

A Gritty Fantasy Adventure for Levels 10–15

The DEMONPLAGUE



III icefall III



James Introcaso & Johnn Four



THE DEMONPLAGUE PART III: ICEFALL

by James Introcaso & John Four

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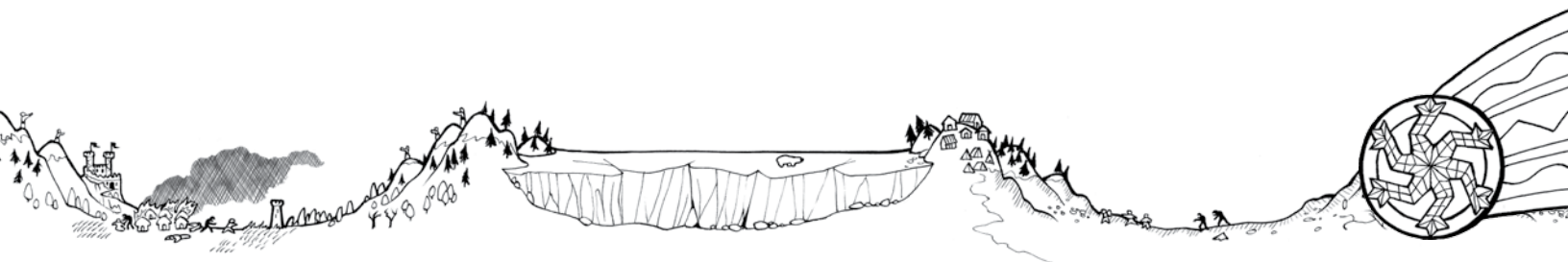
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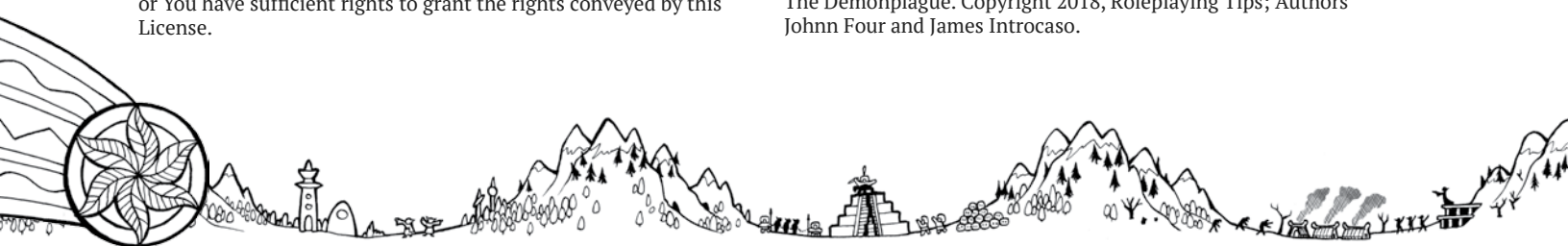
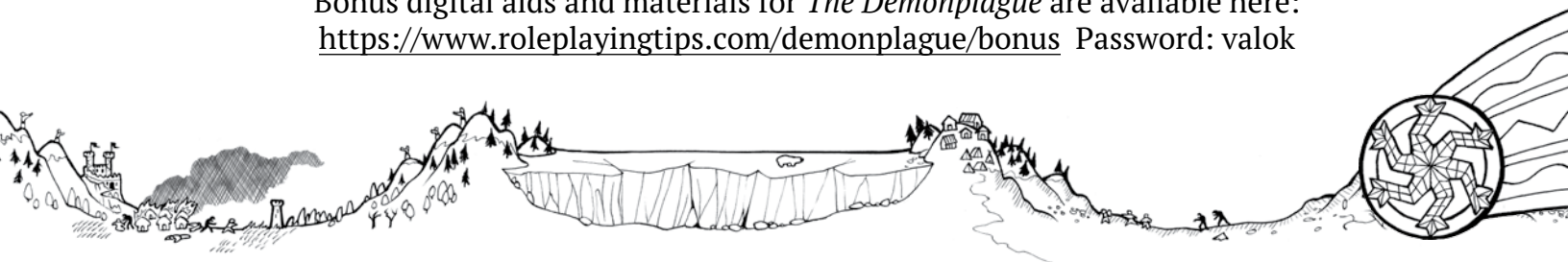


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Bonus digital aids and materials for *The Demonplague* are available here:
<https://www.roleplayingtips.com/demonplague/bonus> Password: valok



CHAPTER 1: INTRODUCTION

Icefall is a hexcrawl adventure for *Fifth Edition* that takes player characters from level 10 to 15. This adventure is the third in a storyline of four modules called *The Demonplague* that can be played as an entire campaign that takes characters from level 1 to 20. The entire adventure (or just pieces, characters, or encounters from *Icefall*) can be dropped into any fantasy setting with minimal changes.

