18, +10 to hit with spell attacks, all spells act as though they were cast by a 15th level caster). The living spellbook can cast each of the following spells one time only (lost spells are not regained):

Cantrips (one time each) fire bolt, light, mage hand, prestidigitation, shocking grasp

1st level (one time each) grease, jump, magic missile, shield

2nd level (one time each) invisibility, mirror image, misty step

3rd level (one time each) counterspell, fly, lightning bolt

4th level (one time each) ice storm, fire shield, stone shape

5th level (one time each) cone of cold, dominate person, wall of force

6th level (once) flesh to stone

7th level (once) forcecage

8th level (once) maze

Actions

Slam *Melee Weapon Attack* +8 to hit, reach 5 ft., (one target)

Hit: 8 (2d6+1) bludgeoning damage.

Further Adventure™

An enemy spellcaster steals the spellbook of the party's wizard and transforms it into a living spellbook...

The party is sent to retrieve a spell from the tomb of a mage, only to find the wizard's spellbook is alive...

The party encounters a living spellbook that has been imparted, either intentionally or accidentally, with free will, and it wishes to aid the party in their quest...



Lore: Arcana

DC 15 - Powerful casters can perform a ritual to awaken their spellbooks. This ritual is usually set to activate after the mage's death. The roll reveals the construct traits.

DC 20 - The living spellbook is able to cast the spell contained within its pages, but only once.

Treasure (Harvest)

Living spellbooks don't keep treasures, but their remains can be harvested for spellbook pages (see below).

Spell Harvest

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Arcana

Success: The party retrieves pages containing *maze*, *forcecage*, *stone to flesh*, and *wall of force*

Failure(s):

1: The next roll is made with disadvantage

2: The pages containing *maze* are destroyed

3: The pages containing *forcecage* and *stone to flesh* are destroyed

Lubber Fiend

"I was taken aback when the wizard Drom led me through the kitchen of his keep, where a hooved hairy demon stood sweeping the floor. He winked at me with the most captivating eyes and asked if I wanted anything to drink with a few too many teeth. 'Ignore Him', said Drom, 'He owes me another four months of service.'"

Creature(s)

Lubber Fiend

Medium Fiend (demon), Neutral Evil

Armor Class: 13

Hit Points: 13 (3d8)

Speed 30 ft.

Challenge 1 (200 XP)

Saving Throws Athletics +5, Insight +2

Skills Cleaning +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 8

Languages Abyssal, Common

Innate Spellcasting - Chores At will, without the need for material components, a lubber fiend may cast *mending*, *mage hand*, and *prestidigitation* Using this ability, the lubber may produce one bottle of wine or distilled alcohol of its choice (maximum 10 gp value) per day that can be shared with others.

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

Actions

Claws *Melee Weapon Attack* +4 to hit, reach 5 ft. (one target) Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A Friendly Gleam in His Eye One creature of the lubber's choice within 20 feet of it must succeed on a DC 13 Wisdom saving throw or be charmed for 1 minute. If it fails the saving throw, it is charmed by the lubber until the spell ends or until the lubber or its companions do anything harmful to it. The charmed creature regards the lubber as a friendly acquaintance for 1 hour. When the spell ends, the creature knows that there was some effect in place, but is not otherwise aware that they were charmed. If the save succeeds, or the spell effect ends, that target is immune to the effect for 24 hours.

Invisibility (1/day) The lubber magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the lubber wears or carries is invisible with it.

Lore: Arcana

DC 10 - It's difficult to find references to lubber fiends being all that bad. They seem a little mischievous, but otherwise seem perfectly friendly. They still make deals for souls, but they also do chores in exchange for things or information they want.

DC 15 - That gleam in his eye is a trick, as is the alcohol. You'll think it was all "perfectly normal" until you find yourself drunk and signing contracts with him.

Treasure

The lubber may carry a broom worth 2 sp, and a bottle of medium quality wine (5 gp) he created the day before.

Further Adventure[™]

The lubber fiend is a servant to a wizard the party defeated and asks to follow them- tempting them when they rest...

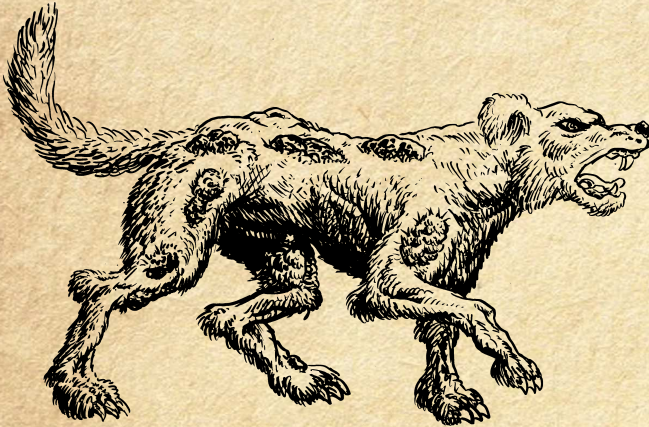
The high priest of a good temple is visited by a lubber fiend in the evenings, where they drink and gamble all night...

An assassin has learned to summon lubber fiends to distract the guards while he takes care of his contracts...

Mage Hound

"These monstrous hounds still haunt my dreams all these years later. "

Creature(s)



Tactics

A favorite among anti-magical zealots, the hounds can deal with powerful spellcasters allowing their masters the freedom to engage the martial party members. They may also be commanded to take down divine healers in the party to maintain the tide of battle.

Lore: Arcana

DC 15 - Mage hounds look like large long-haired hunting dogs, but they are covered with fleshy tumors. Sages believe that the hounds were created to track and kill magic users.

DC 20 - The tumors that cover a mage hounds body absorb magic spells, both arcane and divine.

Treasure

Mage hounds do not hoard treasure, though their remains can sometimes be sold to sages or mages for 50 gp.

Mage Hound

Large Monstrosity, Unaligned

Armor Class: 14 (natural armor)

Hit Points: 45 (6d10+12)

Speed 50 ft.

Challenge 2 (450 XP)

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

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Skills Perception +3, Stealth +4

Senses passive Perception 13

Sense Magic The mage hound senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Absorb Magic ○○○○○○○○○○ The mage hound can use its reaction to absorb a spell (arcane or divine) that is targeting it; the spell cannot be an area of effect spell. The absorbed spell's effect is canceled. The mage hound can absorb ten spell levels. Any absorbed spell levels are reset each morning after a long rest.

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

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

Actions

Bite *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Hound's Tassel

Wondrous item, rare

This hound's tail is attached to a woven silk cord and bone toggle and can be affixed to any short sword in ten minutes. As an action, the user can cast *detect magic*, limited to a 15-foot cube centered on the user. As a reaction, the tail can absorb up to 8 levels of spells. Once the tail has absorbed 8 levels of spells, it is destroyed.

Further Adventure™

A young apprentice wizard collapses at the feet of the party as they travel in the wilderness; the baying of hounds can be heard coming closer...

A cult bent on the destruction of magic has learned the secret of breeding mage hounds...

The party finds a dead mage hound and one live puppy; a cabal of wizards will stop at nothing to capture and study the puppy...

Mephit, Drowned

"One of the old shanties, sung by the one-eyed bosun, tells of an oozing thing that comes up to grab the feet of young land lubbers on their first midnight swim. They played a trick on me that evening that I won't soon forget. Haymish said the prank was a warning, and the tale was true."

Creature(s)

Drowned Mephit

Small Elemental, Neutral Evil

Armor Class: 10

Hit Points: 15 (4d6+1)

Speed 30 ft., fly 30 ft., swim 30 ft.

Challenge 1/4 (50 XP)

Skills Stealth +3

Damage Resistances necrotic

Damage Immunities poison, acid

Damage Vulnerabilities radiant

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Water Form The elemental can enter a hostile creature's space and stop there. It can move through incredibly tiny spaces without squeezing.

Death Burst When the mephit dies, it explodes in a blast of necrotic energy. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) necrotic damage.

Innate Spellcasting (At Will) As a bonus action, the mephit can innately cast *acid splash*, requiring no material components. Its innate spellcasting ability is Charisma (DC 12)

Actions

Acid Splash Target must make a DC 12 Dexterity saving throw or take 3 (1d6) acid damage, per the spell *acid splash*.

Drown (Recharge 6) As an action, the mephit may attempt to enter the lungs of a creature, within 5 ft, forcefully through their mouth and or nose, on a failed DC 11 Constitution save, the mephit forcefully enters their lungs and they are unable to breathe (unless they can breathe water), and they take 1 acid damage each round until they make a successful save and expel the mephit.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	11 (+0)	11 (+0)	10 (+0)	12 (+1)

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Lore:- Arcana

DC 10 - Drowned mephits swirl into being where the last poisoned seas of the elemental plane of water meet the negative energy plane (or plane of shadow). Their waters are acid.

DC 15 - They've been known to drown their victims, filling their lungs. When they die, they explode in a blast of necrotic energy.

Treasure

The drowned mephit carries no treasure.

Further Adventure™

At a wedding, the loving cup is shared, and the groom begins to foam at the mouth - drowning on dry land...

Drowned mephits, drawn to the sewers' outlet into the ocean, are causing havoc for a seaside town...

A drowned mephit is kept in a cistern of a local bookie as a convenient way to dispose of unpaying debtors...

Mephit, Ash

"The 'death of fires' I was told they are called, those last few embers before the dark sets in. Contemplating this as my campfire wanes gives me a sense of panic."

Creature(s)

Ash Mephit

Small Elemental, Neutral Evil

Armor Class: 10

Hit Points: 21 (6d6+1)

Speed 30 ft., fly 30 ft.

Challenge 1/4 (50 XP)

Skills Stealth +3

Damage Resistances necrotic

Damage Immunities fire, poison

Damage Vulnerabilities cold, radiant

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Death Burst When the mephit dies, it explodes in a blast of necrotic energy. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) necrotic damage.

Innate Spellcasting (3/Day) ○○○ As a bonus action, the mephit can innately cast *searing smite*, requiring no material components. Its innate spellcasting ability is Charisma (DC 12)

Actions

Claws *Melee Weapon Attack* +2 to hit, reach 5 ft. (one creature) *Hit:* 2 (1d4) slashing damage plus 2 (1d4) necrotic damage, frequently combined with *searing smite* to add 3 (1d6) fire damage if the target fails a DC 12 Constitution save.

Extinguishing Breath (Recharge 6) The mephit exhales a 15 foot cone of darkness. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) necrotic damage on a failed save, or half as much damage on a successful one. Any natural flames in the area are extinguished.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

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Lore:- Arcana

DC 10 - Ash mephits arise as embers in the confluence of the elemental plane of fire and the negative energy plane (or plane of shadow), the death of fires. They attack with a mix of fiery smites and necrotic claws.

DC 15 - They have a breath weapon of unholy darkness that consumes fire. When they die, they explode in a blast of necrotic energy.

Treasure

The ash mephit carries no treasure.

Further Adventure[™]

A bonfire ritual goes wrong and ash mephits spring forth, as the sickly green flames begin to die...

A witch, burned at the stake, has the last laugh on her oppressors summoning ash mephits to attack them...

When a player uses a fireball in an unholy temple, 1d4 ash mephits leap forth from the destroyed creatures and cause a panic...

Mephit, Grave

"The dwarven guides who agreed to take us through the deepest black cave systems told me about what roughly translated to 'Crumbled Stone' among their people, or 'Aged/Untended Mortar' among the hill dwarves, the grave mephit. I'll be happy to never sketch one."

Creature(s)

Grave Mephit

Small Elemental, Neutral Evil

Armor Class: 12

Hit Points: 27 (6d6+6)

Speed 30 ft., fly 30 ft.

Challenge 1/4 (50 XP)

Skills Stealth +3

Damage Resistances necrotic

Damage Immunities poison

Damage Vulnerabilities radiant

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Death Burst When the mephit dies, it explodes in a blast of necrotic energy. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) necrotic damage.

Actions

Fists *Melee Weapon Attack* +2 to hit, reach 5 ft. (one creature) *Hit:* 2 (1d4) bludgeoning damage plus 2 (1d4) necrotic damage.

Mist of the Grave (Recharge 6) A chill mist flows from the mephit in a 10ft radius. Each creature in that area must succeed on a DC 10 Constitution saving throw, taking 4 (1d8) necrotic damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

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Lore: Arcana

DC 10 - Grave mephits arise as the crumbling foundations of the elemental plane of earth meets the negative energy plane (or plane of shadow). They attack with bludgeoning fists that drain your essence.

DC 15 - They can exude a mist that embodies the chill of the grave. When they die, they explode in a blast of necrotic energy.

Treasure

The grave mephit generally carries no treasure but is likely to haunt graves dug in rich soil. The occupants of those graves are likely to carry at least one thin gold ring (5 gp), and possibly a string of rough beads or a silver locket with a picture of a child worth 5 gp.

Further Adventure™

When certain wizards are buried on unhallowed ground, the earth can give rise to grave mephits...

A mad druid is summoning grave mephits to punish those who dare cut down the trees of her forest...

A lich has found a way to corrupt summoned earth elementals, shattering them into multiple grave mephits as a reaction...

Mephit, Nightmare

"Horrid gateways to the Far Realm must have opened in deep caverns of the Negative Energy plane to create this slick greenish black abomination on its slippery looking wings."

Creature(s)

Nightmare Mephit

Small Elemental, Neutral Evil

Armor Class: 10

Hit Points: 19 (4d6+5)

Speed 30 ft., fly 30 ft.

Challenge 1/4 (50 XP)

Skills Stealth +3

Damage Resistances psychic, necrotic

Damage Immunities poison

Damage Vulnerabilities radiant

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Deep Speech

Death Burst When the mephit dies, it explodes in a blast of necrotic energy. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) necrotic damage.

Actions

Claws *Melee Weapon Attack* +2 to hit, reach 5 ft. (one creature) *Hit:* 2 (1d4) slashing damage plus 2 (1d4) necrotic damage.

Mind Dart (Recharge 6) The mephit magically emits psychic energy at a creature it can see. The target creature must succeed on a DC 13 Intelligence saving throw or take 5 (1d6 + 2) psychic damage and be stunned until the end of the mephit's next turn.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	9 (-1)	9 (-1)	9 (-1)	15 (+2)

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Lore:- Arcana

DC 10 - Nightmare mephits can stir to life when portals to the far realm and negative energy realms open in close proximity.

DC 15 - The nightmare mephit has a special psychic attack. When they die, they explode in a blast of necrotic energy.

Treasure

The nightmare mephit carries no treasure.

Further Adventure[™]

On the next attempt at teleporting, 1d4 nightmare mephits appear around the destination point...

Nightmare mephits are attracted to psychic bursts, and show up after battles are over to attack the party...

There is a small chained chest in the library, with explicit warnings not to release the contained nightmares...

Mephit, Stench

"Rotten eggs combined with garbage in the hot sun is an easy description, but would be an almost welcoming change after encountering this atrocity: the stench mephit. I still think the hem of my robe carries the scent, but the cleric says she doesn't smell anything. The scent just seems caught in my nose."

Creature(s)

Stench Mephit

Small Elemental, Neutral Evil

Armor Class: 10

Hit Points: 21 (6d6+1)

Speed 30 ft., fly 30 ft.

Challenge 1/4 (50 XP)

Skills Stealth +3

Damage Resistances necrotic

Damage Immunities poison

Damage Vulnerabilities radiant

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Stench Any creature that starts its turn within 5 feet of the stench mephit must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench for 1 hour.

Death Burst When the mephit dies, it explodes in a blast of necrotic energy. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) necrotic damage.

Wave of Stench (3/Day) ○○○ As a bonus action, the mephit can innately cast a *wave of stench*, requiring no material components. Its innate spellcasting ability is Charisma (DC 12). Each creature in a 15-foot cube originating from the mephit must make a Constitution saving throw. On a failed save, a creature takes 2d8 poison damage and is pushed 10 feet away from the mephit. On a successful save, the creature takes half as much damage and isn't pushed.

Actions

Claws *Melee Weapon Attack* +2 to hit, reach 5 ft. (one creature) *Hit:* 2 (1d4) slashing damage plus 2 (1d4) necrotic damage.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

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Lore: Arcana

DC 10 - Stench mephits billow in the elemental plane of air above the poisoned waters of the drowned mephit, where air and negative energy meet. Being close enough to hit them risks becoming poisoned.

DC 15 - They can blast a wave of stench, like a thunder wave. When they die, they explode in a blast of necrotic energy.

Treasure

The stench mephit carries no treasure.

Further Adventure™

From the sewers, an odor takes over the night in the city, a foul blanketing mist that makes it difficult to breathe...

A wizard hires the party to take a stoppered bottle and cast it into the largest forge in the capital city...

A tomb is unsealed to repair its foundation, releasing a ghoul and his pet stench mephits into the city...

Mephit, Time

"I would have believed them to a fable, but the time mephit is real. A source close to me, on a spirit walk, said she spoke with such a creature born between the positive and negative planes, at the point where they meet in the heart of the world. She said it had a great wisdom."

Creature(s)

Time Mephit

Small Elemental, Neutral

Armor Class: 10

Hit Points: 31 (7d6+7)

Speed 30 ft., fly 30 ft.

Challenge 1/2 (100 XP)

Skills Perception +6, Insight +6

Damage Resistances necrotic, radiant

Damage Immunities necrotic, radiant, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Celestial

Death Burst When the mephit dies, it explodes in a blast of necrotic or radiant energy. This can be chosen by a d6, odd is necrotic and even is radiant, or chosen by the DM. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) of the appropriate damage.

Time Stop (1/Day) ○ As a bonus action, the mephit can alter the flow of time around itself. The mephit may then finish its current turn, and then take one more turn before play resumes as normal. Reactions by other creatures are not possible, the mephit can go twice.

Actions

Claws *Melee Weapon Attack* +1 to hit, reach 5 ft. (one creature) *Hit:* 2 (1d4) radiant damage plus 2 (1d4) necrotic damage.

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

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Lore: Arcana

DC 15 - The time mephit is a neutral balance of life and death energies, and frequently sits in meditation about the nature of the universe...

DC 20 - They can stop time briefly to their advantage, usually to escape...

Treasure

Usually, a time mephit carries no treasure, but occasionally (10% chance) one may carry a small hourglass pendant on a fine chain around their neck, worth 50 gp, that can accurately time one minute.

Further Adventure™

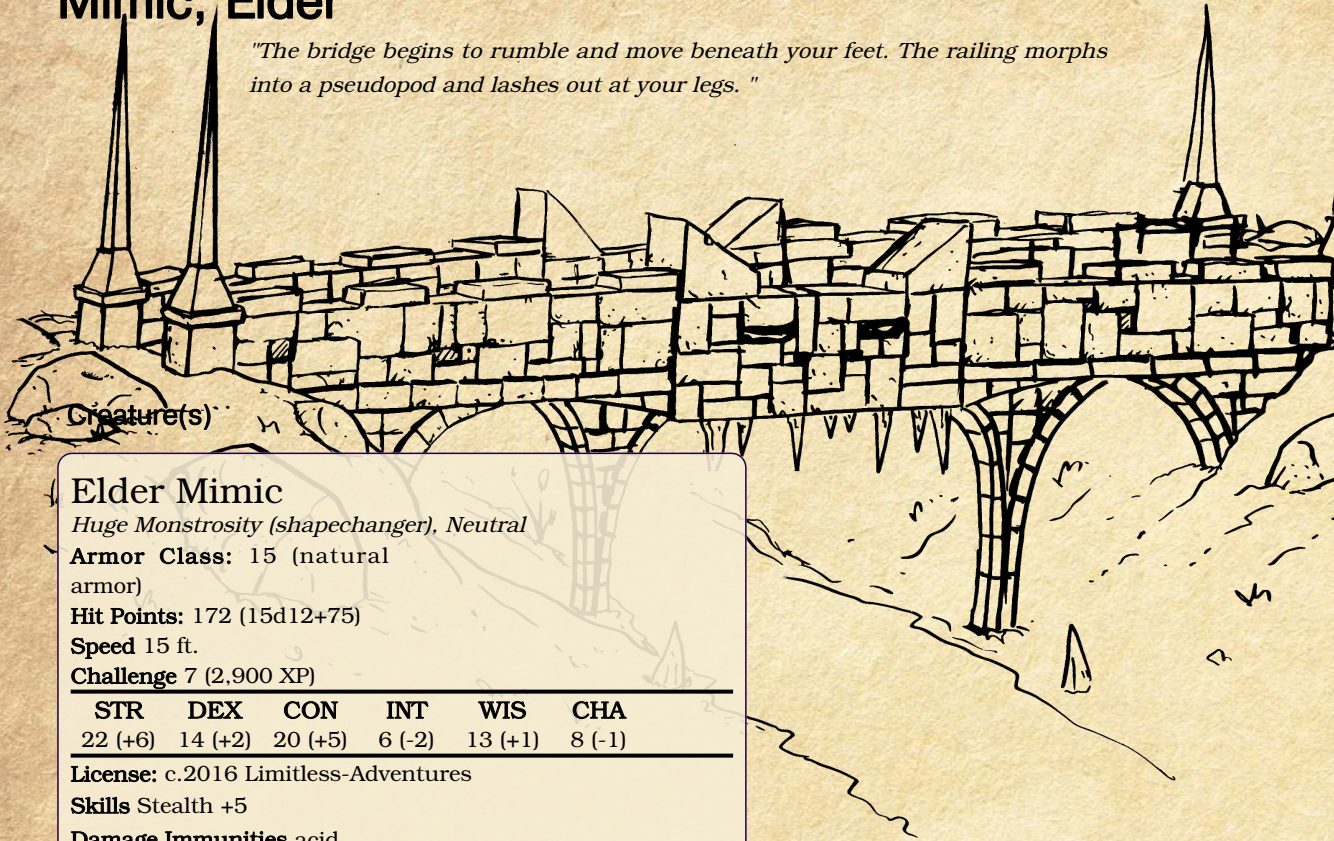
When a party has no quest, they might seek out a time mephit to learn what they should do next...

In the middle of a huge battle, a time mephit appears and takes an inconsequential item, then flees...

A collector desires an hourglass that's been owned by a time mephit and will pay handsomely...

Mimic, Elder

"The bridge begins to rumble and move beneath your feet. The railing morphs into a pseudopod and lashes out at your legs. "



Elder Mimic

Huge Monstrosity (shapechanger), Neutral

Armor Class: 15 (natural armor)

Hit Points: 172 (15d12+75)

Speed 15 ft.

Challenge 7 (2,900 XP)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	6 (-2)	13 (+1)	8 (-1)

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Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages -

Shapechanger The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only) The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 15). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only) While the elder mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler The elder mimic has advantage on attack rolls against any creature grappled by it.

Actions

Multiattack The makes two attacks with its pseudopods, bite, or a combination of the two.

Pseudopod *Melee Weapon Attack* +9 to hit, reach 15 ft., (one creature) Hit: 13 (3d8 + 6) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite *Melee Weapon Attack* +9 to hit, reach 15 ft., (one creature) Hit: 13 (3d8 + 6) piercing damage plus 8 (2d8) acid damage.

Tactics

Elder mimics use the same surprise tactics as their smaller cousins. They pose as bridges, cottages, and treasure laden carts.

Lore: Arcana

DC 10 - The elder mimics are larger versions of their shape-shifting cousins.

DC 15 - The elder mimics can pose as a cottage, cart, bridge, or any inanimate object of huge size.

Treasure

If defeated, the party finds a fossil (15 sp), 3 cp, a plain copper band (9 sp), 56 sp, and 67 gp inside the creature's stomach.

Further Adventure™

The players need to cross a river or gorge quickly (perhaps during a chase) and must convince an elder mimic to let them pass...

A wizard, considered mad by most, tells the party that one of the buildings in the town is actually an elder mimic...

The players find a small boat in a pond or lake, in the distance is a chest of treasure, your boat is actually an elder mimic...

Mind Rake

"We found the dwarven clan leader's daughter wandering in the caverns north of the city. The girl, whose name I sadly cannot recall, was babbling and nearly incoherent. She kept saying, 'he was so handsome'. We never did solve the mystery, but with a few days rest, the girl recuperated having no memory of what had happened."

Creature(s)



Lore: Religion

DC 15 - A Mind Rake is a rare form of undead that occurs when a creature has their brain extracted while they still live. This roll reveals the undead traits.

DC 20 - Jealous and petty, the mind rake uses illusions to get close to the unwitting and then drains them of their intelligence.

Treasure

The mind rake still carries some of the items it bore in life: 3 cp, 7 sp, a silver wedding band (7 gp), and a map to a "crystal cavern" located far underground.

Further Adventure™

A dwarven emissary approaches the party about a creature that has been eating the brains of dwarven miners, one of whom returned as a horrible undead...

A series of women have been found dead with blood leaking from their ears; all were seen talking to an extremely handsome man...

An attractive stranger tries to lure one of the PCs away from the party to talk in private...

Mind Rake

Medium Undead, Neutral Evil

Armor Class: 13

Hit Points: 52 (7d8+21)

Speed 30 ft.

Challenge 3 (700 XP)

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

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Skills Deception +6, Perception +3, Persuasion +6

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Illusory Guise The mind rake's true appearance is protected by a perpetual illusion that makes it appear alive and quite attractive. A DC 13 Wisdom save will reveal the mind rake's true form.

Actions

Intelligence Drain *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 9 (2d6 + 2) necrotic damage, and the target's intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a humanoid dies from this attack, a new mind rake rises from the corpse 1d4 hours later unless magical precautions are taken (ex: *gentle repose*)

Nestback Rhino / Nestback Wasps

"The nestback wasp and its host creature is an interesting reminder that nature is truly stranger than a bard's tale."

Creature(s)

Nestback Rhinoceros

Large Beast, Unaligned

Armor Class: 11 (natural armor)

Hit Points: 45 (6d10+12)

Speed 40 ft.

Challenge 2 (450 XP)

Senses passive Perception 11

Languages -

Hostile The venom of the nestback wasp makes its host hostile and aggressive. The nestback rhino attacks any creature that comes within 60 feet of it and will continue to attack until the creature flees.

Charge If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Gore *Melee Weapon Attack* +9 to hit, reach 5 ft., (one target) Hit: 16 (2d8 + 7) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	4 (-3)

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Lore: Nature

DC 15 - The nestback wasp dazes its prey with its venom and then builds its nest on the back of the victim. Daily injections of the venom keep the host creature from removing the nest.

DC 20 - A nestback host is extremely hostile and will attack any creature that gets too close.

Swarm of Nestback Wasps

Medium Beast (Swarm), Unaligned

Armor Class: 12 (natural armor)

Hit Points: 22 (5d4)

Speed 20 ft., fly 20 ft.

Challenge 1/2 (100 XP)

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10 ft., passive Perception 8

Languages -

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites *Melee Weapon Attack* +3 to hit, reach 0 ft., (one creature in the swarm's square) Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	2 (-4)	7 (-2)	1 (-5)

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Treasure

The nestback rhino has no treasure.

Further Adventure™

A sage wants a living nestback wasp queen to study...

The players are sent to find a missing pack animal or valuable horse, only to discover it has become a victim of the nestback wasps...

A druid NPC known to the party has fallen victim to a swarm of nestback wasps, their venom preventing him from reverting to human shape...

Nixie

"The creature swimming in the spring has blue skin with green patterns, gills, and long dark hair. It slaps the water playfully, sending a jet of water in your direction, and then flips back into the water."

Creature(s)



Tactics:

Nixies are not cowards, but they are not warriors either. They know their limitations and avoid damage whenever possible. They make good use of their invisibility, and retreat below the water when necessary.

Lore: Nature

DC 10 - Nixies are aquatic fey who live in freshwater.

DC 15 - Nixies are capable spell-casters and shapeshifters

Treasure

Nixies love shiny objects and often display them in their watery homes. A typical nixie would have 7 cp, 13 sp, 3 gp, and an irregular freshwater pearl worth 7 gp.

Further Adventure™

A talking crab invites the party to rest by a cool pond hidden nearby if they'll sing a few songs...

A nixie offers to cast water breathing on the party so they can explore a beautiful underwater cave complex whose entrance is hidden in her pool...

The party finds a wounded nixie whose pool is being ransacked by ogres...

Nixie

Tiny Fey, Chaotic Good

Armor Class: 14

Hit Points: 1 (1d4 -1)

Speed 10 ft., swim 30 ft.

Challenge 1/4 (50 XP)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	8 (-1)	10 (+0)	14 (+2)	16 (+3)

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Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Sylvan

Aquatic Nixies can breath water or air.

Shapechanger The nixie can use its action to polymorph into a beast form that resembles a fish (swim 40 ft.), a crab (20 ft., swim 20 ft.), or a frog (20 ft., swim 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Innate Spellcasting The nixie's innate spellcasting ability is Charisma (spell save DC 13). It can cast the following spells, requiring no components while in water:

At Will *druidcraft*

1/day each *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, fog cloud, water breathing, invisibility, polymorph, sleep*

Nyx, Goddess of Darkness

"In the open, Nyx's male followers are shirtless, wild, violent, and unpredictable with mouths sewn shut. In the shadows, her women are masters of deception and persuasion - subtle where the men are blunt."

Creature(s)

Nyx, Goddess of Darkness

Huge Fiend (shapechanger), Neutral Evil

Armor Class: 22 (natural armor)

Hit Points: 435 (30d20+120)

Speed 30 ft., fly 80 ft.

Challenge 30 (155,000 XP)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	30 (+10)	30 (+10)	30 (+10)

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Skills Deception +19, Insight +17, Perception +17, Persuasion +19, Stealth +17

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

Damage Immunities necrotic, psychic

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned

Senses blindsight 60ft., devil's sight 60ft., darkvision 120 ft., passive Perception 15;

Languages Abyssal, Common, Infernal, telepathy (1 mile)

Legendary Resistance (5/day) ○○○○○ If Nyx fails a saving throw, she can choose to succeed instead.

Discorporation When Nyx drops to 0 hit points or dies, her body is destroyed but her essence travels back to her domain in the Plane of Shadow, and she is unable to take physical form for a time.

Telepathic Scrying As an action, Nyx may use telepathy to speak with any creature on the same plane of existence using rules similar to the spell *scrying* with a DC 23 Spell save. On a failure, Nyx may speak freely for 24 hours with the creature and gains the sensor abilities of scrying. Once connected, Nyx has advantage on the next use of telepathy to speak with that individual. The fiend ignores the range restriction on her telepathy when communicating with a creature she has charmed. The two don't even need to be on the same plane of existence.

Shapechanger Nyx can use her action to polymorph into a Small or Medium humanoid, or back into her true form. Without wings, Nyx loses her flying speed. Other than her size and speed, her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Actions

Flying Darkness As an action, Nyx can cause magical blades of shadow to leap up from the feet of a target within 60 ft who must make a DC 23 CON save or take 26 (3d10+10) slashing damage and 11 (1d10+5) necrotic damage, or half as much damage on a successful save.

Shadowy Chains *Ranged Weapon Attack* +17 to hit, range 50 ft (one target) As an action, Nyx may summon chains from any shadow within 120 ft. The 5 ft cube around the point becomes magical darkness, with the chains extending to pierce and grapple the target. On a successful hit, the chains do 21 (2d10 + 10) piercing damage, 11 (1d10+5) necrotic damage, and attempt to grapple the target. On a failed DC 23 Athletics (Strength) check, the chains grapple the target, who becomes restrained. They may attempt a save at the end of each turn. Each round the target is restrained results in 11 (1d10+5) slashing damage and 11 (1d10+5) necrotic damage from the magical hooks and barbs. Multiple chains may grapple a target, and must be checked separately.

Caressing Touch *Melee Weapon Attack* +19 to hit, reach 5 ft. (one target) Nyx touches a creature, resulting in 21 (2d10+10) necrotic damage and 10 (1d10+5) psychic damage.

Nyx's Kiss Nyx kisses a creature charmed by her or a willing creature. The target must make a DC 27 Constitution saving throw against this magic, taking 115 (10d20+10) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. If the target dies from this affect, a *shadow* immediately arises from the corpse.

Alluring Charm One humanoid Nyx can see within 120 feet of her must succeed on a DC 27 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys Nyx's verbal or telepathic commands. If the target is harmed by Nyx or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours. Nyx can have three targets charmed at a time. If she charms one more, the effect on the first target ends.

Ephemeral Shadows Nyx may magically enter the Ethereal Plane, or Plane of Shadow, from the Material Plane, or vice versa.

Nyx, Goddess of Darkness (cont.)

Reactions

Scorn As a reaction, Nyx can laugh mockingly and cause a re-roll of any d20 ability check, attack roll, or save. The new roll must be used. If the subsequent roll is a 1, the target takes 21 (2d10+10) psychic damage.

Legendary Actions

Nyx can take 5 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. Nyx regains spent legendary actions at the start of her turn.

Flay Nyx uses her *Flaying Darkness*.

Silence (2 actions) Nyx can cast *silence* (20 ft radius) on a point within 120 ft.

Kiss Nyx will kiss, and drain, a creature she has charmed (or is willing.)

Caress Nyx will use her *Caressing Touch*.

Charm Nyx uses her *Alluring Charm*

Summon Chains (2 actions) Nyx summons *Shadowy Chains* to attack.

Dispel Daylight (2 actions) Nyx can cast a special form of *dispel magic* to disrupt the *daylight* spell, or Nyx may cast *darkness* (15 ft) on a point within 60 ft, similar to the spell.

Tactics

Long before the party fights Nyx, she'll use her telepathic abilities to make deals (starting with female characters) with the party. She will avoid identifying herself during these deals, just offering them telepathically with no further information. With her powers, she can ensure long or short rests can be made in safety (even in normally dangerous locations) similar to *magnificent mansion*, provide common or uncommon magic items (usually with a curse attached) or assist with difficult problems in exchange for later favors. These favors may be an assassination of some unknown NPC, acting as a courier between two other contacts, or the favor may allow her to negate an action of the player making the deal during a final showdown as one of her reactions. A favor can be activated as a reaction, once a player has chosen their action, negating its effect and wasting the resource (Spells "counterspelled", potions poured on the ground, etc.)

In direct conflict, she prefers to let others do her dirty work, attempting to charm martial characters in the party. She will then cast *silence* as her first legendary action on a point near the full casters of the party. She will then proceed to summon chains to grapple support players (and casters). If she has any unspent favors, she will wait for characters to use powerful abilities and then nullify them. She may also use her legendary actions to convert up to three nearby NPC slaves into shadows with her kiss to engage party members with multiple attacks.

Lore: Religion

DC 15 - Nyx was once a succubus who attained godhood through deception.

DC 25 - This succubus, once the consort of a god of darkness, has clawed and climbed her way with wit and guile to steal the mantle of darkness for herself. Her appetite for destruction has not rested, as she has set her sights on even more lofty targets. She prefers to tempt good people to do her dirty work, and revel in their downfall, while she picks up the pieces.

Treasure

Nyx's followers amass and maintain pleasure pits and brothels for Nyx to visit, as she prefers sins of the flesh to sins of greed. Nyx can easily produce nearly any non-unique, non-artifact magical item - but generally, prefers to add a curse to them before gifting them.

Further Adventuretm

Nyx visits a (preferably female) party member in a dream and offers a level of warlock in trade for a small favor...

The party wakes to find their shadows missing, and unable to enter into good temples or use teleportation magic...

Nyx cultists have cleaned up and organized the brothels and gambling dens in the city, and the local gangs want them out...

Ooze, Alchemical

"An accident of alchemy, these oozes stand as a warning to all who flirt with the burgeoning field of science."

Creature(s)



Lore: Arcana

DC 15 - Alchemical oozes are created when magical and alchemical reagents leak together or are subjected to powerful reactions like an explosion.

DC 20 - Alchemical oozes have potion-filled pustules that burst when slashed or pierced and convey some magical effect to the ooze itself.

Treasure (Harvest)

The ooze does not carry or hoard treasure, but if any alchemical pustules remain after the battle, they can be harvested from the ooze's melting remains with a DC 15 Medicine or Survival check. The potions must be transferred into a suitable container once removed from the ooze's body.

Further Adventure™

A wizard is polluting the lands around his tower in an attempt to create a philosopher's stone...

An alchemical ooze has been spotted in the sewers below the city, where it feasts on sewerfolk...

A sage wants an alchemical ooze captured so that she can study it...

Alchemical Ooze

Large Ooze, Unaligned

Armor Class: 10

Hit Points: 93 (11d10+30)

Speed 20 ft., climb 20 ft.

Challenge 4 (1,100 XP)

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

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Damage Immunities acid, fire, lightning, bludgeoning

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

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

Actions

Pseudopod Melee Weapon Attack +5 to hit, reach 5 ft., (one creature) Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) poison damage.

Reactions

Alchemical Pustules ○○○○○○ When the ooze takes slashing or piercing damage, a chemical-filled pustule on its body ruptures releasing the potion-like fluids within. The effect triggered is random, each effect only happens once, and only one effect can be triggered per round, regardless of the number of times the ooze is hit in one round. A typical ooze has 6 alchemical pustules. Ignore repeated rolls.

D6

1. Healing: the ooze is healed 2d4+2 hp
2. Growth: the ooze increases one size category per the enlarge spell (adv. on Str checks & saves, +1d4 dmg)
3. Invisibility: the ooze becomes invisible per the spell
4. Slipperiness: the ooze gains the effect of a freedom of movement spell
5. Giant Strength: the ooze's Strength score is increased to 21 for one hour (+2 to hit and dmg)
6. Greater Healing: the ooze heals 4d4+4 hp

Orc Shaman

"The orc shaman takes delight in the suffering of any kind. An aggressive tactician, even by orc standards, he commands his allies and offers them magical strength and power to harry their enemies."

Creature(s)



Lore: Arcana

DC 10 - The large orc seems to be some kind of spellcaster.

DC 15 - A priest of the dark and violent gods of old, the Orc Shaman is a cruel master of the battlefield. (reveal powers)

Tactics

The Orc shaman will use its first round of combat to begin casting Unholy Inspiration to grant a d6 inspiration die to its allies, which it will command to use their Aggressive traits to move in to attack.

On its next turn, it will use *spiritual weapon* on a ranged attacker, with a cantrip to either attack or support its close allies. The orc will lead with its more powerful spells to cause upset and force flanking where possible. Chaos and aggressive attacks are its favored battle style.

Treasure

An orc shaman carries at least one *potion of poison*, a necklace of talismans made from bones and feathers that identify its magical school, and a spell focus pouch of gemstones (agates, obsidian, quartz, hematite, etc) worth 100 gp in total.