Background

Most of the background for *Icefall* is contained in *The Demonplague* campaign's first two modules, *The Frozen Necromancer* and *The Winter Druids' Legacy*. *Icefall* picks up where the last adventure left off.

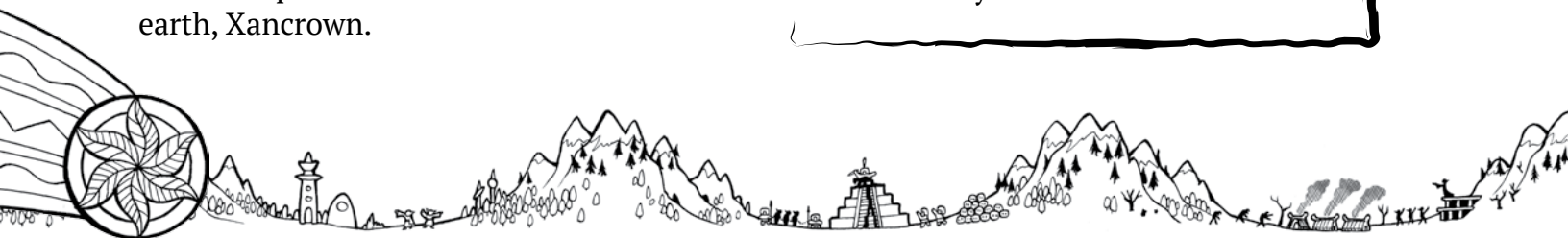
Fel'dryzonna, a comet demon, arrived in the Luna Valley with a small battalion of demons. The comet's impact melted the Ice Tongue Glacier, throwing the valley into chaos and bringing Fel'dryzonna closer to her goal — waking the mighty plague demon imprisoned beneath the ice and earth, Xancrown.

As demons scour the land for the entrance to the Demonplague Dungeon, the survivors of the quakes, storms, and melt caused by the comet's impact wander the land, looking for shelter and food. Many came to Tomar's Crossing, the only settlement that survived the disaster. Others have banded together and formed their own camps in the wild. Some are still lost in the valley, surviving against all odds as they struggle to find a home.

Feriae the Wise, a ghost druid of the ancient Minas Herion circle, was captured

THE WORLD OF THE DEMONPLAGUE DUNGEON

Details of the adventure's world have been left intentionally vague because *Icefall* is meant to be dropped into your favorite setting. The world outside the valley, religions, and more, have details filled in only where necessary so you can easily change them to fit your world.



by Fel'dryzonna. The comet demon believes Feraie can lead her to the Demonplague Dungeon's entrance. The ancient druid does not know the dungeon's exact location, but she knows it lies beneath the ancient gold dwarf city of Maragath's Prize. The exact location of the city is long forgotten. Fel'dryzonna managed to pull this information out of the ghost and is now looking for the entrance to the Demonplague Dungeon with a retinue of powerful demons. She left Feraie the Wise in the hands of her underlings, in the hopes they could extract more information from the druid.

Meanwhile, the comet's impact has stirred the sleeping plague demon, and this has caused the demonplague to once again spread throughout the Luna Valley.

Adventure Synopsis & Hook

The characters have two main goals as they wander the Luna Valley. The first is to find Feraie the Wise and rescue her. They cannot cast the Minas Herion ritual (see *The Winter Druids' Legacy's* Introduction) without the druid.

The characters' second goal is to find the entrance to the Demonplague Dungeon so they can face Xancrown and put an end to his threats to the region forever. While this course of action seems likely for many groups, it isn't the characters' only option.

The characters might choose to use the Minas Herion ritual to bring another glacier down on the valley or to create another dungeon to trap Fel'dryzonna like Xancrown. Should the characters elect to

WHAT IF THE CHARACTERS KILLED FERIAE IN THE FROZEN NECROMANCER?