Further Adventure™

A cabal of orc shamen are attempting to raise one of their own to lich-like levels of power, gathering magic and materials...
 An orc shaman was revealed a great secret, and now seeks redemption in the light, if only someone would listen...
 Children of villages around an old hill known as Orskeep have been going missing for weeks at a time, eventually returning scarred and with missing limbs, too afraid to speak of the horrors they've seen...

Orc Shaman

Medium Humanoid (orc), Chaotic Evil

Armor Class: 16 (ring armor)

Hit Points: 44 (5d8+15)

Speed 30 ft.

Challenge 2 (450 XP)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (-1)	14 (+2)	12 (+1)

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Skills Intimidation +3, Religion +1

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Unholy inspiration (1/Long Rest) ○ The orc shaman can complete a ritual (2 rounds) that will grant a d6 inspiration die to their companions who can hear them. This die can be applied to attacks or saving throws and is gone once used.

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

Unholy Strike The orc deals an additional 4 (1d8) necrotic damage when it hits with a weapon attack (included in attacks)

Spellcasting The orc is a 3rd level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks) The orc has the following cleric spells prepared.

Cantrips *Guidance, Resistance, Sacred Flame*

1st Level ○○○○ *Bane, Inflict Wounds*

2nd Level ○○ *Enhance Ability, Spiritual Weapon*

Actions

Spear *Melee or Ranged Weapon Attack* +5 to hit, 5ft. (reach one target) or 20/60 (range one target) Hit: 11 (1d6+3 plus 1d8 necrotic) piercing damage, or 12 (2d8 +3) piercing damage if used with two hands to make a melee attack.

Dagger *Melee or Ranged Weapon Attack* +5 to hit, 5ft. (reach one target) or 20/60 (range one target) Hit: 6 (1d4 + 1d8 necrotic) piercing damage.

Pestilence Harpy

"I'm not sure which is worse about these foul flying women: their song, or their stench."

Creature(s)

Pestilence Harpy

Medium Undead, Chaotic Evil

Armor Class: 13 (natural armor)

Hit Points: 53 (10d8+7)

Speed 20 ft., fly 40 ft.

Challenge 2 (450 XP)

Damage Resistances necrotic

Damage Immunities poison

Damage Vulnerabilities radiant

Condition Immunities poisoned, exhaustion

Languages Common, Abyssal

Actions

Multiattack The harpy makes two attacks: one with each of its claws.

Claws *Melee Weapon Attack* +3 to hit, reach 5 ft., (one creature) Hit: 6 (2d4 + 1) slashing damage. Plus 7 (2d6) necrotic damage. Hit characters must make a DC 11 constitution saving throw or gain the poisoned condition.

Luring Song The pestilence harpy sings a magical melody. Every humanoid and giant within 300 feet of the pestilence harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The pestilence harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the pestilence harpy is incapacitated. While charmed by the pestilence harpy, a target is incapacitated and ignores the songs of other pestilence harpies. If the charmed target is more than 5 feet away from the pestilence harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the pestilence harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A target that successfully saves is immune to this pestilence harpy's song for the next 24 hours.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

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Tactics

Harpies makes good use of their flight ability by perching on high objects to use their luring song from a safe distance.

Lore: Religion

DC 15 - This harpy has been infused with a foul disease that rots flesh and causes illness.

DC 20 - Radiant energy is a profound weakness to these creatures.

Treasure

Pestilence harpies sometimes accumulate small amounts of coinage that they collect for unknown reasons. A sample treasure would be 17 gp, 3 sp, and a crow's skull in a phlegm-caked rag.

Further Adventure[™]

The pestilence harpies are a harbinger of a terrible illness that has overcome a nearby settlement...

The pestilence harpy was pecking at a putrefied corpse which contains a treasure map...

The pestilence harpies' death song convinces a party member they must walk into another unforeseen peril...

Pitcher Plant

"While not evil, these creatures make traveling through the jungle extremely dangerous."

Creatures

Pitcher Plant

Large Plant, Unaligned

Armor Class: 15 (natural armor)

Hit Points: 136 (16d10+48)

Speed 20 ft.

Challenge 5 (1,800 XP)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

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Skills Stealth +2

Damage Resistances acid

Damage Vulnerabilities fire, cold

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Actions

Multiattack The pitcher plant makes two vine attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the pitcher plant uses its swallow ability on it.

Vine Melee Weapon Attack +7 to hit, reach 5 ft., (one creature) Hit: 13 (2d8 + 4) slashing damage.

Swallow The plant attacks a medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded, it has total cover against attacks and other effects outside the pitcher plant, and it takes 5 (2d4) acid damage at the start of each of the plant's turns. The plant can have only one target swallowed at a time. If the plant dies, a swallowed creature can escape from the corpse using 5 feet of movement, exiting prone



Lore: Nature

DC 15 - The pitcher plant is a massive living plant creature that strangles its prey and dissolves it inside its body. This roll reveals the plant traits.

DC 20 - Pitcher plants are vulnerable to fire and cold, but resistant to acid.

Treasure

Most treasure consumed by the pitcher plant will eventually be dissolved in its acid cavity, though metals and gems dissolve more slowly than organic compounds. It is not uncommon to find 6d10 gp, and a 1d4 10 gp gems (blue quartz, agate or malachite) at the bottom of the plant's acid pool.

Further Adventure™

An elf scout claims her brother was swallowed by a pitcher plant while carrying an important message and needs the party's help recovering the scroll tube...

A sage sends the party to gather pitcher plant seeds...

The party must chase a thief through a bog filled with pitcher plants...

Polluted Water Elemental

"Polluted elementals can occur when the water used to summon the elemental is tainted or intentionally fouled. The usually dispassionate nature of such elementals is twisted and evil."

Creature(s)



Lore: Arcana

DC 15 - Polluted water elementals have been tainted by alchemical or magical runoff. Elemental traits revealed.

DC 20 - Polluted water elementals have a toxic embrace, and give off harmful fumes when subjected to fire.

Treasure

Corrupted water elementals carry no treasure, though they could leave behind a dark stain in the shape of a rune or sigil.

Further Adventure™

Polluted elementals continue to appear until the source of the corruption is cleaned...

The party learns of a ritual that can be used to cleanse the elementals without harming them...

An ambassador from the outer planes says that slain polluted elementals are returning to his plane and polluting...

Polluted Water Elemental

Large Elemental, Neutral Evil

Armor Class: 14 (natural armor)

Hit Points: 114 (12d10+48)

Speed 30 ft., swim 90 ft.

Challenge 5 (1,800 XP)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	4 (-3)	10 (+0)	8 (-1)

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

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

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

Noxious Steam If the elemental takes fire damage, it gives off a noxious steam; all creatures within 10 feet must succeed on a DC 15 Constitution check for become poisoned.

Actions

Multiattack The elemental makes two slam attacks.

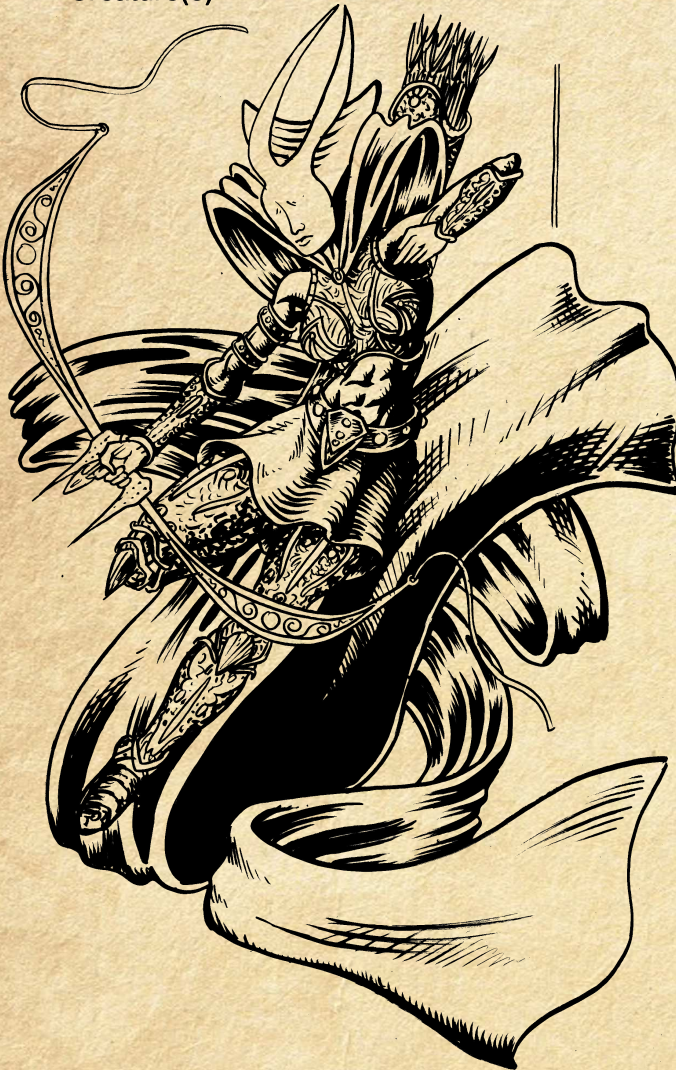
Slam Melee Weapon Attack +7 to hit, reach 5 ft., (one creature) Hit: 13 (2d8 + 4) bludgeoning damage and 3 (1d6) poison damage.

Toxic Embrace (Recharge 4-6) Each creature in the elemental's space must make a DC 15 Str. save. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage and 3 (1d6) poison damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. On a success, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage and 3 (1d6) poison damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Str. check.

Praesida (Celestial)

"When that undead legion threatened the village, they had not anticipated its guardian angel."

Creature(s)



Lore: Religion

DC 15 - The Praesida is a lesser angel who defends a city or settlement that has a history of lawfulness. They are resistant to nonmagical attacks.

DC 20 - Praesida have the capability to hallow a region within their settlement to bolster its defense from evil.

Treasure

A Praesida typical has d4 healing potions that they distribute to others in need.

Further Adventure™

While traveling, one of these angels appears, foretelling disaster to the players' hometown if they do not come with her at once...

A warlord hires unscrupulous rouges to deal with a Praesida ahead of his invasion...

Players come across a Praesida defending the city's water supply from being poisoned by fiends...

Praesida

Medium Celestial, Lawful Good

Armor Class: 16 (natural armor)

Hit Points: 126 (14d8+56)

Speed 30 ft., fly 90 ft.

Challenge 6 (2,300 XP)

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

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Saving Throws Wis +7, Cha +7

Skills Insight +7, Perception +7

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

3/day each cure wounds, lesser resoration, invisibility, purify food and drink, create water

Angelic Weapons The Praesida's weapon attacks are magical. When the praesida hits with any weapon, the weapon deals an extra 2d8 radiant damage (included)

Innate Spellcasting The praesida's spellcasting ability is Charisma (spell save DC 15). The praesida can innately cast the following spells, requiring only verbal components:

At will detect evil and good

1/day each dream, dispel magic, hallow

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

Actions

Multiattack The praesida makes two melee attacks or two missile attacks.

Longbow Ranged Weapon Attack +6 to hit, range 150/600 ft., (one target) Hit: 8 (1d8+3) piercing damage, plus 9 (2d8) radiant damage.

Mace Melee Weapon Attack +6 to hit, reach 5 ft., (one creature) Hit: 8 (1d8 + 3) bludgeoning damage, plus 9 (2d8) radiant damage.

Primordial - Air

"What did the air elemental say to the portcullis? I'm just passing through."

Creature(s)

Primordial Air Elemental

Gargantuan Elemental, Neutral

Armor Class: 19

Hit Points: 290 (20d20+80)

Speed 0 ft., fly 90 ft. (hover)

Challenge 18 (20,000 XP)

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

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Primordial

Storm of Vengeance (Once per day) ○ The primordial air elemental can create an effect similar to the spell, *storm of vengeance* without material components. The DC for this effect is 19 and the caster level is 18.

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

Actions

Multiattack The elemental makes two slam attacks.

Slam *Melee Weapon Attack* +8 to hit, reach 5 ft., (one creature) Hit: 33 (4d12 + 7) bludgeoning damage.

Whirlwind (Recharge 4-6) Each creature in the elemental's space must make a DC 19 Strength saving throw. On a failure, a target takes 39 (5d12 + 2) bludgeoning damage and is flung up 30 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Lore: Arcana

DC 15 - Primordial air elementals are massive, powerful versions of better-known cousins. They are native to the Elemental Plane of Air. This roll reveals elemental traits.

DC 20 - The primordial air elemental can create a powerful storm of elemental power.

Treasure

Primordial air elementals care little for treasure.

Further Adventure[™]

A temple atop a mountain is caught in the eye of a perpetual cyclone that is actually a bond primordial elemental...

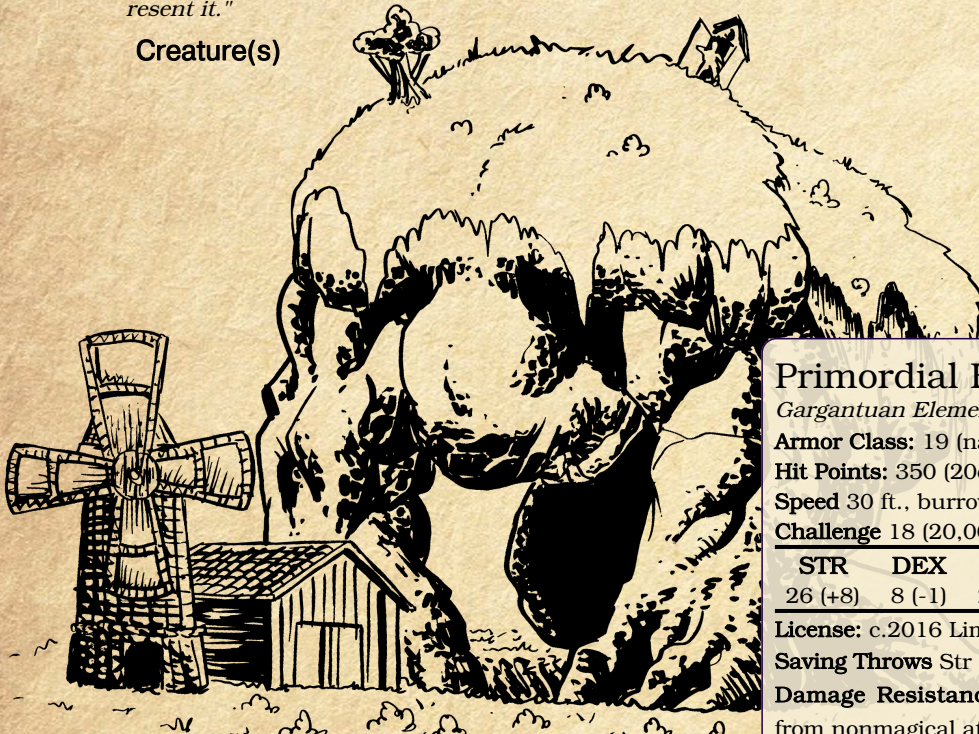
The party is sent to bring back air from a primordial air elemental to sound a magical horn said to raise the dead...

The party must convince a primordial air elemental to power an airship and carry them over an impassable mountain range...

Primordial - Earth

"The primordials have little patience for humanoids and resent being summoned... I mean they really resent it."

Creature(s)



Lore: Arcana

DC 15 - Primordials are massive, ancient elementals of great power. This roll reveals the elemental traits.

DC 20 - Primordial earth elementals can swim through natural rock like a fish in water, and can cause earthquakes when they stomp their feet.

Treasure (Harvest)

Primordials care nothing for treasure, but earth primordials can have precious gems and/or ore within them that a skillful character could extract (See below).

Primordial Harvest

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Athletics, Nature, Perception

Time Required: 1 week

Success: Retrieve 7,000 gp in rare ore and gems

Failure(s):

1: Next check is made with disadvantage. -1,000 gp

2: Add one week to the mining time and -1,000 gp

3: Mining ends, -1,000 gp

Further Adventure™

The old hill near the village awakens and reveals itself to be a primordial earth elemental...

A dwarven mining guild hires the party to bring back ore samples from a primordial earth elemental...

A legendary sword is embedded in the shoulder of a primordial earth elemental...

Primordial Earth Elemental

Gargantuan Elemental, Neutral

Armor Class: 19 (natural armor)

Hit Points: 350 (20d20+140)

Speed 30 ft., burrow 30 ft.

Challenge 18 (20,000 XP)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	24 (+7)	10 (+0)	14 (+2)	7 (-2)

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Saving Throws Str +14, Con +13

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Damage Vulnerabilities Thunder

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran, Primordial

Earth Glide The primordial can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster The primordial deals double damage to objects and structures.

Actions

Earthquake (Recharge 5-6) The primordial stomps the ground and causes an effect similar to the earthquake spell (though nonmagical in nature).

Multiattack The primordial makes two slam attacks.

Slam Melee Weapon Attack +14 to hit, reach 5 ft., (one creature) Hit: 34 (4d12 + 8) bludgeoning damage. On a successful hit, the target must succeed at a DC 19 Strength saving throw or be knocked back 15 feet.

Primordial - Fire

"A living, though probably not breathing, example of nature's most destructive force."

Creature(s)

Primordial Fire Elemental

Gargantuan Elemental, Neutral

Armor Class: 19 (natural armor)

Hit Points: 298 (20d20+88)

Speed 50 ft.

Challenge 18 (20,000 XP)

Saving Throws Dex +13, Con +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Primordial

Incendiary Cloud (Recharge 5 - 6) The primordial fire elemental can create an effect similar to an *incendiary cloud*. This effect is equivalent to a spell performed by an 18th level caster, but requires no material components. The save DC for the effect is 19.

Fire Form The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 10 feet of it takes 27 (5d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 27 (5d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 27 (5d10) fire damage at the start of each of its turns.

Illumination The elemental sheds bright light in a 60 foot radius and dim light in an additional 60 feet.

Water Susceptibility For every 5 feet the elemental 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* +13 to hit, reach 10 ft., (one target) Hit: 39 (5d12 + 7) 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 27 (5d10) fire damage at the start of each of its turns.

Lore: Arcana

DC 15 - A primordial fire elemental is a powerful being native to the Plane of Fire. This roll reveals the elemental traits.

DC 20 - A primordial fire elemental is more intelligent than its small cousins and can summon a destructive firestorm.

Treasure

Primordial fire elementals carry no treasure.

Further Adventure[™]

A forest fire devouring a nearby wood is actually a primordial fire elemental...

A dwarven lord sends the party to the Elemental Plane of Fire to carry flames from a primordial fire elemental so a sacred forge can be relit...

A wizard gates in a primordial fire elemental to power a nefarious magical device...

Primordial - Water

"The tidal wave stopped short of the village and began to speak in a booming, unintelligible voice."

Creature(s)

Lore: Arcana

DC 15 - Primordial water elementals are powerful planar creatures native to the Elemental Plane of Water. This roll reveals elemental traits.

DC 20 - The primordial can dominate weakened-willed creatures.

Treasure

Primordial water elementals carry no treasure.

Further Adventure™

The party seeks an item believed to be at the bottom of a remote pond; the pond is, in fact, a primordial...

Several children have disappeared from the shore of a local lake where a primordial is thought to live...

The party is sent to procure water from a primordial water elemental to water a rare flower with healing properties...

Primordial Water Elemental

Gargantuan Elemental, Neutral

Armor Class: 19 (natural armor)

Hit Points: 114 (20d20+48)

Speed 40 ft., swim 90 ft.