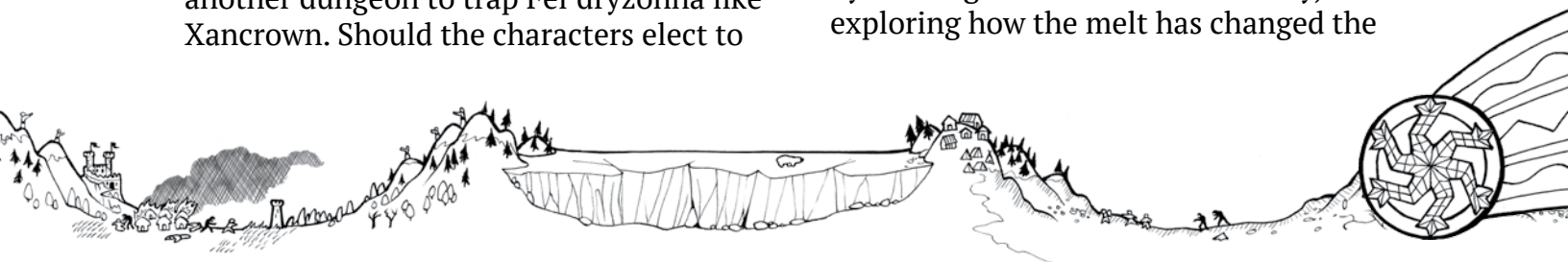
In this case, you can create another ghost druid and have him fill Feraie's function in the story. You may also choose to have Jelinghi the Wise know this information through communing with various spirits of the Luna Valley and pass it on to the PCs. In either case, whoever holds this information should have been abducted by Fel'dryzonna's minions at the end of *The Winter Druids' Legacy*.

take one of these paths, they must find the sacred nodes drawn by the star elves that are spread throughout the valley. Only then can they cast the ritual to create one of the desired effects. For more information on how this plays out, see "Save Feraie" in Chapter 3, page 76.

As the characters explore the valley to accomplish their goals, they'll fight fearsome monsters, decide the fate of wandering refugees, explore ancient ruins, and uncover forgotten treasures. The adventure is nonlinear, so the characters have several paths for accomplishing their goals.

Running Icefall

Icefall runs differently than the other modules in *The Demonplague* series. It has no linear path. The characters begin by heading out into the Luna Valley, exploring how the melt has changed the



area, and seeking out their goals. You will use random tables to generate locations, encounters, NPCs, treasure, and more, so no two groups of characters will play the exact same story.

Just before the characters level up (see “Character Advancement”, this page), predetermined encounters are triggered (see Chapter 3, page 74). After each of these encounters, the characters should level up.

The Demonplague

Mighty plague demons, like Xancrown, can create a heinous disease that ravages humanoids, turning them into undead demonic creations called valok that desire only to kill and consume others, including other valok. The valok can spread this dread disease, the demonplague, just by looking at another humanoid.

Within 1d4 hours of contracting the disease, an infected humanoid grows physically stronger but begins to lose its mind. The humanoid’s strength score is raised to 19 unless it has a higher score. The humanoid’s Intelligence score drops 1d6 points.

At the end of each long rest, an infected humanoid must make a DC 16 Constitution saving throw. On a failed save, the humanoid’s Intelligence score loses another 1d6 points. If its Intelligence score falls to 0, it dies and returns to life as a valok 3d10 minutes after death. If the humanoid is a PC, the GM takes control of the character. On a successful save, the humanoid regains 1 point of Intelligence. If the humanoid’s Intelligence score returns to normal the disease is cured. Due to its

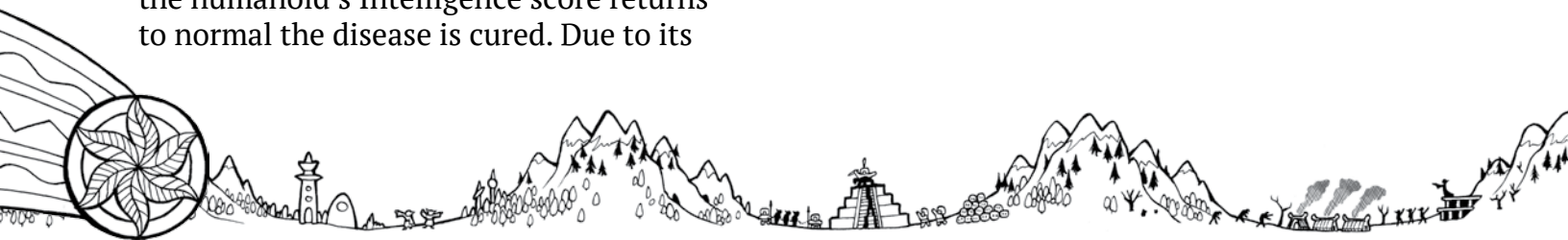
ancient, demon-fueled nature, the disease cannot be cured by magical means, other than using the ritual outlined in *The Winter Druids’ Legacy*.

Character Advancement

Character should level up about once every five encounters. This keeps a good pace for most groups. This method will advance characters faster than the normal method of tracking experience points. To slow the pace down, roll up or create additional encounters that trigger as the party explores the valley.

Tomar’s Crossing

Depending on who was elected to the Village Council at the end of *The Frozen Necromancer*, the characters may have been given missions from the politicians as outlined in chapter 2 of *The Winter Druids’ Legacy*. These missions are ongoing and can be completed during *Icefall*.



CHAPTER 2: THE LUNA VALLEY

Once a well-mapped glacier, the Luna Valley has changed dramatically since Fel'dryzonna and her demonic forces arrived. The melt caused by the comet's impact has uncovered the ruins of four ancient civilizations, caused animals to starve, and reanimated undead horrors.

Filling in the Luna Valley

Included is the map of the Luna Valley. The blank spaces are unknown areas that will be filled in during the adventure. These lands were under the glacier for more than 1,000 years, all but forgotten when the comet struck.

Each time the characters enter a new hex, roll on the Terrain Discovered table to determine what type of terrain is within the hex. The terrain of the hex determines what encounters can occur within it.

Terrain Discovered

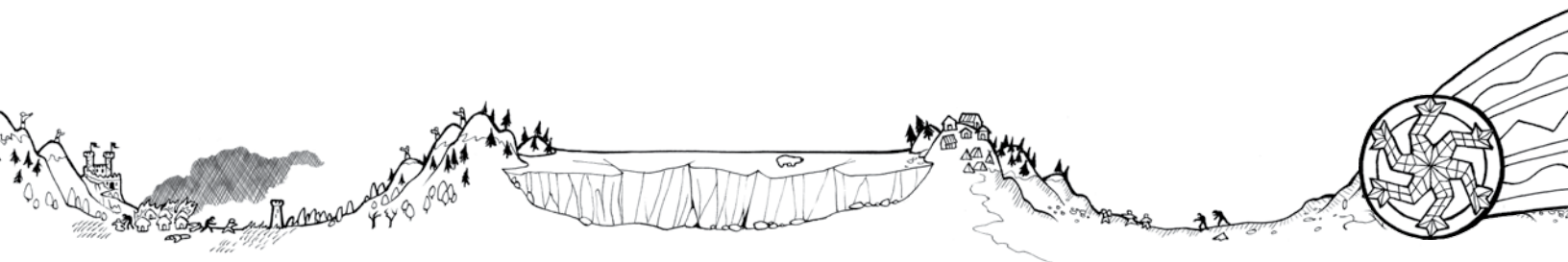
d20	Terrain Discovered
1-4	Mud Plain
5-8	Mud Hills
9-12	Petrified Forest
13-16	Gravel Marsh
17-19	Ruin
20	Camp