Challenge 18 (20,000 XP)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	25 (+7)	11 (+0)	13 (+1)	8 (-1)

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

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Primordial

Sea's Call (Recharge 5-6) The primordial water elemental can create an effect like *dominate monster* without material components. The DC of this effect is 19 and the caster level is 18.

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

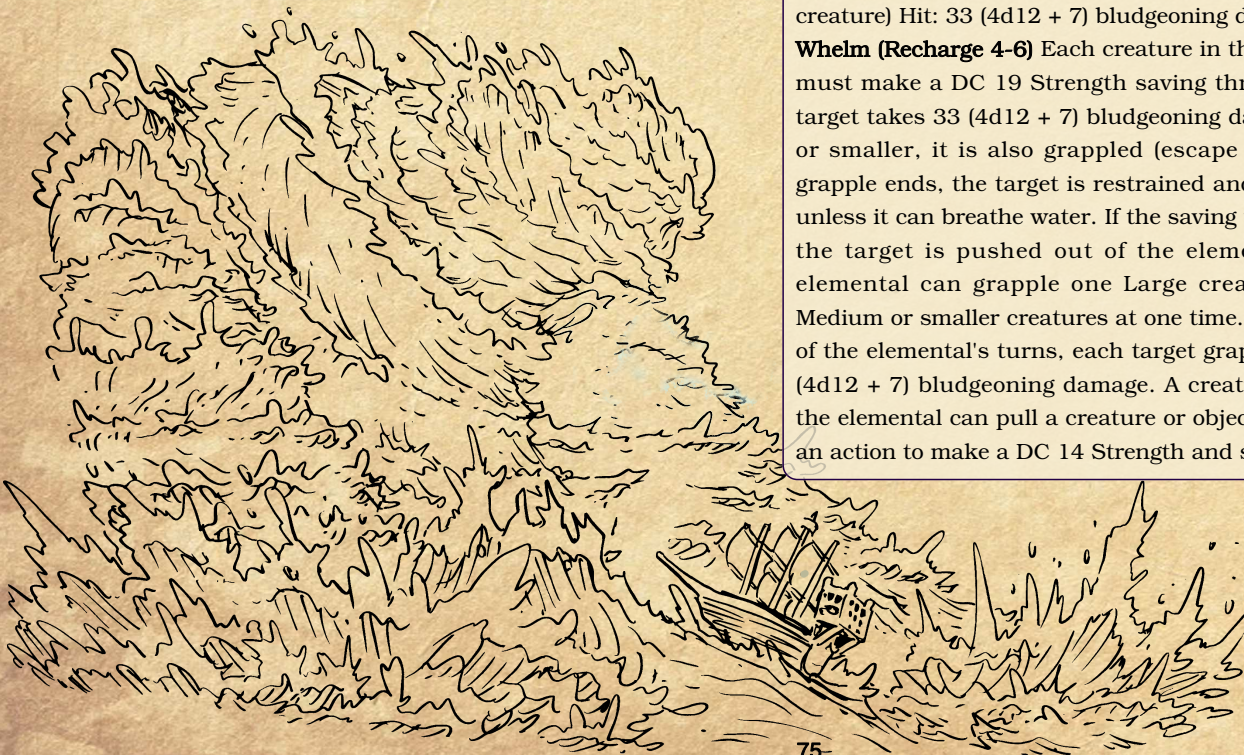
Freeze If the elemental takes at least 10 points of cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack The elemental makes two slam attacks.

Slam *Melee Weapon Attack* +7 to hit, reach 10 ft., (one creature) Hit: 33 (4d12 + 7) bludgeoning damage.

Whelm (Recharge 4-6) Each creature in the elemental's space must make a DC 19 Strength saving throw. On a failure, a target takes 33 (4d12 + 7) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 19). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 33 (4d12 + 7) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.



Puffball

"In dark subterranean areas, as well as dark forests, it's common for gentler societies to cultivate a particular species of puffball to keep in their common areas. The puffball's defensive properties help these people understand and connect to each other on an emotional level and even provide a modicum of defense from invaders. They seemed a little... odd, in my opinion. But otherwise nice folks."

Creature(s)

Puffball

Medium Plant, Unaligned

Armor Class: 5

Hit Points: 13 (3d4)

Speed 0 ft.

Challenge 0 (10 XP)

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages -

Empathic Rapport When bright light or a creature is within 20 ft of the puffball, it emits a cloud of spores filling the 20 ft. radius circle that induce a telepathic bond between all creatures with an intelligence of 2 or more in the area. On a successful DC 13 Charisma save, the creature acknowledges the emotions and pain of others within 20 ft., but does not experience them. On a failed save, any creature dealing damage to another will take 4 (1d6+1) psychic damage as they feel the pain they inflict. This effect can go around corners and through small cracks and lasts 1 hour even after leaving the area around the puffball. Damage done to the puffball also produces the pain effect.

False Appearance While the puffball remains motionless, it is indistinguishable from an ordinary fungus.

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

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Lore: Nature

DC 11 - Puffballs induce an empathic rapport in people around them when they are triggered.

DC 12 - The effect lasts for an hour, even if you leave the area.

Treasure (Harvest)

The puffball carries no treasure.

There are some who might use the spores as a drug. If you can stand the pain, 1d4 doses of spores can be collected from the puffballs with a DC 12 Survival check. These spores can be sold for 25 gp to alchemists, wizards, and herbalists to create the drug which, when ingested, causes feelings of euphoria and a pleasurable emotional rapport similar to the spore cloud between people who have taken the drug.

Further Adventure™

Evil magic has corrupted these puffballs, causing the spores to do 1 point of psychic damage every round you AREN'T hurting someone for the next 1d10 rounds...

You stumble upon someone's puffball farm, and they don't take kindly to trespassers...

Regular users of the drug are succumbing to a rotting sickness, and a local madame (or gang boss) wants you to investigate the producers and sources of the drug...

Radiant

"In the temple, the holy relics were guarded by shining forms. My eyes had a hard time adjusting to their dazzling shape, which appeared like sunlight through the glass of a frosted humanoid-shaped window."

Creature(s)

Radiant

Medium Celestial, Lawful Good

Armor Class: 12

Hit Points: 16 (3d8+3)

Speed 40 ft.

Challenge 1/2 (100 XP)

Skills Perception +4 (+6 in daylight)

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

Damage Immunities radiant, poison

Damage Vulnerabilities necrotic

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

Senses passive Perception 14

Languages celestial

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

Radiance The radiant continually shines with celestial light, as per the *light* cantrip, shedding bright light in a 20-foot radius and dim light for an additional 20 feet.

Drained by Shadow After taking necrotic damage, the radiant must make a DC 12 Constitution save or have disadvantage on attack rolls, ability checks, and saving throws until its next turn.

Actions

Dazzling Smite *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 10 (2d6 + 3) radiant damage, and the target must make a DC 12 Constitution save or be *blinded* for 1 minute. At the end of each of its turns, the target creature may make a new save.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	13 (+1)	6 (-2)	14 (+2)	8 (-1)

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Lore: Religion

DC 10 - Radiants are typically summoned as guards in temples, or as judges/executioners sent by the gods.

DC 15 - Radiants are weakened by necrotic damage, and have a blinding Dazzling Smite that can blind opponents.

Treasure

A radiant typically would have no treasure of its own but may have been left to guard a magic item or holy relic. Items under the care of a radiant would usually be comprised of 100-200 gp (d100+100) of artistic objects, altar trappings, and religious art.

Further Adventure™

In geographic areas nearby, people might immediately recognize the treasure items, and will report the theft to authorities...

Radiants begin showing up and (falsely) judging/executing villagers for an egregious sin of desecrating the local temple...

Radiants begin following/guarding a small mute child from a rural village, who is beginning to build quite a large number of zealous followers...

Sargasso

"Adrift in a lull that lasted more than a week, we lost four of the crew as they attempted to repair a hole in the hull, just above the waterline. The Sargasso floating just beneath the surface looked like kelp and debris, just waiting for another meal to come down to attempt repairs."

Creature(s)

Sargasso

Large Monstrosity, Unaligned

Armor Class: 20 (natural armor)

Hit Points: 93 (11d10+33)

Speed 10ft (anchored) swim 20ft.

Challenge 5 (1,800 XP)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	7 (-2)	16 (+3)	6 (-2)

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Skills Perception +6, Stealth +6

Senses darkvision 60 ft., passive Perception 16

Languages -

False Appearance While the sargasso remains motionless, it is indistinguishable from a normal mass of seaweed, such as kelp. The floating stipes come from a central mass of seaweed, typically anchored to a submerged wall, pier, or sea floor.

Tangling Stipes The sargasso can have up to six stipes (tendrils) at a time. Each stipe can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a stipe deals no damage to the sargasso, which can extrude a replacement stipe on its next turn. A stipe can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Waterbound The sargasso can breathe and move freely in water, but is unable to move or breathe out of the water. It may attack creatures on the surface of the water with its stipes, extending them up to 15 ft. out of the water.

Actions

Multiattack The sargasso makes four attacks with its tendrils, uses Ensnare, and makes one attack with its bite.

Poisonous Bite *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 16 (4d8) piercing damage, and 2 (1d4) poison damage.

Stipe *Melee Weapon Attack* +7 to hit, reach 50 ft., (one creature) Hit: The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the sargasso can't use the same tendril on another target.

Ensnare The sargasso pulls each creature grappled by it up to 20 feet straight toward its mouth.



Lore: Nature

DC 15 - Sargasso normally hunt in waters far from land, but sometimes get washed closer to shore. They have six tangling stipes (reveal the tangling stipe power)

DC 20 - Sargasso are known to survive in fresh water.

Treasure

In deep water, any treasure captured by the sargasso is scattered on the ocean floor. Near shipwrecks (particularly if it makes it's home inside the ship), there is likely to be 100 pp, 100gp, and 200 gp in assorted small gemstones (ex: A 100gp pearl and a 100 gp Jade or Amber). Additionally, 500 sp and 1000 cp are likely corroded and are difficult to find (DC 16 Perception check to locate evidence that there may be more; DC 18 Investigation, 5 minutes of searching to gather). There is a 5% chance of some magical weapons or armor, +1 if any. Nonmagical clothes are likely to be destroyed.

Further Adventure™

Rogues in a nearby port use a sargasso living in a shipwreck as a dumping ground for problems (like the party)...

After a huge storm, the bay has become absolutely chocked with sargasso, hundreds of them, attacking anyone approaching the shore, or walking on the docks...

Somehow, in a cool freshwater pool, a sargasso has taken root - attacking the party when they stop to rest...

Scion

"A scion is to a halfling, as a tiefling is to a human. While primarily fey in ancestry, they are touched by a diabolical or demonic ancestor. This gives them a small, impish appearance, and, combined with their halfling joy of life, they develop an appetite for mischief and practical jokes."

Creature(s)

Scion

Small Humanoid (scion/tiefling), Any Alignment

Armor Class: 15 (studded leather armor)

Hit Points: 38 (7d6+7)

Speed 25 ft.

Challenge 4 (1,100 XP)

Saving Throws Dex +5, Int +4

Skills Acrobatics +3, Deception +3, Sleight of Hand +5, Stealth +5

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Common, Infernal, Thieves' cant

Scion Nimbleness A scion can move through the space of any creature that is of a size larger.

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

Mocking Delight When a creature, who can hear and understand the scion, rolls a 20 on the d20 for an attack roll, ability check, or saving throw, the scion can, as a reaction, mock them verbally and force them to reroll the die. The target creature must use the new roll.

Actions

Multiattack The scion makes two dagger attacks.

Scion's Poison Dagger *Melee or Ranged Weapon Attack* +5 to hit, 5ft (reach one target) or 20/60 ft. (range one target) Hit: 5 (1d4 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one

The scion appears to be a halfling, similarly affected by their ancestry as a tiefling - with impish traits. This adds a more mischievous bent to their nature. Physically, a scion may have horns and a tail, and even vestigial wings. Traits and coloration vary wildly depending on ancestry, similar to tieflings.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	14 (+2)	10 (+0)	13 (+1)

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Lore: Arcana

DC 10 - A scion is like a tiefling, but imp-like with a lot of halfling qualities. They can exude a poison from their skin (or tails if they have them) with which they can coat their blades over the course of a few minutes.

DC 15 - They're mocking, and can ruin even the most critical blow with a few choice words.

Treasure

Scions keep their "stingers", up to 6 daggers, on their person at all times. Scions have a great love for gemstones and may have decorated their daggers with a total of 50 gp worth of small gemstone fragments to create a kind of colorful mosaic in the handle. There's a 5% chance that one of the daggers has an amethyst in the hilt worth 100 gp. Scions may also carry 2 gp and 15 sp.

Scion poison is an intimate thing, not readily shared with others, and not normally harvestable.

Further Adventure™

Scions are used as messengers, carrying contracts to and from human agents of demonic forces...

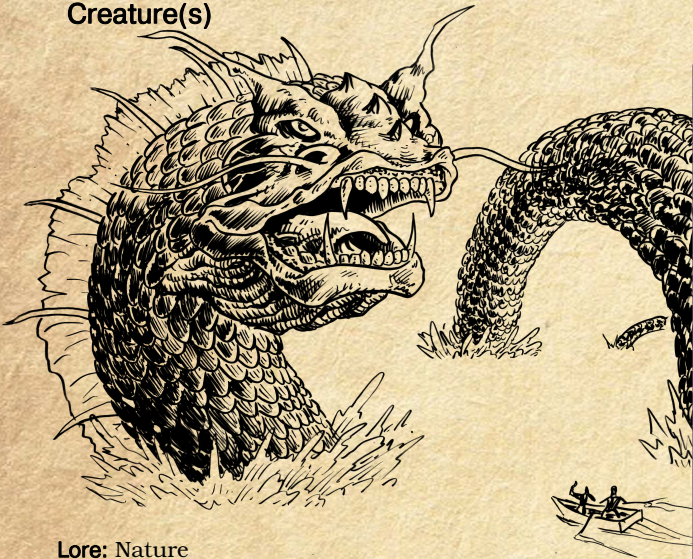
A scion dagger is found in the back of a scribe in a nearby temple, a page torn from the book he was copying...

A scion tries to hire the party to bust up a small local gang, so he can enhance his own operation...

Sea Serpent

"Sea serpents may not be large enough to sink a sailing ship, but they can play havoc on deck - easily destroying a crew in minutes, or easily crushing a rowboat. Underwater, they are even more deadly."

Creature(s)



Lore: Nature

DC 15 - Sea serpents usually live far out at sea, nesting in remote lagoons. They can extend their body and grapple multiple sailors.

DC 20 - When threatened by powerful foes, sea serpents are known to use a water jet of steam to burn their enemies in a line.

Treasure

The serpent typically has no treasure. Its hide, with several hours of labor, has a roughness similar to sharkskin - but is very tough and can be used to make waterproof liners for boats, weatherproof rain slickers, roofs, etc. A DC 16 Survival check is necessary to create the curable hide for crafting (clothing, gloves, boots, hide armor, etc). Hide armor from sea serpents is superior, providing AC 14 + Dex modifier (max 2). 1d6 complete sets of armor can be harvested from one serpent, each "set" requiring a separate Survival check. For each failed attempt at harvesting, 1 "set" is ruined and unusable for any purpose. For a fail of 10 or more (ex: 6), 1d4 "sets" are ruined. Each set of hide armor is worth 200 gp, mainly due to its unique nature.

Further Adventure™

Every day at dawn, a serpent attacks the ship; after a few days, the crew notices it's the same serpent scarred and restored each day...

An ocean druid, riding a serpent, says further travel is forbidden and commands the ship to turn about or suffer the consequences...

Something large is moving in the sewers that empty into the bay, and you've been asked to find out what it is...

Sea Serpent

Large Dragon, Lawful Evil

Armor Class: 18 (natural armor)

Hit Points: 136 (16d10+48)

Speed 40 ft., swim 40 ft.

Challenge 8 (3,900 XP)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

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

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Sinuous body The sea serpent's body is very long and thin, and it can use the central portion of its body to encircle and constrict a large or smaller target, while still being free to bite and attack with its tail. By expending its movement, the serpent can also choose to extend it's body into a 40' line (of any shape), or coil up into a 10' cube. Attacks can only be made within reach of an appropriate part of the body.

Amphibious The sea serpent can breathe air and water.

Actions

Multiattack The sea serpent makes three attacks: one with its bite, one with its body to Constrict, and one with its tail slam.

Constrict *Melee Weapon Attack* +7 to hit, reach 10 ft (one creature) Hit: 13 (2d8+4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the sea serpent can't constrict another target. Once constricted, each round the sea serpent may continue to try to crush the restricted creature for an additional 8 (1d8+4) bludgeoning damage.

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

Tail slam *Melee Weapon Attack* +7 to hit, reach 10 ft. (one target not grappled by the sea monster) Hit: 11 (2d6 + 4) slashing damage.

Water jet (Recharge 5-6) The sea serpent exhales a powerful jet of steam and water in a 40 ft line. Each creature in the line must make a DC 14 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Sewerfolk

"I encountered a group of sewer folk huddled and shivering below the capital. They were all nearly starved and diseased. I did what I could for them, but couldn't risk becoming infected myself."

Creature(s)

Sewerfolk

Medium Humanoid (any race), Any Alignment

Armor Class: 10

Hit Points: 2 (1d8)

Speed 30 ft.

Challenge 0 (10 XP)

Skills +1 Stealth,

Senses passive Perception 10

Languages any one language (usually Common)

Plague Ridden The sewerfolk are infected with sewer plague and have 1d3 levels of exhaustion when encountered.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (-1)	6 (-2)	8 (-1)	10 (+0)	6 (-2)

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Lore: Investigate

DC 15 - Sewerfolk are destitute citizens that have taken to the sewers for protection and a place to live.

Treasure

Sewer folk are the poorest citizens in an urban setting and carry little more than rags.

Further Adventure™

The town guards are secretly exterminating the sewerfolk at the request of a city official...

The sewerfolk have scraped together 3 cp and try to hire the party to hunt down a massive rat that has been hunting them...

The man calling himself the king of the sewerfolk is rumored to be a thief hiding from the local guild...

Sewer Plague

Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as rats and otyughs.

When a humanoid creature is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, the creature must succeed on a DC 11 Constitution saving throw or become infected. It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Shadow Rook

"An inky black shadow in the rough shape of a large raven or crow. Sages argue over whether these creatures are truly undead or a new type of creature made of pure shadow."

Creature(s)

Shadow Rook

Tiny Undead, Unaligned

Armor Class: 12

Hit Points: 5 (2d4)

Speed 10 ft., fly 50 ft.

Challenge 0 (10 XP)

Skills Perception +3

Damage Immunities poison

Damage Vulnerabilities radiant

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

Senses passive Perception 13

Languages -

Sunlight Weakness While in sunlight, the shadow rook has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Beak *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 1 necrotic damage.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	9 (-1)	2 (-4)	13 (+1)	7 (-2)

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Lore: Religion

DC 15 - The shadow rook is an incorporeal mockery of a real raven summoned to the prime material plane by an arcanist.

DC 20 - Shadow rooks take additional damage from radiant sources, and deal necrotic damage with their attacks.

Swarm of Shadow Rooks

Medium Undead (Swarm), Unaligned

Armor Class: 12

Hit Points: 24 (7d4)

Speed 10 ft., fly 50 ft.