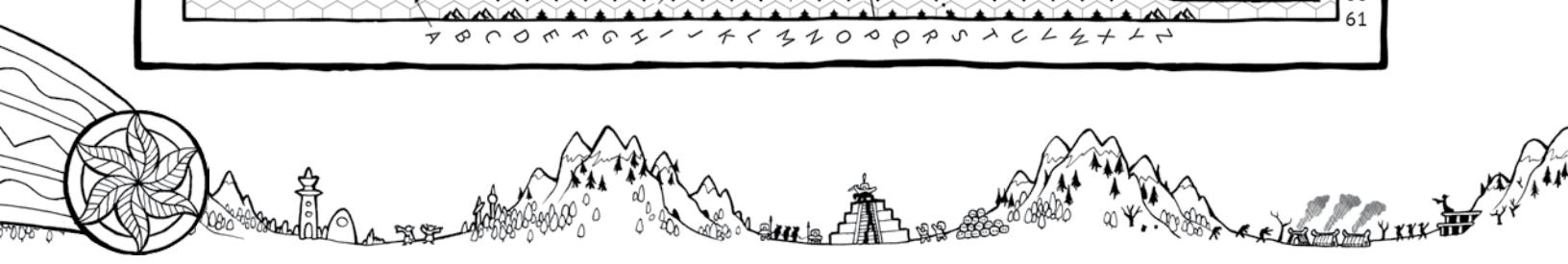
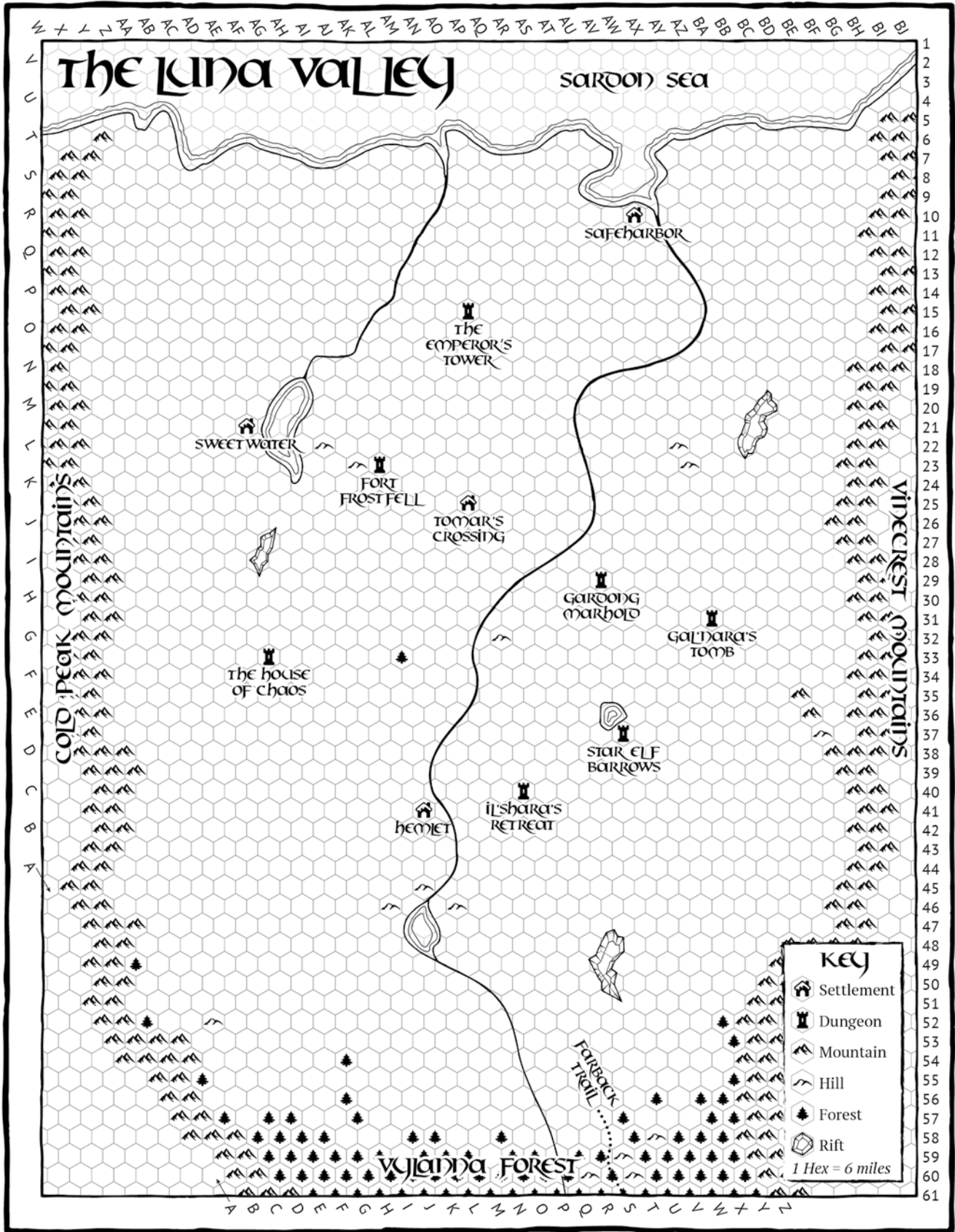
Mud Plain

Mud plains are dirty, flat areas of caked and wet mud created when the enormous Ice Tongue Glacier melted. The plains are littered with the bones of starved animals and buzzing insects that breed in the mud.

Mud Hills

Mud hills are just like mud plains, except their rolling elevations make it easier for prey to hide and for predators to create ambushes and kill-zones.





Petrified Forest

The druidic magic that created the Ice Tongue Glacier fossilized patches of forest. The recently exposed trees in these areas turned to rock long ago.

Gravel Marsh

Some areas of the Luna Valley trapped water, debris, and small rocks in shallow pools of water. These gravel marshes can house dangerous predators and other hazards in their ponds.

Ruin

Ruins from ancient empires are scattered throughout the Luna Valley. These broken buildings serve as shelter for refugees, monsters, and forgotten treasures.

Camp

Refugees of the melt, cultists, and bandits have formed camps throughout the valley. Some camps might give characters the opportunity to rest or even trade, while others hold desperate folk willing to take any action to stay alive.

Random Encounters

Each time the characters enter a hex (filled in or otherwise) that is not a camp or a ruin, roll on the Random Encounters table to see if an encounter occurs. When characters stop for a short rest or longer, roll on the chart as well, but treat results of 20 as no encounter.