Challenge 1/2 (100 XP)

Skills Perception +5

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Damage Vulnerabilities radiant

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

Senses passive Perception 15

Sunlight Weakness While in sunlight, the shadow rook has disadvantage on attack rolls, ability checks, and saving throws.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

Actions

Beaks *Melee Weapon Attack* +4 to hit, reach 5 ft., (one target in the swarm's space) Hit: 7 (2d6) necrotic damage, or 3 (1d6) necrotic damage if the swarm has half of its hit points or fewer.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	9 (-1)	3 (-4)	13 (+1)	7 (-2)

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Treasure

Shadow rooks are incapable of carrying treasure due to their incorporeal nature.

Further Adventure™

Apprentice mage has summoned a shadow rook and it has not returned to the planes after the spell ended...

A tree near an abandoned cottage is filled with shadow rooks, but only the new moon...

A shadow rook follows the players and scratches a sigil into a wooden surface before flying off...

Shipwreck Golem

"A nightmare of mangled wood, sails and chains lumbered out of the sea towards us."

Creature(s)

Shipwreck Golem

Gargantuan Construct, Unaligned

Armor Class: 20 (natural armor)

Hit Points: 363 (22d20+132)

Speed 30 ft.

Challenge 21 (33,000 XP)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	22 (+6)	4 (-3)	11 (+0)	1 (-5)

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Damage Resistances fire

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Siege Monster The shipwreck golem deals double damage to objects and structures.

Immutable Form The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons The golem's weapon attacks are magical.

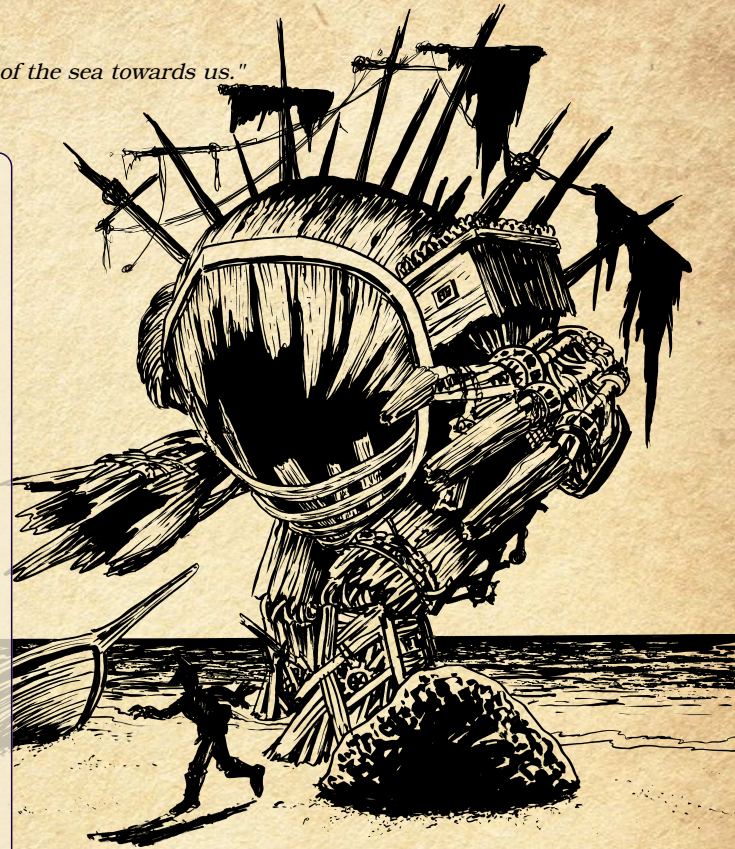
Actions

Multiattack The golem makes three melee attacks.

Slam *Melee Weapon Attack* +13 to hit, reach 10 ft., (one creature) Hit: 28 (3d12 + 9) bludgeoning damage.

Anchor and Chain *Melee Weapon Attack* +13 to hit, reach 20 ft., (one creature) Hit: 35 (4d12 + 9) bludgeoning damage. On a hit the target must make a DC 20 Strength saving throw or be knocked prone.

Shower of Splinters (Recharge 6) The golem exhales debris and splinters in a 15-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 67 (15d8) piercing damage on a failed save, or half as much damage on a successful one.



Lore: Arcana

DC 15 - A shipwreck golem is created by a powerful spellcaster or god from the remains of a sunken ship. This roll reveals the construct traits.

DC 20 - The shipwreck golem, like all golems, is very resistant to magic, and its waterlogged timbers make it resistance to fire. The golem can spray its foes with a shower of splinters and wreckage.

Treasure

If defeated, a shipwreck golem collapses into a pile of debris and is indistinguishable from a normal shipwreck. If the wreckage is searched, a battered chest can be recovered containing 1,200 gp, 3 coral (500 gp each), a silver drinking stein in the shape of a kraken (750 gp), and a trident of fish command.

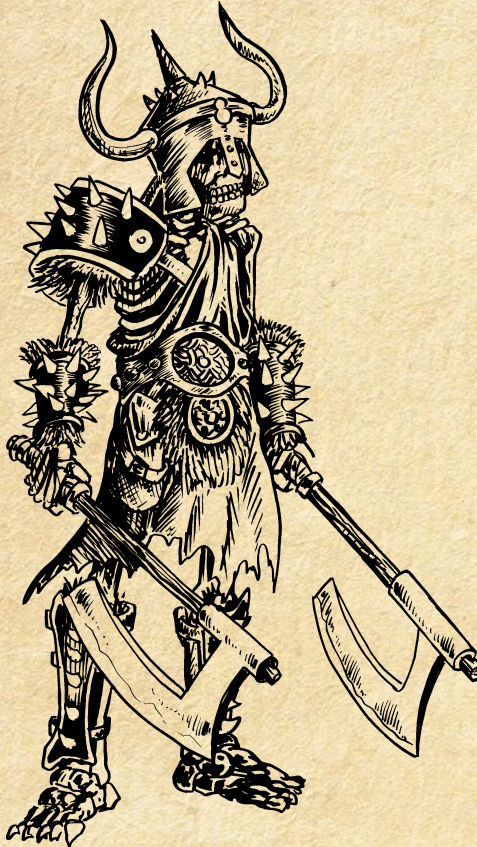
Further Adventure™

A shipwreck golem has been attacking seaside villages after an age-old ritual of giving gifts to the seas was abandoned... A ship that was lost at sea years ago while carrying a priceless platinum scepter has been spotted as a shipwreck golem... The presence of a shipwreck golem teeming with skeletal pirates has appeared in the bay of a busy seaport and won't allow ships to enter or leave...

Skeletal Guardian

"The skeleton is arrayed in scraps of its former life: pieces of rusty armor, a moth-eaten tabard, and a crooked helmet. Dust falls from its bony shoulders as it tightens its grip on worn and notched weapons."

Creature(s)



Skeletal Guardian

Medium Undead, Unaligned

Armor Class: 13

Hit Points: 39 (6d8+12)

Speed 30 ft.

Challenge 1 (200 XP)

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

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Damage Immunities poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Turn Resistance The Skeletal Guardian has advantage on saving throws against effects that turn undead.

Actions

Greatsword *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 9 (2d6 + 2) slashing damage.

Javelin *Ranged Weapon Attack* +4 to hit, range 30/120 ft., (one creature) Hit: 5 (1d6 + 2) piercing damage.

Skeletal guardians are warriors animated after death to guard holy (or unholy) locations.

Tactics

Skeletal guardians were once mighty warriors, and still retain some of their cunning. They will flank whenever possible, and use ranged attacks until the enemy is within melee range.

Lore: Religion

DC 10 - Skeletal guardians are undead warriors that still possess some of their fighting prowess. They are more powerful than a typical skeleton.

DC 15 - Skeletal guardians are not necessarily evil, some are former paladins that guard tombs and sacred sites.

Treasure

Skeletal guardians often carry or wear some trinket from their former life. A typical treasure would include any one of the following: a silver wedding band (5 gp), a gold eagle brooch (5 gp), a silver bracelet with malachite chips (10 gp).

Further Adventure™

A priest hires the party to investigate a theft in the temple crypt but instructs them not to harm the skeletal guardians that watch over the dead...

A band of skeletal guardians is searching the village for a relic stolen by the local thieves' guild...

An earthquake uncovers a long forgotten temple thought by sages to hold a powerful artifact...

Skeleton, Young Blue Dragon

"Stripped of their majesty, but no less deadly, skeletal dragons frighten and sadden me in equal measure."

Creature(s)

Lore: Religion

DC 10 - Skeletal dragons are made the animated remains of dead dragons. This roll reveals the undead traits.

DC 15 - Skeletal dragons retain their elemental immunities and their breath weapons.

Treasure

It is likely that whomever or whatever animated the dragon stole its hoard; however, some gems and coins could still be stuck to the dragon's hide. An example of such a treasure hoard would be - a platinum coin bearing the likeness of noble dragon god (1 pp), 3 sp, 7 gp, 3 blue quartz (10 gp each), and a bloodstone (50 gp).

Further Adventure™

The dragon's mate or offspring track down the party claiming to know the location of the older dragon's hoard and willing to share...

The dragon's soul haunts the party affecting rolls (granting disadvantage three times a day)...

Insect swarms (scarab beetles for blue dragons) could issue from the broken bones to swarm the party...

Young Blue Dragon Skeleton

Large Undead (dragon), Lawful Evil

Armor Class: 16 (natural armor)

Hit Points: 152 (16d10+64)

Speed 40 ft., burrow 20 ft., fly 80 ft.

Challenge 8 (3,900 XP)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	8 (-1)	8 (-1)	14 (+2)

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Saving Throws Dex+3, Con +7, Wis +3, Cha +5

Skills Perception +5, Stealth +3

Damage Immunities lightning, poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 9

Languages Common, Draconic

Actions

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

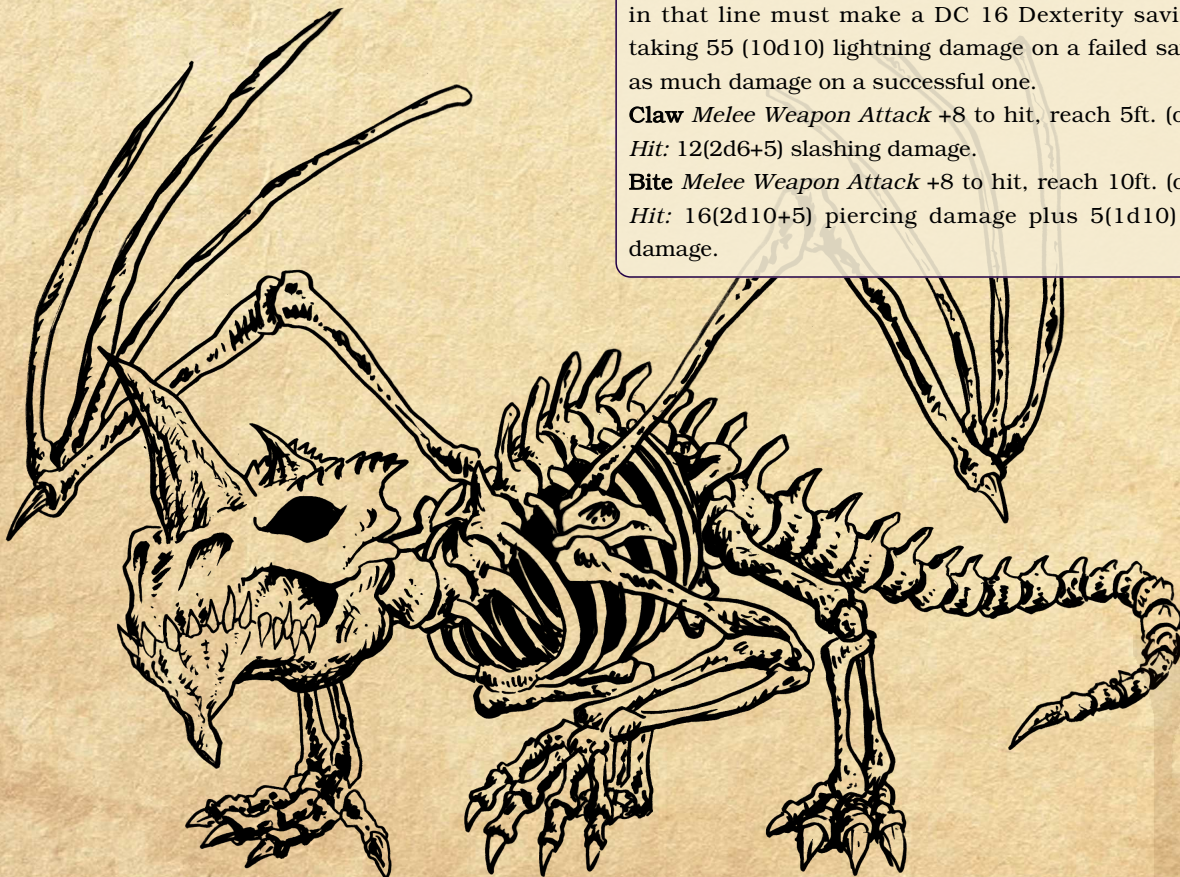
Lightning Breath (Recharge 5-6) The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Claw Melee Weapon Attack +8 to hit, reach 5ft. (one target)

Hit: 12(2d6+5) slashing damage.

Bite Melee Weapon Attack +8 to hit, reach 10ft. (one target)

Hit: 16(2d10+5) piercing damage plus 5(1d10) lightning damage.



Storm Elemental

"It was once believed that storm elementals were the offspring of a tempest god and an air elemental."

Creature(s)

Storm Elemental

Huge Elemental, Neutral

Armor Class: 15

Hit Points: 122 (15d12+24)

Speed 0 ft., fly 90 ft. (hover)

Challenge 6 (2,300 XP)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

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Damage Resistances acid, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

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

Actions

Multiattack The elemental makes two slam attacks.

Slam *Melee Weapon Attack* +8 to hit, reach 10 ft., (one creature) Hit: 21 (2d8 + 5) bludgeoning damage + 2d6 lightning damage.

Maelstrom (Recharge 4-6) Each creature in the storm elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 23 (3d8 + 3) bludgeoning damage + (2d6 lightning damage) and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.



Lore: Arcana

DC 15 - Storm elementals are born on paraelemental places where the elemental planes overlap. This roll reveals elemental traits.

DC 20 - Storm elementals are indistinguishable from natural storms and can sink ships caught in their maelstrom.

Treasure

Storm elementals are incapable of carrying treasure, but can sometimes be found near sunken ships and the sun-bleached skeletons of sailors.

Further Adventure™

The party is sent to find the Uncle Wendle, a merchant vessel that failed to arrive at its destination port...

Storm elementals are pouring through a rift caused by a strange altar that summons lightning bolts to slay the victims chained to it...

A merfolk druid tells the party that she can calm a savage storm elemental causing havoc in the bay if they can just get her into the eye of the beast...

The Laughing

"That dreadful laughter from the tall grass still haunts my dreams. The laughing beasts would swoop in and out, biting and dashing away again. At first, I believed them to be hyenas, but there was dark magic in their eyes. Even our most stalwart warrior had a hard time keeping his wits."

Creature(s)

The Laughing

Medium Fey, Lawful Evil

Armor Class: 11

Hit Points: 5 (1d8+1)

Speed 50 ft.

Challenge 1/4 (50 XP)

Skills Perception +3, Stealth +2

Senses passive Perception 13

Languages -

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

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

Actions

Unnerving Laughter ○ Once per long rest, if obscured from view, the laughing may use an action to attempt to confuse one creature with its unnerving laughter. The target must make a DC 12 Wisdom save, or have disadvantage on all attacks while affected by the laughter. Making a save at the end of the target's turn ends the effect.

Misty Step (Recharge 5-6) The laughing dissolves into mist, along with any equipment it is wearing or carrying, reappearing up to 30 feet to an unoccupied space it can see. Before or after teleporting, the laughing can make one bite attack.

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

The laughing are smoke-like opportunistic pack hunters of fey origin. Much like hyenas in size and shape, they yip and laugh to distract their prey.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	10 (+0)	12 (+1)	7 (-2)

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Lore: Nature

DC 10 - The laughing are intelligent pack hunters from the Feywild, not mere wild beasts, and aim to confuse and unsettle their prey. Their unnerving laughter attack can only be used once in combat, by each laughing beast.

DC 15 - Their Misty Step power allows them to take advantage of their pack tactics on confused targets.

Tactics

The laughing prefer to attack in multiples of 2, to take advantage of their pack tactics. In groups of four, any laughing with a misty step ability will step to gain advantage from another laughing. Additional laughter will also target the weaker targets (those with the lowest strength) while one or two keep the strong targets busy. If the party is at rest, the laughing will attempt to drag off the weakest target after stealthily approaching.

Treasure (Harvest)

The laughing will typically have a lair nearby where they drag their kills to consume them. For each laughing in a pack, found among the cracked bones, dung, and detritus (if the party takes the time to search) will be 50 cp, 12 sp, 5 gp. A successful DC 15 Survival check can harvest the thin hide of the laughing, and prepare it for sale or use as clothing. It is durable, light and thin, and has a unique pattern rare among furs. Each laughing fur is worth 10 gp and can be fashioned into a durable pair of boots or gloves, two or more are needed for shirts or pants.

Further Adventure™

There are barbarian tribes with strange rituals to transform their warriors into the laughing to hunt their enemies...

The laughing have been known to be kept as pets by evil fey creatures; they respect strength...

The laughing are intelligent enough to play games, attacking villages with hit and run tactics, stealing livestock and children on random nights over the course of weeks...

Tor'gall (Troll Alpha)

"Legends say these foul trolls are born from eating others of their kin."

Creature(s)

Tor'gall (Troll Alpha)

Large Giant, Chaotic Evil

Armor Class: 17 (natural armor)

Hit Points: 179 (17d10+85)

Speed 30 ft.

Challenge 11 (7,200 XP)

Skills Perception +4

Damage Immunities Necrotic

Damage Vulnerabilities Radiant

Senses darkvision 60 ft., passive Perception 14

Languages Giant

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

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

Regeneration The troll regains 10 hit points at the start of its turn. If the troll takes acid, fire or radiant damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

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

Bite *Melee Weapon Attack* +9 to hit, reach 5 ft., (one target) Hit: 12 (2d6 + 5) piercing damage.

Claw *Melee Weapon Attack* +9 to hit, reach 5 ft., (one target) Hit: 26 (6d6 + 5) slashing damage.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	9 (-1)	10 (+0)	10 (+0)

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Tor'gall behave much like trolls, but are only seen in caves or at night..

Lore: Nature

DC 15 - These alpha trolls have the same weaknesses as regular trolls to fire and acid.

DC 20 - The vile nature of these trolls also makes them weak to radiant energy and resistant to necrotic.

Treasure

Tor'gall take glee in stealing treasures from other trolls. Sample treasures in a troll's lair could be 1003 gold worth of various coins, 10 pieces of amber, (worth 1,000 gp) or on a rare occasion a +1 shield it uses as a centerpiece for a stack of human skulls.

Further Adventure[™]

To stop a terrible rotting disease, a healer requires the intestines of a Tor'gall...

Trolls have been fleeing from their usual swamps and pose a threat to a nearby village; rangers suspect a Tor'gall has developed and spooked the normal trolls...

A wizard requests that a party of seasoned adventurers capture a Tor'gall alive as part of a strange mechanism he is constructing in his tower...

Vampire, Priest

"The village of Westgate in the Ylera Valley was a mockery of real life and their temple was run by a foul priest that had not drawn breath in a hundred years."

Creature(s)

Vampire Priest

Medium Undead (shapechanger), Lawful Evil

Armor Class: 16 (natural armor)

Hit Points: 144 (17d8+68)

Speed 30 ft.

Challenge 13 (10,000 XP)

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

Skills Perception +9, Religion +7, Stealth +9

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

Senses darkvision 120 ft., passive Perception 19;

Languages the languages it knew in life;

Spellcasting The vampire priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The vampire has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, and sacred flame*

1st level (4 slots): *command, inflict wounds, protection from good, shield of faith*

2nd level (3 slots): *blindness/deafness, hold person, silence*

3rd level (3 slots): *bestow curse, dispel magic, spirit guardians*

4th level (3 slots): *banishment, death ward, guardian of faith*

5th level (1 slot): *flame strike*

Shapechanger If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies. \ \ While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

Misty Escape When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses The vampire has the following flaws:

Forbiddance The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	18 (+4)	14 (+2)	19 (+4)	17 (+3)

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Vampire Priest (cont.)

Actions

Multiattack (Vampire Form Only) The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only) *Melee Weapon Attack* +9 to hit, reach 5 ft., (one target) Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only) *Melee Weapon Attack* +9 to hit, reach 5 ft., (one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained) Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. \ \ Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day) The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

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

Move The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike The vampire makes one unarmed strike.

Bite (Costs 2 Actions) The vampire makes one bite attack.

Lore: Religion

DC 10 - Vampire divine spellcasters are rare, but not unheard of. Some were clerics turned while attempting to destroy the undead, some were converted to dark powers after death.

DC 15 - Vampire priests are similar to other vampires in all other respects, except their powerful divine spells. This roll reveals undead traits and vampire weaknesses.

Treasure

A vampire priest carries an unholy symbol (usually a perversion of one they carried in life), 246 gp, 13 pp, and a red garnet (500 gp)

Further Adventure™

The high priest of a good god hires the party to track down and destroy a vampire priest that was once a member of his order...

A vampire priest and his undead following have claimed a holy site and the god attributed to the site has ceased to grant spells...

The dead are rising from the graves of a small town where a vampire coven is thought to hide...

Vampire, Savage

"These horrifying vampires eschew charm and lace ruffles for ferocity and brutality."

Creature(s)

Savage Vampire

Medium Undead (shapechanger), Chaotic Evil

Armor Class: 17 (natural armor)

Hit Points: 161 (17d8+85)

Speed 35 ft.

Challenge 13 (10,000 XP)

Saving Throws Dex +9, Str +10, Wis +8

Skills Perception +8, Stealth +9

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

Senses darkvision 120 ft., passive Perception 17;

Languages the languages it knew in life;

Shapechanger If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies. \ \ While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

Misty Escape When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses The vampire has the following flaws:

Forbiddance The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only) The vampire makes two attacks, only one of which can be a bite attack.

Claws (Vampire Form Only) *Melee Weapon Attack* +10 to hit, reach 5 ft., (one target) Hit: 8 (1d10 + 5) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only) *Melee Weapon Attack* +10 to hit, reach 5 ft., (one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained) Hit: 9 (1d8 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	13 (+1)	16 (+3)	9 (-1)

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Savage Vampire Actions (cont.)

Children of the Night (1/Day) ○ The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

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

Move The vampire moves up to its speed without provoking opportunity attacks.

Claws The vampire makes one attack with its claws.

Bite (Costs 2 Actions) The vampire makes one bite attack.

Lore: Religion

DC 10 - Savage vampires are stronger, faster, and tougher than their charming cousins.

DC 15 - Savage vampires lack a charm ability, have claws and a powerful bite and tend towards chaos, but otherwise, act like other vampires.

Treasure

The vampire carries a burlap pouch containing 67 gp, 13 pp, and 4 moonstones (100 gp each).

Further Adventure™

A twisted druid casts a town into perpetual night so that a coven of savage vampires can feast without disturbance from the sun...

A distraught grandmother leads the party to a barn where her granddaughter is locked up. The granddaughter has recently been turned into a vampire...

An alchemist needs the party's help testing new devices for hunting vampires...

Vampire, Wizard

"The people of the Ylrea Valley know all too well the threat posed by a wizard with all the time in the world."

Creature(s)

Vampire Wizard

Medium Undead (shapechanger), Lawful Evil

Armor Class: 16 (natural armor)

Hit Points: 144 (17d8+68)

Speed 30 ft.

Challenge 13 (10,000 XP)

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

Skills Perception +7, Stealth +9

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

Senses darkvision 120 ft., passive Perception 17;

Languages the languages it knew in life;

Spellcasting The vampire wizard is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The vampire has the following wizard spells prepared:

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

1st level (4 slots): *expeditious retreat, false life, magic missile, and shield*

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

3rd level (3 slots): *bestow curse, slow, stinking cloud*

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

5th level (1 slot): *hold person*

Shapechanger If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

Misty Escape When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. \ \ While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses The vampire has the following flaws:

Forbiddance The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	18 (+4)	19 (+4)	15 (+2)	17 (+3)

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Vampire Wizard (cont.)

Actions

Multiattack (Vampire Form Only) The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only) *Melee Weapon Attack* +9 to hit, reach 5 ft., (one target) Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only) *Melee Weapon Attack* +9 to hit, reach 5 ft., (one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained) Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day) The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

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

Move The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike The vampire makes one unarmed strike.

Bite (Costs 2 Actions) The vampire makes one bite attack.

Lore: Religion

DC 10 - Some vampires are capable spellcasters. They tend toward spells that enhance their abilities and neutralize threats so they can feed in peace.

DC 15 - The vampire wizard's charm ability is slightly less powerful than a typical specimen, but its intellect is greater, allowing for a wider range of arcane spells.

Treasure

The vampire carries a spellbook containing the spells listed above, plus *alarm*, *blur*, *tongues*, *private sanctum*, and *dream*. The vampire also has 98 gp, 23 pp, and a 2 amber (500 gp each).

Further Adventure[™]

A vampire wizard is charming peasants into the swamp nearby, and the party is sent to find his lair...

A vampire wizard has seized control of a village and promises peace for a price of one person each week...

Promising young apprentices are being turned into vampire spawn and all speak of a dark master...

Veteran (Drow variant)

"The drow aren't so bad once you look past the slavery, the dark magic, the sacrifices...on second thought, avoid the drow."

Creature(s)

Veteran (Drow variant)

Medium Humanoid (Drow), Chaotic Evil

Armor Class: 17 (breast plate)

Hit Points: 58 (9d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Athletics +3, Perception +2

Senses Darkvision 60', passive Perception 12

Languages Undercommon, elvish

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

Innate Spellcasting The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

at will *dancing lights*

1/day each *darkness, faerie fire*

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

Actions

Multiattack The veteran makes two rapier attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

Hand Crossbow *Ranged Weapon Attack* +5 to hit, range 30/120 (one creature) Hit: 6 (1d6+3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also 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.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

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Lore: Investigate

DC 10 - The drow are the evil, subterranean cousins of standard elves.

DC 15 - The drow are innate spellcasters that can summon darkness and faerie fire at will.

Treasure

A drow veteran might carry 3 cp, 9 sp, 13 gp (each coin bearing the likeness of a spider), and a finely-crafted drow steel dagger that evaporates when exposed to sunlight.

Further Adventure[™]

A drow veteran leads a raiding party to capture surface slaves; they strike at night and go for easy targets...

Drow veterans, fed up with their matriarch, defect to the surface and pledge themselves to a powerful female character...

A group of duergar has stolen a fortune from a drow temple; the captain, banished for the slight, seeks to hire the party to retrieve the treasure...

Veteran (Orc Variant)

"One would be wise to remember that not all orcs are pushovers."

Creature(s)

Veteran (Orc Variant)

Medium Humanoid (Orc), Chaotic Evil

Armor Class: 17

Hit Points: 58 (9d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

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Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Orcish, and one other language usually Dwarfish.

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

Actions

Multiattack The veteran makes two spear attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Spear *Melee or Ranged Weapon Attack* +5 to hit, 5 ft. (reach one target) or 20/60 (range one target) *Hit:* 7 (1d8 + 3) piercing damage, or 8 (1d10 + 3) piercing damage if used with two hands. *Ranged:* 6 (1d6 +3) piercing damage.

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



Orc Veterans are survivors of surface raids and respected leaders in many tribes. They are results-oriented leaders, maintaining their positions with intimidation and violence. They only respect other warriors who have survived a battle.

Lore: Investigate

DC 10 - This orc is the veteran of a number of raids.

DC 15 - Defeating this orc might make others around him easier to intimidate.

Treasure

Orc veterans usually carry a bit of coin ranging in value. (Roll 3d6 for gold value). An orc veteran likely has *veteran's braids* on their armor.

Veteran's Braids

Veteran's Braids are woven from the hair and skin of orcish tribal enemies and fallen orcs. Several loops are fashioned and knotted to recount the story of a particularly bloody battle, and worn as cords looped around one shoulder and arm. While nearly worthless outside of orcish society, wearing of these braids can grant advantage to Intimidation checks within the associated clan, or their close rivals.

Further Adventure™

The Orc Veteran was a vanguard for a much larger horde...

The Orc Veteran begs for mercy and says he wants to work for the party...

The Orc's short sword is a relic of an ancient civilization, where it could have acquired such a blade is a mystery...

The Orc has a list of villages he is searching for a long lost half-breed child he wants to reconnect with...

Whim

"Academically, the Far Realm is something like the elemental plane of thought and nightmare. The Whim, a cluster of seven floating brains encased in something like a large jellyfish, is a fine example. It toys with your emotions, and slowly drives you mad with its torturous curiosity."

Creature(s)

Whim

Large Aberration, Neutral Evil

Armor Class: 17 (natural armor)

Hit Points: 154 (18d10+55)

Speed 0ft., fly 25ft (hover)

Challenge 11 (7,200 XP)

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

Skills Perception +3, Insight +7

Damage Resistances psychic

Damage Immunities lightning

Condition Immunities blinded, prone

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

Languages Deep Speech, Telepathy 120 ft.

Dominating Emotions The whim has certain spell-like effects similar to an innate Intelligence spellcasting ability (spell save DC 17). Whip-like tentacles deliver these effects via melee attacks and continuous touch. The tentacles can be severed (AC 19; hp 15; immune to poison and psychic), and will regrow back in 24 hours. Damaging the tentacles does not affect the whim's AC. If severed at 10 ft, that particular tentacle can be used with a 5 ft. reach.

Emotional Sting A whim may sometimes transfer emotions to a target of its nerve whip. The effect is similar to a contact poison that helps the whim transfer emotions. It has the option to change the effect on the creature with a new attack roll, from another tentacle, each round. If the tentacle is taken away, the effect stops. The effects are immediate upon a successful hit, Charisma saves (DC 17) to end the effect at the end of the target creature's next turn.

Once per round, on a Hit with nerve whip, roll 1d12:

1. *Laughter* - as per the spell *hideous laughter*.
2. *Joy* - as per the spell *irresistible dance*.
3. *Sadness* - Intense waves of sadness overcome the creature causing ongoing 25 (6d6+4) psychic damage, and a DC 15 Constitution save or be knocked prone by the intense emotion
4. *Rage* - The target becomes enraged by any creature attacking the whim, and will attack allies and defend the whim while being touched by the tentacle.
5. *Lethargy* - the target takes ongoing 14 (4d6) psychic damage, gains a level of exhaustion, drops their weapons, and sits down, unable to take actions or reactions.
6. *Mistrust* - the target takes ongoing 14 (4d6) psychic damage, and feels an intense emotional distance and distrust for the party, and refuses to help or accept help from them.
7. *Void* - The target's mind is open to the vastness of the Far Realm, and their own tiny place in the universe, taking an ongoing 40 (8d8+4) psychic damage, and possible madness effects.
- 8-12. *No Effect* - The whim doesn't use it's emotional sting.

Actions

Multiattack The whim makes three attacks: A luring glow and two nerve whip attacks, or three nerve whip attacks.

Nerve Whip *Melee Weapon Attack* +7 to hit, reach 10 ft (one target) Hit: 21 (6d6) lightning damage. Roll 1d12 for an emotional sting. Each round, only one new emotional sting effect may activate.

Luring glow (Recharge 5-6) The whim can create beautiful dancing lights around itself in an attempt to lure viewers to come closer. Any creature that starts its turn within 30 feet of the whim and can see the luring glow must make a DC 16 Wisdom saving throw. On a failed save, the creature is charmed for 1 minute and will seek to touch the glowing lights (under the whim). A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the whim is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Whim's luring glow for the next 24 hours.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	18 (+4)	16 (+3)	17 (+3)

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Whim (cont.)

The whim appears as seven human-sized brains in a spherical jellyfish-like structure connected to the center by their brain stems to a mass of tentacles. It is coated in a slimy gel that makes landing a blow difficult, it sends whip-like tentacles to perform touch attacks to affect the minds of its victims. The whim is curious, and experiments with the emotions of other beings to feed itself. It seems haphazard and chaotic but is quite methodical when the mood takes it.

For more of a challenge, whim eggs may hatch in the whim's lair, revealing a number of *curiosities* (see below). A curiosity is a bit more malicious than its parent, seeking to explore how other creatures suffer.

Lore: Arcana

DC 15 - The whim is a curious creature of the Far Realm that has a number of powerful emotional/psychic attacks it uses against its prey. The luring glow is hypnotic, and will lure in creatures to be destroyed - you can avert your gaze to avoid its effect.

DC 20 - The whim has a specific set of emotional attacks it uses, and most involve psychic damage (reveal Emotional Sting - party is able to identify which tentacles have which powers)

Treasure

A whim isn't interested in treasure unless it involves various humanoids in various stupors/roles (rage/protector or just gazing in awe at the charm effect) to keep itself fed. If in an area for a long time, this can result in a number of adventurers, beasts, wandering monsters, and other corpses piling up into a hoard, requiring a least an hour to collect and sort through the mess, including: Various gemstones among the bodies (1x500 gp black pearl, 5x100 gp white pearls, 1x1000 gp emerald, 2x1000 gp star rubies, 5x100 gp amethyst), one pouch of diamond dust (1000 gp), a potion of *superior healing*, a small ivory bottle containing *oil of ethereality*, a wire medallion containing a *bead of force* and a spell scroll of *create undead*. There are 1d4 salvageable suits of chainmail armor and a 10% chance of a salvageable suit of plate-mail. Along the ground are 1d4 longswords, 1d10 daggers, and a 10% chance of a two-handed ax or maul.

Further Adventuretm

The whim has learned how to break off tentacles in its victim's gear to continue the effects without requiring touch...

A portal mysteriously opens in the court of a noble and begins attacking people at random...

A wizard thinks he can create a wand from each tentacle the party harvests and will pay them well for the materials...

Curiosity

Tiny Abberation, Neutral Evil

Armor Class: 14 (natural armor)

Hit Points: 8 (3d4+1)

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

Challenge 1 (200 XP)

Skills Insight +3, Stealth +6

Damage Resistances psychic

Damage Immunities lightning

Condition Immunities blinded, prone

Senses Passive Perception 11, blindsight 40 ft (blind beyond this radius)

Languages telepathic

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

Actions

Nerve Whip *Melee Weapon Attack* +5 to hit, reach 5 ft. (one target) *Hit:* 5 (1d4 + 3) lightning damage, and the target must make on a DC 11 Charisma saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one.

Perspective As an action, the curiosity can reach out to touch a target within 5 ft, giving the target creature strong emotions of insignificance requiring a DC 11 Charisma saving throw. On a failed save, the target creature takes 14 (4d6) psychic damage.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	12 (+1)	12 (+1)	14 (+2)

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Whisper Cats

"The fanciful colors and stripes on these cats (when they are visible) point to some wizard's experiments on their familiar gone wrong. Their invisibility makes them challenging pets, but excellent mousers. They've been mistaken for ghosts before. Look for a conspicuous absence of mice."

Creature(s)

Whisper Cats

Small Beast, Unaligned

Armor Class: 10

Hit Points: (1d8)

Speed 30ft.

Challenge 0 (10 XP)

Skills Stealth +3

Senses darkvision 30 ft., passive Perception 10

Invisibility The whisper cat is invisible until it makes an attack or attempts the calming purr. It may use an action to resume invisibility.

Actions

Bite +7 to hit, Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

Calming Purr (Recharge 5-6) The whisper cat purrs in a special way at one creature within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target feels can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn: 1-4. The target takes no action or bonus action and can only move at half speed. 5- 6. The target doesn't nothing, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	10 (+0)	4 (-3)	10 (+0)	4 (-3)

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Lore: Nature

DC 10- Whisper cats' origins are unclear, but they have some magical traits that keep them invisible most of the time

DC 15 - They stay invisible until they Attack. They have a purr that can disable a single creature. (reveal Calming Purr capability)

Treasure (Harvest)

Whisper Cats carry no treasure. The fur of a single whisper cat can be used as a substitute material component in creating a *potion of invisibility*, with knowledge of the proper process. A cloak could be fashioned but would require dozens of the cats. When not activated the nature of the cloak would be clear to anyone able to make a DC 12 Arcana check due to the wildly colored fur and skin patterns.

Further Adventure™

An infestation of mice is solved by an infestation of whisper cats, who keep coming back - even when eradicated...

A whisper cat takes a liking to the biggest brute in the party, and may occasionally show up in combat to purr and distract them with its love...

An evil wizard would pay a handsome reward to anyone returning his favorite whisper cat, actually, a polymorphed assassin working for him that tried to flee...

Wicker Dragon

"The wicker dragon is a rare construct imbued with the life force of a dragon, from a time long ago when parts of the world were more in tune with the feywild, and wizards could work stranger magic. They are formidable guardians of forests and ancient cities. Now reclaimed by vines, they have no concern for anything other than the purpose given to them by their creator."

Creature(s)

Wicker dragon

Huge Plant (Awakened), Neutral

Armor Class: 19 (natural armor)

Hit Points: 207 (18d12+90)

Speed 40 ft., fly 80 ft., swim 40 ft.

Challenge 15 (13,000 XP)

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

Skills Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6

Damage Resistances piercing

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Woven Form The dragon's woven form gives it resistance to piercing attacks.

Amphibious The dragon can travel in air and water, as it doesn't need to breathe.

Awakened Resistance (3/Day) ○○○ Due to the powerful magics animating the dragon, if it fails a saving throw, it can choose to succeed instead.

Ensnaring Strike On a successful hit, the dragon can enhance its attack, leaving vines and thorns ensnaring the target. On the start of each of the target creature's turns, the creature makes a DC 17 Strength save, failure restrains the target and causes ongoing 1d6 piercing damage each round. A success negates the effect.

Actions

Tangling Step The dragon can grow vines and creepers out to a 20 foot square within 90 feet per the *entangle* spell (DC 17 Strength save or be restrained).

Multiattack The dragon can use its Frightful Aura. 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:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

Thorny Claw *Melee Weapon Attack* +11 to hit, reach 5 ft. (one target) *Hit:* 13 (2d6 + 6) slashing damage.

Thorny Tail *Melee Weapon Attack* +11 to hit, reach 15 ft. (one target) *Hit:* 7 (1d8 + 3) bludgeoning damage and 7 (1d8 + 3) piercing damage

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

Poison Pollen Breath (Recharge 5-6) The dragon exhales a cloud of poisonous flower pollen in a 20 foot radius centered on any point within its reach. Each creature in that area must make a DC 18 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one. The cloud persists for 1d4 rounds, affecting any creature that starts within the cloud. It may be dispersed by a strong wind.