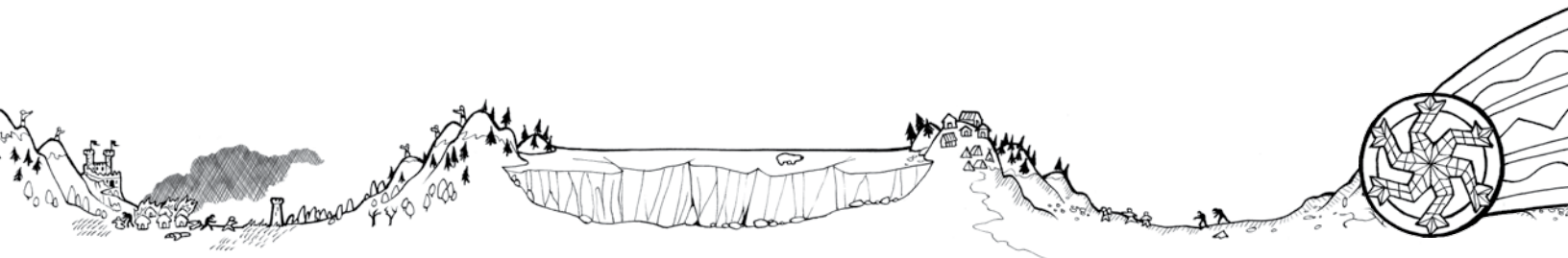
Random Encounters

d20	Encounter	Page
1–14	No Encounter	—
15–18	Combat Encounter	10
19	Social Encounter	29
20	Exploration or Event Encounter*	41

*Treat this result as No Encounter if rolled while the characters are resting.

USING RANDOM TABLES

This chapter contains many random tables to create the story of your adventure. Roll during play or before your session as part of your prep. Anytime you would roll on a random table, feel free to choose the result instead.



Combat Encounters

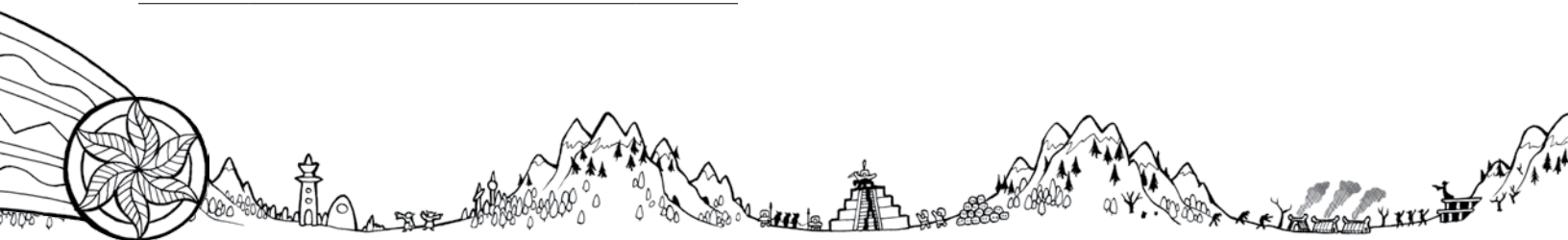
Combat encounters occur when the characters meet other creatures who wish to do them harm. To determine what type of combat encounter occurs, choose or roll on the appropriate terrain table. For ruins and camp encounters, see the Ruins And Camps section later in this book.

Mud Plain Combat Encounters

d12 + d8	Encounter	Page
2	1 valok	23
3	7d10 plague zombies	20
4	1d2 + 1 vrocks	23
5	3 glabrezu	18
6	1d4 + 6 white dragon wyrmlings	23
7	1d4 + 2 winter wolves	24
8	1d4 + 4 giant scorpions	18
9	3 green hags	18
10	3 earth elementals	17
11	3 demonic mud beasts	16
12	1d2 stone golems	22
13	2d4 + 2 swarms of poisonous snakes	22
14	1 roc	22
15	1d10 + 7 giant vultures	18
16	3 mammoths	19
17	2 winter hobgoblin leaders and 1d10+10 winter hobgoblins	24
18	1 necrotic tangle	20
19	1d4 + 1 bandit captains and 5d6 bandits	13
20	1 chosen valok	14

Mud Hills Combat Encounters

d12 + d8	Encounter	Page
2	1 valok	23
3	7d10 plague zombies	20
4	1d2 + 1 vrocks	23
5	3 glabrezu	18
6	2 fire giants	17
7	1 planetar	21
8	1 oni and 1d4 + 1 ogres	20
9	1d6 + 11 winter bugbears	23
10	2 frost giants	18
11	3 demonic mud beasts	16
12	5 black puddings	14
13	2 clay golems	14
14	1d6 + 11 giant spiders	18
15	2 hydras	19
16	1 adult blue dragon	12
17	2 winter hobgoblin leaders and 1d10 + 10 winter hobgoblins	24
18	1 necrotic tangle	20
19	1d4 + 1 bandit captains and 5d6 bandits	13
20	1 chosen valok	14

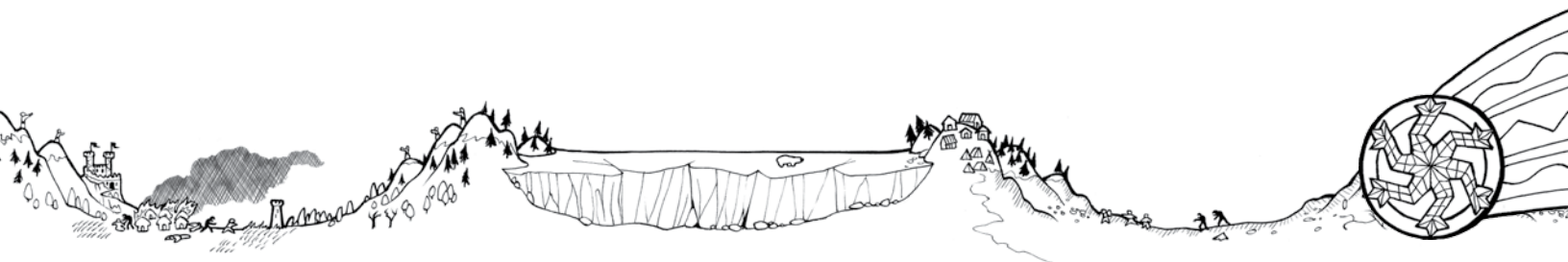


Petrified Forest Combat Encounters

d12 + d8	Encounter	Page
2	1 valok	23
3	7d10 plague zombies	20
4	1d2 + 1 vrocks	23
5	3 glabrezu	18
6	3 night hags	20
7	1 iron golem	19
8	1d4 + 6 druids	16
9	1d6 + 11 harpies	19
10	1d4 + 1 trolls	22
11	3 demonic tree beasts	16
12	3 shambling mounds	22
13	1d6 + 11 dryads	16
14	3 gorgons	19
15	1 vampire	23
16	1 adult white dragon	12
17	2 winter hobgoblin leaders and 1d10 + 10 winter hobgoblins	24
18	1 necrotic tangle	20
19	1d4 + 1 bandit captains and 5d6 bandits	13
20	1 chosen valok	14

Gravel Marsh Combat Encounters

d12 + d8	Encounter	Page
2	1 valok	23
3	7d10 plague zombies	20
4	1d2 + 1 vrocks	23
5	3 glabrezu	18
6	2 remorhazes	21
7	5 chuuls	14
8	2 frost giants	18
9	3 wraiths	24
10	1d4 + 2 trolls	22
11	3 demonic gravel beasts	14
12	2 Tyrannosaurus rexes	23
13	1d4 + 6 gargoyles	18
14	1 behir	13
15	1 purple worm	21
16	1 adult black dragon	12
17	2 winter hobgoblin leaders and 1d10 + 10 winter hobgoblins	24
18	1 necrotic tangle	20
19	1d4 + 1 bandit captains and 5d6 bandits	13
20	1 chosen valok	14



Adult Black Dragon

Karalkhul, an **adult black dragon** (SRD pg. 284), was drawn to the region after the melt began uncovering items of magical power. The dragon spots the adventurers from above and notices some of their magic items.



She lands and demands two permanent magic items from the characters. If they refuse, she attacks and fights until reduced to 80 hit points and then flees. Karalkhul prefers to fight from the air and use her breath weapon against the characters.

If you roll this encounter a second time and the dragon survived its first encounter with the party, it means Karalkhul is back to extract her payment, but she will try more subtle means, such as stalking the party and attacking an isolated PC, or striking during another encounter.

Adult Blue Dragon

Drulzathune, an **adult blue dragon** (SRD pg. 286), came to the region recently after being evicted from his lair by a stronger red dragon. He is looking to rebuild his hoard and create a new home. When he spots the adventurers from the sky, Drulzathune swoops down to attack, hoping to kill them all and claim their items as treasure. The dragon fights until reduced to 60 hit points and then flees.

This encounter occurs only once. If you roll and get it a second time, choose or roll for a new encounter from the appropriate list.

Adult White Dragon

The melt cost Merixthalcass, an **adult white dragon** (SRD pg. 292), the icy defenses she had built up over centuries around her lair. Her lair and treasure are vulnerable now, so she stalks the area around her home for threats. She considers the adventurers dangerous and swoops down to attack, fighting to the death or until they flee.



The characters could attempt to find Merixthalcast's cave, which should be full of treasure (see "Treasure" later in this chapter, page 55). Finding the lair requires a DC 15 Wisdom (Survival) check after seeing the dragon.

This encounter occurs only once. If you roll and get it a second time, choose or roll for a new encounter from the appropriate list.

Bandits

This group of **bandits** (SRD pg. 391) and **bandit captains** (SRD pg. 392) is one of many that roam the Luna Valley. The bandit group tries to get the drop on the characters and make a demand or outright attack based on what they want. If the characters give in to their demands, the bandits leave them alone. If a fight breaks out, the bandits melee until half their number fall and then flee.