Lore: Arcana

DC 15 - It is said that wicker dragons are woven from thorny vines and flowering trees, but somehow imbued with the life force of a dragon. They can exhale a cloud of poisonous flower pollen. (Reveal their bites, claw, and breath weapon)

DC 20 - Wicker dragons can grow and extend the vines in and around them to ensnare and tangle attackers with thorny vines.

Tactics:

The dragon will try to ensnare the area with its *tangling step* to trap attackers within its *poison pollen* breath weapon. Once the cloud is in place, it will use its melee attacks in close quarters.

Treasure (Harvest)

A wicker dragon is not concerned with hoards unless it was created to protect one. More frequently, it guards a portal, jail, artifact, or some other item of great importance.

Within the dragon's chest cavity are 1d4 harvestable poisonous flower pods. The poisonous pods can be collected with a DC 18 Survival check. A failed check results in inhalation of the pollen. The harvester must make a DC 18 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one. The effect is immediate and does not linger. Once harvested, the pods dry out within an hour and are less potent.

Harvested flower pods can be thrown at a creature within 20 feet, as a ranged attack, with enough force to burst the dried petals, releasing the poison pollen into a 10-foot cube. The poison lasts 1d4 rounds, or until dispersed by wind. Each creature starting in that area must make a DC 18 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

Further Adventure™

Legends speak of a city of marble, now overgrown by the surrounding forest, guarded by one of the wicker dragons...
A college of wizards would like a party to test the powers of a wicker dragon, without killing it, and return to report...
A gemstone, possibly a portal to another realm, has been stolen from the dragon's care - and it seeks to reclaim it...

Wicker Wyrmling

Medium Plant (Awakened), Neutral

Armor Class: 17 (natural armor)

Hit Points: 39 (6d8+12)

Speed 30 ft., fly 60 ft., swim 30 ft.

Challenge 7 (2,900 XP)

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

Skills Perception +6, Stealth +5

Damage Resistances piercing

Damage Immunities poison

Condition Immunities poisoned

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

Languages Common, Draconic

Woven Form The dragon's woven form gives it resistance to piercing attacks

Amphibious The dragon can travel in air and water, as it doesn't need to breathe

Actions

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

Bite *Melee Weapon Attack* +7 to hit, reach 10 ft. (one target) *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

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

Ensaring Strike On a successful hit, the dragon can enhance its attack, leaving vines and thorns ensnaring the target. On the start of each of the target creature's turns, the creature makes a DC 14 Strength save, failure restrains the target and causes ongoing 1d6 piercing damage each round. A success negates the effect.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	11 (+0)

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Wickerman

"Their village was one of the most serene places I've ever been privileged to visit. Unrushed, unhurried, dozens of tiny woven people living in a forested river gorge, their homes woven from living plants teased and sculpted to grow closed."

Creature(s)

Wickerman (Awakened Plant)

Small Plant, Neutral Good

Armor Class: 10

Hit Points: 7 (2d6)

Speed 30 ft.

Challenge 0 (10 XP)

Damage Resistances piercing

Damage Vulnerabilities fire

Senses passive Perception 10

Languages Sylvan

False Appearance While the wickerman remains motionless, it is indistinguishable from a mass of vines.

Actions

Wicker Smallbow *Ranged Weapon Attack* +2 to hit, range 40/60 (one target) Hit: 3 (1d4+1) piercing. These bows are used to defend the village only, are similar in appearance to a shortbow scaled for use by small creatures, and fire darts.

Thorny whip *Melee Weapon Attack* +2 to hit, reach 5ft. (one target) Hit: A wickerman can lash out with a thorny vine dealing 1 (1d4 - 1) slashing damage, plus 2 (1d4) poison damage.

Wickermen are a nimble race of awakened vines, woven and braided skillfully, slightly larger than an average halfling. Many have sprouted leaves and tendrils for hair. Some wear masks shaped and stone ground from fallen bark. Originally woven by a fey archdruid in ancient times to assist her in caretaking of her forest, the druid taught the wickermen how to weave more of their kind before she died. Once a year, through the use of specific standing stones and midsummer rituals, one or more wickermen can create a new wickerman. They live peacefully in forested areas, sculpting the trees and bushes into tools and houses. They generally stick to themselves, but will sometimes trade expertly crafted bows, quarterstaves, and other wooden art objects with human settlements for rope, stone, and cloth. They will never cut down a full grown tree, but will raise and harvest smaller saplings and plants, growing them into the shapes required. As part of their fey heritage, Wickermen can be skilled musicians with drums and stringed instruments, and enjoy dancing in groups.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

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Lore: Nature

DC 10 - It's easy to walk right past a wickerman village; if they all hold still, you'd just think it was a thicker patch of forest

DC 15 - Wickermen are some kind of awakened vine that was tended and braided into a small humanoid shape. Wooden items made by wickermen are beautifully made and weigh half as much as human made items.

Treasure

A wickerman defending its home, on a dangerous mission, or traveling far from home will carry a wicker short bow and 10 darts. Individuals will carry 10 sp and 20 cp. There is a 5% chance that one might have 10 gp from a recent trade.

Further Adventure™

A mad wizard has learned to drink the awakened essence from wickermen to increase his own power and stalks them when the moon is full...

The wickermen, and their ritual stones are built over the tomb of an ancient evil, keeping it in check by siphoning the power to make new wickermen, but that power is growing...

Wickermen are known to craft powerful magic items, but require the party to find them a new Archdruid...

Wight Crossbowman

"I was quite astounded when the undead before me picked up a crossbow and began to turn the crank. Far from mindless, and an unfortunately supernaturally quick shot."

Creature(s)

Wight Crossbowman

Medium Undead, Neutral Evil

Armor Class: 14

Hit Points: 13 (2d8+4)

Speed 30 ft.

Challenge 2 (450 XP)

Skills Perception +3, Stealth +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Languages the languages it knew in life

Senses darkvision 60 ft., passive Perception 13

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

Actions

Crossbow Mastery Thanks to extensive practice with the crossbow the Wight crossbowman can ignore the loading quality of a crossbow, and may fire two shots every round. They also ignore disadvantage for being at cover, long range, or in melee combat.

Life Drain *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Heavy Crossbow *Ranged Weapon Attack* +5 to hit, range 150/600 ft., (one creature) Hit: 9 (1d10 + 4) piercing damage.

Lore: Religion

DC 15 - This type of undead takes less damage from weapons that are not magical or silver. They are also sensitive to the light of day.

DC 20 - This wight is a double threat: it is capable of firing shots faster than most mortals and can drain the life energy from those who come close.

Treasure

Wight crossbowmen typically carry around 30 crossbow bolts and a heavy crossbow. They also have around 15 cp, which they may have used in their past life for simple gambling games of chance.

Further Adventure™

The wight crossbowmen are the first wave of assault by a spectral flying pirate ship ...

The crossbowman was simply the thrall of a vampire lord who now has turned his attention to the party...

The wight crossbowman is guarding a treasure map, unknown to the party, is that it leads to a wreck which is secretly a shipwreck golem...

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	14 (+2)	10 (+0)	13 (+1)	15 (+2)

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Zombie, Ancient Green Dragon

"I sat at the bar nursing a glass of elderberry wine when this rake swaggered in wearing green dragonhide armor. He had no sooner ordered a mug of mead than the roof to the tavern disappeared in a storm of splinters and an undead dragon, his scales all but removed, peered down at us."

Creature(s)



Lore: Religion

DC 15 - Zombie dragons are created through expensive necromantic rituals or by direct divine action. This roll reveals undead traits.

DC 20 - Zombie dragons maintain their breath weapons, though it becomes less reliable in undeath.

Treasure

The zombie dragon has begun to rebuild its hoard - 4,000 gp, 800 pp, and a defender longsword bearing the name "Quill".

Further Adventure™

A zombie dragon still guards a clutch of eggs...

It is rumored that the zombie dragon returns to a massive hoard at night...

The people hire the party to uncover who is strong enough in necromancy to raise an ancient dragon zombie...

Ancient Green Dragon Zombie

Gargantuan Undead, Lawful Evil

Armor Class: 19 (natural armor)

Hit Points: 385 (22d20+154)

Speed 40 ft., fly 60 ft., swim 40 ft.

Challenge 20 (25,000 XP)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	11 (+0)	12 (+1)	12 (+1)

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Saving Throws Wis +8

Skills Perception +8

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages Understands Common and Draconic, but cannot speak

Actions

Multiattack The 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 creature) Hit: 19 (2d10 + 8) piercing damage plus 10 (3d6) poison damage.

Claw *Melee Weapon Attack* +15 to hit, reach 10 ft., (one creature) Hit: 22 (4d6 + 8) slashing damage.

Tail *Melee Weapon Attack* +15 to hit, reach 20 ft., (one creature) Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Poison Breath (Recharge 6 only) The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Zombie, Drow Spider Hive

"The devious nature of the drow continue, even after death."

Creature(s)

Zombie, Drow Elf

Medium Undead, Neutral Evil

Armor Class: 11 (natural armor)

Hit Points: 30 (4d8+12)

Speed 20 ft.

Challenge 1 (200 XP)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

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Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 8

Languages understands Undercommon, but can't speak

Release Swarm ○ If the drow zombie suffers slashing damage a swarm of spiders issues from the wound and attacks. Each drow zombie carries only one swarm.

Undead Fortitude If reduced to 0 hit points, the drow zombie must make a Constitution save with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the drow zombie drops to 1 hit point instead.

Weakened Fey Ancestry The drow zombie has advantage on saving throws against being charmed and put to sleep.

Actions

Slam *Melee Weapon Attack* +3 to hit, reach 5 ft., (one creature) Hit: 4 (1d6 + 1) bludgeoning damage.



Lore: Religion

DC 10 - Drow zombies are shambling undead minions created through necromancy. Drow zombies can no longer cast the innate spells common to their living cousins, but still possess some of the elvish traits.

DC 15 - Drow zombies are filled with venomous spiders that leak from their bodies and attack enemies.

Swarm of Spiders

Medium Beast (Swarm), Unaligned

Armor Class: 12 (natural armor)

Hit Points: 22 (5d4)

Speed 20 ft., climb 20 ft.

Challenge 1/2 (100 XP)

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10 ft., passive Perception 8

Languages -

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites *Melee Weapon Attack* +3 to hit, reach 0 ft., (one creature in the swarm's square) Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer and the target must succeed on a DC 13 Constitution saving throw or become poisoned.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

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Treasure

A drow zombie still carries a few remnants of its old life: 3d6 sp, a copper torc (5 gp).

Further Adventure™

A wave of drow zombies is sent to weaken defense prior to a drow raiding party...

A drow priest hires the party to retrieve a relic from a temple to the Queen of Spiders, guarded by zombies...

A powerful drow house hires the party to capture her zombified son from a rival house's necromancer life...

Zombie, Orc

"The only thing that smells worse than an orc is a zombified orc, a most detestable and loathsome creature."

Creature(s)

Orc Zombie

Medium Undead (orc, zombie), Chaotic Evil

Armor Class: 10 (natural armor)

Hit Points: 34 (4d8+16)

Speed 20 ft.

Challenge 1/2 (100 XP)

Skills Intimidation +2

Damage Immunities poison

Condition Immunities poison

Senses darkvision 60 ft., passive Perception 10

Languages understands Common and Orc, but cannot speak

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

Actions

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

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Lore: Religion

DC 10 - Orc zombies are stronger and tougher than human zombies, but otherwise share the same traits.

DC 15 - Some zombies are created through pestilence and disease, as opposed to necromancy. These zombies are terrifying because their victims rise from the dead as zombies as well, creating an exponential threat.

Orcish Plague Zombie

Medium Undead (orc, zombie), Chaotic Evil

Armor Class: 13 (natural armor)

Hit Points: 68 (8d8+32)

Speed 20 ft.

Challenge 2 (450 XP)

Skills Intimidation +2

Damage Immunities poison

Condition Immunities poison

Senses darkvision 60 ft., passive Perception 10

Languages understands Common and Orc, but cannot speak

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

Actions

Bite *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage. If a humanoid dies from this attack, it rises as a plague bearer 1d4 hours later.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

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Treasure

An orc zombie sometimes carries a trinket from the days when it still drew breath. Examples: a bone necklace (5 sp), an obsidian knife (2 gp), or a drinking horn (3 gp).

Further Adventure™

Orc zombies have been seen wandering around the base of an extinct volcano...

The dead from a recent skirmish with a tribe of orcs are animating and attacking the battlefield scavengers...

An orc shaman calling himself Eclipse has been spotted with a warband of orc zombies...

Non Player Characters

The following NPCs were created to fill in some gaps in the standard list of NPCs, especially in filling roles in a castle or city setting.

These are generic humanoid archetypes, and not specific to any race. Feel free to alter the template to adjust for racial features as necessary.



Apprentice Mage

"I had an apprentice for a brief time...they are not, as a rule, fireproof."

Creature(s)

Apprentice Mage

Medium Humanoid (any race), Any Alignment

Armor Class: 11

Hit Points: 9 (2d8)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills +4 Arcane, +4 Investigate

Senses passive Perception 11

Languages any one language (usually Common)

Spellcasting The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The apprentice has following wizard spells prepared:

Cantrips (at will) *light, firebolt, minor illusion*

1st level (3 slots) ○○○ *mage armor, identify, comprehend languages*

Actions

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

Apprentices train under more powerful spellcasters and usually preform menial tasks for their room, board, and training.

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

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Lore: Arcana

DC 10 - Apprentice mages are young, inexperienced arcane spellcasters, usually just starting their career.

Treasure

An apprentice usually carries a spellbook (though some hide theirs), 3d6 cp, 2d6 sp, and 1d6 gp.

Further Adventure[™]

The party finds an apprentice stuck in a tree; he refuses to explain how he got there...

The party's caster is approached by a young apprentice mage named Dara, who is seeking a master to train her...

The apprentice of an enemy defects and seeks to be hired by the party...

Apprentice Mechanics

A wizard may take on a junior wizard (1st level) to aid in arcane research. A wizard may only benefit from one apprentice at a time.

Requirements: Wizard, level seven or higher. The wizard is expected to keep his charge safe and spend at least 8 hours a week teaching. The wizard will provide his apprentice with at least a modest lifestyle (2 gp per day), and provide starting gold (4d4x10 gp) for equipment. As with hirelings, the apprentice will leave if mistreated or placed in harm's way.

Benefits: An apprentice can aid her master in arcane research. As such, the wizard reduces the cost to transcribe spells into their spellbook by 25%; each time the wizard gains spells for reaching a new level, they may add one additional spell to their spellbook. The additional spell must use a slot equal to or less than one-third the wizard's character level.

Archivist

"The archivists are a useful, albeit creepy, group of people. I find all those skulls unsettling."

Creature(s)

Archivist

Medium Humanoid (any race), Any Alignment

Armor Class: 11

Hit Points: 9 (2d8)

Speed 30 ft.

Challenge 1/4 (50 XP)

Skills +4 Arcane, +4 History

Senses passive Perception 11

Languages any one language (usually Common)

Answers from the Other Side Once per day the archivist can cast *speak with dead* without material components.

Spellcasting The archivist is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The archivist has following wizard spells prepared:

Cantrips (at will) *light, firebolt, minor illusion*

1st level (3 slots) ○○○ *detect magic, identify, comprehend languages*

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

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Lore: Religion

DC 15 - Archivists are minor spellcasters with a unique ability to speak with the dead.

DC 20 - Archivists are responsible for a collection of skulls, which they call an archive. These skulls were gifted by sages who wanted to continue sharing their knowledge in the afterlife.

Treasure

An archivist carries a spell focus (usually a wand or staff), 3d6 sp, 3d4 gp, and a collection of skulls.

Further Adventure™

An archivist hires the party to retrieve the remains of a long-dead sage from a ghastr infested crypt...

The party is hired to escort an archivist across the desert to consult for a powerful djinni...

The players arrive at a new town to find an angry mob chasing an archivist through the streets...

For a fee of 25 gp, the player may ask five questions to any one expert in the library (known as archives).

The archives are in fact corpses preserved through magical means, that donated themselves to the library. The actual number of archives is up to the DM, but it should be an impressive list, with expertise in several areas. Example sources:

Name	Formerly	Areas of Expertise
Alton Britmire	(human mage)	arcane magic, the outer planes
Sir Balrick Red	(human knight)	tactics, heraldry, courtly etiquette
Devin the Joke	(half-elf bard)	history, performance
Jella Whiteoak	(elf sage)	fey, nature, herbs
Brother Falk	(halfling priest)	religion

Combat Engineer

"They say they're allowed to wear beards in uniform as a concession to the danger of their work: sapping below the walls in a siege. They are easily identified by their trademark aprons and axes. It is wise to beware a combat engineer with grey streaks in his beard, he's brought down more walls than you've hidden behind."

Creature(s)

Combat Engineer

Medium Humanoid (any race), Any Alignment

Armor Class: 17

Hit Points: 58 (9d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Perception +4, Survival +4, Structural Assessment +4, Structural Engineering +4

Senses passive Perception 13

Languages any one language (usually Common)

Structural Assessment A Combat Engineer may take an action to study earth works, boulders in a cliff face, or any short wall to determine how to pry loose a rock or brick (if any) that can fall (or be thrown) on creatures below on their next turn. Taking less care they can combine this check with an attempt to Collapse a structure as an action. They may use this ability as a substitute for the lockpicking skill in relation to locked outdoor gates and doorways in stone walls, using a Wisdom check with proficiency (+4) to damage the mounting to the rock and mortar.

Actions

Collapse If next to a cave wall, or ceiling, or mining support, as an action, a Combat Engineer may attempt to cause the wall or ceiling to collapse, with a DC 20 Structural Assessment check. In most cases, this causes a 10 ft. cube to become difficult terrain, opening a 5ft section of wall. Creatures within the 10 ft cube must make a DC 12 Dexterity save, on a failed save taking 2 (1d4) bludgeoning damage and are knocked prone. There is a 1% chance this will cause a catastrophic collapse if underground or near a very tall cliff face or wall (5% chance if a mining support was removed). All creatures within 20 ft of the catastrophic collapse must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape.

Multiattack The combat engineer makes two axe attacks.

Axe Melee Weapon Attack +3 to hit, reach 5 ft., (one creature) Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Combat engineers are integral to siege, construction, structural, and similar operations. They are skilled in construction, as well in demolition. They are known for carrying an axe and shovel.

Lore: History

DC 10 - A combat engineer is a sapper, digging under and destroying castle walls during a siege.

DC 15 - When not engaged in warfare, engineers may be employed to oversee stone construction projects and surveys.

Treasure

A combat engineer moves around a lot to stay apace with work. A typical engineer will have 10 pp, 75 gp, and 30 sp on his person, along with personal items, maps of the local area, and structural drawings of several castles (mostly local) and a few bridges under construction. In addition to his ax, a combat engineer will have a surveyor's kit including a finely crafted plum line on a gold chain, rulers, paper, and other small drafting tools worth 200 gp. There is 5% chance of the kit including a surveyor's theodolite (similar to a spyglass) worth 500 gp.

Further Adventure[™]

Several combat engineers have been sneaking off from the employ of a local lord to secretly establish a gemstone mine nearby, a secret they'd like to keep...

A disgruntled engineer approaches the party to sell his equipment and several plans and maps...

Sections of the floor in banks, shops, and the homes of the wealthy have been collapsing while their owners are away...

Dragon Hunter

"Dragon hunters run the gamut, from noble defenders to filthy mercenaries."

NPC(s)

Dragon Hunters

Medium Humanoid (any race), Any Alignment

Armor Class: 17 (splint armor)

Hit Points: 58 (9d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Athletics +5, Perception +2, Nature +2

Senses passive Perception 12

Languages any one language (usually Common)

Skilled Hunter The dragon hunter deals an additional 7 (2d6) damage to dragons.

Brave The dragon hunter has advantage on saves against fear effects.

Actions

Multiattack The dragon hunter makes two greatsword attacks.

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

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

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Lore: Investigate

DC 10 - Dragon hunters are grizzled warriors adept at fighting and damaging dragons.

DC 15 - Dragon hunters have an above average chance of avoiding the fear effects.

Treasure

Dragon hunters carry 3d6 gp, skinning tools, and a dragon scale belt (15 gp).

Further Adventure™

The party is sent to find a group of dragon hunters needed to deal with a fierce red dragon terrorizing the area...(see below)

The party is approached by a pair of dragon hunters looking to sell a gold dragon scale shield...

A group of dragon hunters is looking for a rare electrum dragon spotted in the area; the party could aid or hinder their quest...

Searching for the Dragon Hunters

Complexity: 6 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Investigation, Perception, Survival

Success: The party locates the dragon hunter's hideout.

Failure(s):

1: Lost in the wilds. The next roll is made with disadvantage.

2: From bad to worse. The party runs into an angry hill giant hunting for its dinner.

3: The party finds the dragon hunters, but is mistaken for spies and captured.

Fighter Mage

"Lightly-armored, the fighter mage is nimble, quick and extremely deadly."

Creature(s)

Fighter Mage

Medium Humanoid (any race), Any Alignment

Armor Class: 16 (chainmail armor)

Hit Points: 58 (9d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

Skills Athletics +5, Perception +2

Senses passive Perception 13

Languages Common, Draconic

Spellcasting The fighter mage is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The fighter mage has following wizard spells prepared:

Cantrips (at will) true strike, firebolt, message

1st level (2 slots) shield, sleep, magic missile

Actions

Multiattack The fighter mage makes two longsword attacks and casts one cantrip.

Longsword *Melee Weapon Attack* +5 to hit, reach 5 ft., (one creature) Hit: 6 (1d8 + 3) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

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Tactics

The fighter mage can employ a variety of tactics given its ability to blend magic and swordplay. If outnumbered, the fighter mage can attempt to put one or more weaker-looking opponents to sleep. Additionally, the fighter mage is a capable ranged fighter as well, casting firebolts from behind cover.

Lore: Arcana

DC 15 - The fighter mage blends martial prowess with arcane skill. They are often highly sought after for service in humanoid armies.

Treasure

A fighter mage carries 4d6 sp and 3d12 gp, and some can be found with a minor (cantrip) arcane scroll (roll a d4: 1. *light mending*, 3. *minor illusion*, 4. *ray of frost*)

Further Adventure[™]

The city has hired a small contingent of fighter mages to uncover a magic-item smuggling ring that has angered the local mage's guild... (see below)

A fighter mage offers her services to the party for 25 gp a day. Is she trustworthy? Does she have an agenda...

A fighter mage army officer tries to press the party into fighting against a mercenary hobgoblin tribe...

Uncovering the Smuggling Ring

Complexity: 4 successes before 3 failures

Difficulty: DC 15

Suggested Skills: Insight, Intimidation, Investigation, Persuasion

Success: The party aids the fighter mages in finding the smugglers.

Failure(s):

1: Trail has gone cold. The next check is made with disadvantage.

2: Asked the wrong questions. A group of thugs (one per player) attack the party.

3: So much for sneaking in. The party discovers the smugglers, but is surrounded and outnumbered.

High Priest

"A high priest is a valuable ally, they can raise the dead, lift curses, and speak directly to the gods."

Creature(s)

High Priest
Medium Humanoid (any race), Any Alignment

Armor Class: 12	STR	DEX	CON	INT	WIS	CHA
Hit Points: 99 (18d8+18)	10 (+0)	14 (+2)	12 (+1)	15 (+2)	20 (+5)	16 (+3)
Speed 30 ft.	License: c.2016 Limitless-Adventures					

Challenge 12 (8,400 XP)

Saving Throws Int +6, Wis +9

Skills Religion +13, History +13

Senses passive Perception 15

Languages any three languages

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

Spellcasting The high priest is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The high priest can cast *dispel magic* at will and has the following cleric spells prepared:

Cantrips (at will) *light, sacred flame, thaumaturgy*

1st level (4 slots) ○○○○ *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots) ○○○○ *lesser restoration, spiritual weapon*

3rd level (3 slots) ○○○○ *dispel magic, spirit guardians*

4th level (3 slots) ○○○○ *banishment, death ward*

5th level (3 slots) ○○○○ *flame strike, greater restoration*

6th level (1 slot) ○○○○ *heal*

7th level (1 slot) ○ *plane shift*

8th level (1 slot) ○ *holy aura*

9th level (1 slot) ○ *mass heal*

Actions

Light Hammer *Melee Weapon Attack* +6 to hit, reach 5 ft. (one target) *Hit:* 4 (1d4 + 2) bludgeoning damage.

Lore: Religion

DC 10 - High priests are powerful divine spellcasters and the religious leaders of large temples.

DC 15 - High priests can cast the most powerful divine spells and even bring back long-dead friends.

Treasure

A high priest carries little in the way of coins or wealth but could carry a powerful magical item like a staff of healing.

Further Adventure™

The high priest needs to find out why his god has stopped granting spells without the public finding out...

The freshly dead are rising as ghouls and the high priest needs the party to find out why it's happening...

The high priest has fallen into a deep, magical slumber and a plague threatens the city...

Hospitaller

"The armored man running toward you wears the white tunic of a healer, but wields his warhammer with the skill and ferocity of a warrior."

Creature(s)

Hospitaller

Medium Humanoid (any race), Any Alignment

Armor Class: 16 (chainmail shirt)

Hit Points: 38 (7d8+7)

Speed 25 ft.

Challenge 3 (700 XP)

Skills Medicine +7, Athletics +4, Religion +4

Senses passive Perception 13

Languages Common

Divine Eminence As a bonus action, the hospitaller can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the hospitaller expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting The hospitaller is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The hospitaller has the following cleric spells prepared:

Cantrips (at will) *spare the dying, sacred flame, thaumaturgy*

1st level (4 slots) ○○○○ *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots) ○○○ *lesser restoration, aid*

3rd level (2 slots) ○○ *mass healing word, revivify*

Actions

Shield Bash *Melee Weapon Attack* +4 to hit, reach 5 ft., (one target) Hit: 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Warhammer *Melee Weapon Attack* +4 to hit, reach 5. ft., (one creature) Hit: 6 (1d8+2) bludgeoning damage or 7 (1d10+2) bludgeoning damage if used two handed.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	11 (+0)	16 (+3)	13 (+1)

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Hospitallers are holy warriors who navigate the battlefield in search of wounded allies to aid. They lack the questing life of a paladin and are primarily healers, whose martial prowess is used to get to their wounded soldiers.

Lore: Religion

DC 15 - often mistaken for paladins, hospitallers are militaristic knights that serve in highly structured armies. They rarely adventure or go on quests, as their duty is to tend to the sick and injured.

DC 20 - Hospitallers are not quite as skilled as paladins in the arts of offense but are superior healers.

Treasure

Hospitallers carry very little treasure, typically 3d6 cp, 2d6 sp, and 1d12 gp, but some carry a potion of healing. All hospitallers carry healer's kits.

Further Adventure[™]

The players encounter a group of wounded pilgrims being healed by hospitallers. The pilgrims claim to have been attacked by bugbears...

The party encounters a group of hospitallers whose wagon is caught in a muddy bog and they have medical supplies that are needed on a nearby battlefield...

A lone hospitaller needs an escort through enemy territory to join his unit...

Jester

"The jester's role isn't just to keep the court entertained, or lighten the mood, after particularly weighty decision making. Sometimes, the jester is called upon for dramatic moments, or to say the things that others might lose their heads saying before their lord. Sometimes the jester is the only one allowed to speak the truth."

Creature(s)

Jester
Medium Humanoid (any race), Any Neutral

Armor Class: 11	STR	DEX	CON	INT	WIS	CHA
Hit Points: 9 (2d8)	10 (+0)	12 (+1)	10 (+0)	12 (+1)	12 (+1)	14 (+2)
Speed 30 ft.	License: c.2016 Limitless-Adventures					
Challenge 1/4 (50 XP)						
Skills Performance +4, Acrobatics +3, Sleight of Hand +3						
Senses passive Perception 12						
Languages any one language (usually Common)						
Jester's Inspiration ○○ Similar to Bardic Inspiration. The jester's inspiration can bestow 1d6 as a bonus action as per the bardic ability. If holding his marotte, the Jester may bestow this bonus upon himself.						
Spellcasting The jester is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The jester has following bard spells prepared:						
Cantrips (at will) <i>Prestidigitation, Vicious Mockery</i>						
1st level (3 slots) ○○○ <i>Disguise Self, Hideous Laughter</i>						
Actions						
Jester's Marotte <i>Melee Weapon Attack</i> +2 to hit, reach 5 ft. (one target) <i>Hit:</i> 2 (1d4) bludgeoning damage. A bell in the head of the carved Jester rings when it strikes.						

Jesters are performers for a court, recounting stories both humorous and sad for the entertainment of the assembly and the nobles. Their style may including singing, or other physical and vocal performances. Their Marotte (Rod carved with a tiny jester) and costume are their spellcasting focus for their bardic powers.

Lore: History

DC 10 - A jester is a kind of bard, seemingly only an entertainer, who has satire and mockery that can cause real damage.

Treasure

A jester, away from court, is likely to be carrying a message or some form of entertainment for a neighboring lord or noble family member. On their person, besides their marotte, they would have an *entertainer's pack* and a purse containing 30 gp, 10 sp, and 20 cp. They are likely to be carrying a letter from their lord to assist in freely crossing borders and tollways. In court, they would likely only have personal effects and their coin purse.

Further Adventure™

A jester, freshly trained, wishes to hire the party to escort her to her new commission...

A jester buys food and drinks for the party then presents a sealed letter from his master, "Kill the bearer of this note..."

A lich's phylactery is the bell of a magical marotte, buried with a beloved heroic jester in the sacred crypts of a massive lawful good kingdom...

Lord Knight

"The lord knights of the Ylera Valley were honorable and brave and saved my hide on more than one occasion."

Creature(s)



Lore: Investigate

DC 10 - Lord knights are veteran knights usually with noble titles above a knighthood. They are skilled at mounted combat and often lead companies of mounted troops in combat.

DC 15 - Lord knights can inspire allies in combat and often live by a strict code of honor.

Treasure

A lord knight could carry - 17 sp, 20 gp, and a golden chain (100 gp).

Further Adventure™

A lord knight needs help retrieving his mount from a roc's nest, and time is running out...

The party finds a wounded knight who, if healed, will aid the party on their next adventure...

The lord knight needs a squire for a tournament in the next village; while rogues seek to poison his horse to fix the match...

Lord Knight

Medium Humanoid (any race), Any Lawful

Armor Class: 20 (plate armor)

Hit Points: 96 (16d8+32)

Speed 30 ft.

Challenge 5 (1,800 XP)

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

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Saving Throws Con +5, Wis +4

Skills Athletics +7, Animal Handling +4

Senses passive Perception 11

Languages any one language (usually Common)

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

Actions

Multiattack The lord knight makes three melee attacks.

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

Lance *Melee Weapon Attack* +7 to hit, reach 10 ft., (one creature) Hit: 10 (1d12 + 4) piercing damage. Disadvantage on attacks made against creatures five feet away.

Heavy Crossbow *Ranged Weapon Attack* +4 to hit, range 100/400 ft., (one creature) Hit: 5 (1d10) piercing damage.

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

Reactions

Parry The Lord knight adds 3 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Lord Knights are warriors who pledge service to rulers, religious orders, and noble causes. A knight's alignment determines the extent to which a pledge is honored. Whether undertaking a quest or patrolling a realm, a knight often travels with an entourage that includes squires and hirelings who are commoners.

Pickpocket Street Child

"A throng of filthy, wild and foul-mouthed children surged around me in Westgate, nearly knocking me to the ground, and began to empty my pockets."

Creature(s)

Pickpocket Street Child

Small Humanoid (Human), Chaotic Neutral

Armor Class: 11

Hit Points: 3 (1d8)

Speed 25 ft.

Challenge 0 (10 XP)

Skills Stealth +3, Sleight of Hand +3

Senses passive Perception 10

Languages Common

Noncombatant Street children know better than to fight adults, they flee from a fight, or if unable to escape, they will cower.

Nimble The street child can move through the space of any creature that is larger than itself.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	8 (-1)	10 (+0)	10 (+0)

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Lore: Investigate

DC 10 - Street children are runaways or orphans that have banded together for safety in numbers.

DC 15 - Street children quickly develop skills in thievery and often have a boss to whom they pay for protection.

Street Child Swarm

Large Humanoid (Any), Chaotic Neutral

Armor Class: 11

Hit Points: 3 (8d10)

Speed 25 ft.

Challenge 3 (700 XP)

Skills Sleight of Hand +6

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 10

Languages any one, usually Common

Sticky Fingers The street child swarm deals damage in gold pieces - snatching coin purses first, and gear second. If coins are not available, the swarm steals an approximate value in clothing, items, weapons, etc.

Innocence Non-evil creatures find it difficult if not outright impossible to damage children, and have disadvantage on any attacks made against the swarm

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through an opening large enough for a small child. The swarm can't regain hit points or gain temporary hit points.

Noncombatant Street children know better than to fight adults, they flee from a fight, or if unable to escape, they will cower.

Actions

Steal Hit: 11 (2d12 + 1) gp stolen in coins or items.

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

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Treasure

Street children are like magpies, any number of small (and usually worthless) items can be found on their person. Examples include, but are not limited to 1d4 cp, a small knife, a mangy kitten, a crust of bread, or a sling.

Further Adventure™

The street children are in the employ (and protection of) a powerful crime boss or monster...

A street child tells you that they discovered a dungeon below the city, and will show you the way, for a fee...

The children speak of a man made of fog that sings to them at night. Children that follow him are never seen again...

Warlock

"I've always been equal parts suspicious and jealous of people from whom spells are granted rather than earned through laborious study."

Creature(s)

Warlock

Medium Humanoid (any race), Neutral Evil

Armor Class: 14 (mage armor)

Hit Points: 32 (5d8+10)

Speed 30 ft.

Challenge 3 (700 XP)

Saving Throws Int +3, Wis +3

Skills Arcana +3, History +3

Senses passive Perception 11

Languages Common, Abyssal, Infernal

Invocations The warlock is a 5th level spellcaster, this spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The warlock has the following invocations it can use at will: armor of shadow (*mage armor*), mire of the mind (*slow*), Misty Vision (*silent image*)

Spellcasting The warlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The warlock has the following warlock spells prepared:

Cantrips (at will) *eldritch blast, minor illusion, prestidigitation*

3rd level (2 slots) ○○ *counterspell, dispel magic, fear, fireball, remove curse, vampiric touch*

Actions

Dagger *Melee or Ranged Weapon Attack* +3 to hit, 5 ft., (reach one creature) or 20/60 ft., (range one creature) Hit: 5 (1d4+1) piercing damage

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

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Lore: Arcana

DC 10 - Warlocks draw their magic not from the gods or through erudition, but rather by striking dark pacts with eldritch powers.

DC 15 - Warlocks have a powerful eldritch blast that they can infuse with spell-like effects called invocations.

Treasure

Warlocks carry 3d6 sp, 3d4 gp, and a spell focus (usually an orb or wand).

Further Adventure[™]

A warlock approaches the party about a sunken temple in the swamp that holds a portal to a demiplane where a lost archfey slumbers...

A warlock, plagued by a paladin, joins the party as a hireling as an attempt to lay low...

A warlock is removing curses in town that he himself places on townfolk secretly...

Challenge Ratings

Challenge Rating 0

Pickpocket Street Child
Puffball
Sewerfolk
Shadow Rook
Whisper Cats
Wickerman

Challenge Rating 1/4

Animated Object: Brass Oracle
Applehead/Cornbaby
Apprentice Mage
Archivist
Ash Mephit
Drowned Mephit
Duende
Feral Pack Leader
Grave Mephit
Gremlin
Jester
Kobold Sorcerer
Nightmare Mephit
Nixie
Stench Mephit
The Laughing

Challenge Rating 1/2

Bilge Horror
Elvish Riding Hound
Feral Gnoll
Kelrinn
Orc Zombie
Radiant
Swarm of Nestback Wasps
Swarm of Shadow Rooks
Swarm of Spiders
Time Mephit
Wood Elf Scout

Challenge Rating 1

Aasimar
Curiosity
Giant Luna Moth
Grotto Hag
Lubber Fiend
Skeletal Guardian
Zombie, Drow Elf

Challenge Rating 2

Animated Object: Unfinished Armor
Astral Pirate
Feral Gnoll Shaman

Giant Caterpillar
Kelrinn Chief
Mage Hound
Nestback Rhinoceros
Orcish Plague Zombie
Orc Shaman
Pestilence Harpy
Wight Crossbowman
Wyrmling Electrum Dragon

Challenge Rating 3

Azer Marauder
Briar Knight
Champion of Argenta
Charnel Hound
Combat Engineer
Deep Crab
Dragon Hunters
Ethereal Leaches
Fighter Mage
Forsaken
Hospitaller
Mind Rake
Street Child Swarm
Veteran (Drow variant)
Veteran (Orc Variant)
Warlock

Challenge Rating 4

Alchemical Ooze
Minotaur Blockade Crasher
Scion

Challenge Rating 5

Chosen of Lugh
Ice Elemental
Living Hoard
Lord Knight
Pitcher Plant
Polluted Water Elemental
Sargasso

Challenge Rating 6

Forest Giant
Half-Red Dragon Wyvern
Praesida
Storm Elemental

Challenge Rating 7

Elder Mimic
Half-Red Dragon Troll
Wicker Wyrmling

Challenge Rating 8

Astral Raid Mage
Kavora
Sea Serpent
Young Blue Dragon Skeleton

Challenge Rating 9

Young Electrum Dragon

Challenge Rating 11

Tor'gall
Whim

Challenge Rating 12

High Priest

Challenge Rating 13

Living Spellbook
Savage Vampire
Vampire Priest
Vampire Wizard

Challenge Rating 15

Rust Dragon
Wicker Dragon

Challenge Rating 16

Adult Electrum Dragon

Challenge Rating 18

Adult Red Dracolich
Primordial Earth Elemental
Primordial Air Elemental
Primordial Fire Elemental
Primordial Water Elemental

Challenge Rating 20

Ancient Green Dragon Zombie
Divine Echo of Trickery

Challenge Rating 21

Archfey
Divine Echo of Death
Divine Echo of Knowledge
Shipwreck Golem
Void Lich

Challenge Rating 23

Ancient Electrum Dragon

Challenge Rating 30

Argenta, Goddess of Healing
Nyx, Goddess of Darkness

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