To determine what the bandits want from the characters, roll on the Bandit Desires table.

Bandit Desires

d4	Bandit Desires
1	5d6 x 100 gp of coins, gems, art, or goods
2	4d10 days' worth of food
3	1d4 permanent magic items or 2d6 consumable magic items
4	The bandits are hungry cannibals who wish to kill and eat the characters

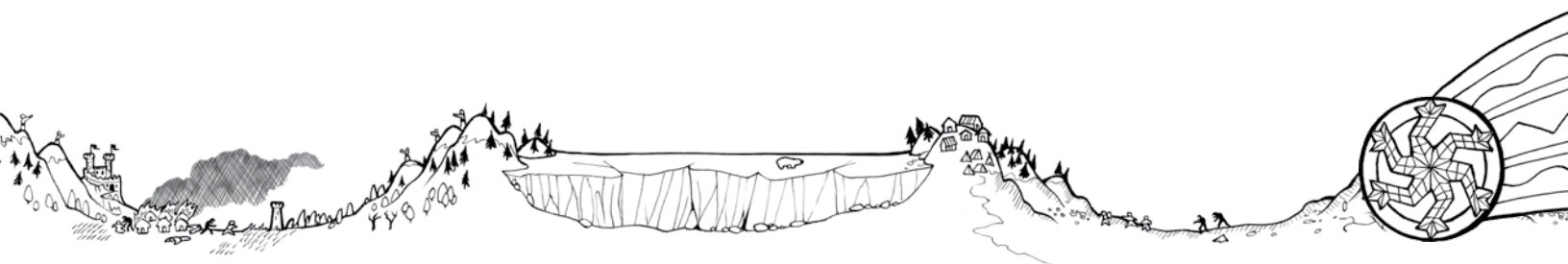
To determine the name of the bandit band, roll twice on the Bandit Band Names table.

Bandit Band Names

d20	Adjective	d20	Noun
1	Black	1	Raiders
2	Red	2	Brigands
3	Cursed	3	Bandits
4	Scarred	4	Riders
5	Quick	5	Warriors
6	Burly	6	Soldiers
7	Bloody	7	Army
8	Hardened	8	Gentlemen and Ladies
9	Jolly	9	Band
10	Sacred	10	Collective
11	Righteous	11	Hunters
12	Furious	12	Militia
13	Bold	13	Tyrants
14	Filthy	14	Force
15	Brazen	15	Brotherhood (Sisterhood)
16	Vengeful	16	Guild
17	Screaming	17	Ruffians
18	Hatchet-faced	18	Thugs
19	Noble	19	Thieves
20	Desperate	20	Bullies

Behir

This hungry **behir** (SRD pg. 268) had its tunnel collapse when the comet struck. Now it wanders the valley in search of a new home and a tasty meal. It stalks the adventurers from afar, waiting for them to rest and then attacking, attempting to swallow one of them whole before running away. If the behir is reduced to 60 hit points or less, it flees.



The characters can negotiate with the behir if they wish. A DC 15 Charisma (Persuasion) check made by a character who speaks Draconic and promises the behir food convinces the monster to calm down. If it is given at least 50 pounds of food, the behir leaves.

Black Puddings

These **black puddings** (SRD pg. 340) have traveled up from underground through the muddy earth. They search for any organic matter (including the characters) that they can eat. They fight until death.

Chosen Valok

A **chosen valok** (page 101) unfrozen by the melt crosses paths with the characters and fights them until death. At your discretion, the creature may have been mutated by the strange druidic magic of the Ice Tongue Glacier. Use the Chosen Valok Mutations Table to determine the mutation.

Clay Golems

These **clay golems** (SRD pg. 318) used to guard one of the many ruins unearthed by the melt. Their badly damaged homes lack walls and can no longer contain them. The golems think the entire world is their home to defend now, and any creatures they come across are intruders who must be crushed. The golems fight to the death.

The ancient civilization that created the golems determines their look. For instance, Al Nasar gold dwarf golems would have the look of large, clay gold dwarves adorned in Al Nasar garb. Use the Clay Golem Origin

table to determine which culture created the golems.

Clay Golem Origin

d20	Culture
1–7	Duladarin star elves
8–14	Al Nasar gold dwarves
15	Yugtug greenskins
16–20	Raceon humans

Chuuls

The melt has made the Luna Valley a perfect habitat for the **chuuls** (SRD pg. 270), who are drawn to the area by recently uncovered magic items and locations. The characters, who carry magic items, are of interest to the monsters. The chuuls sense the characters' approach, hide themselves in deep mud, and then ambush the characters. The chuuls flee when reduced to 30 hit points. If one of the characters falls, the chuul tries to drag the adventurer into a pit of deep mud and then pick the body over for magic items.

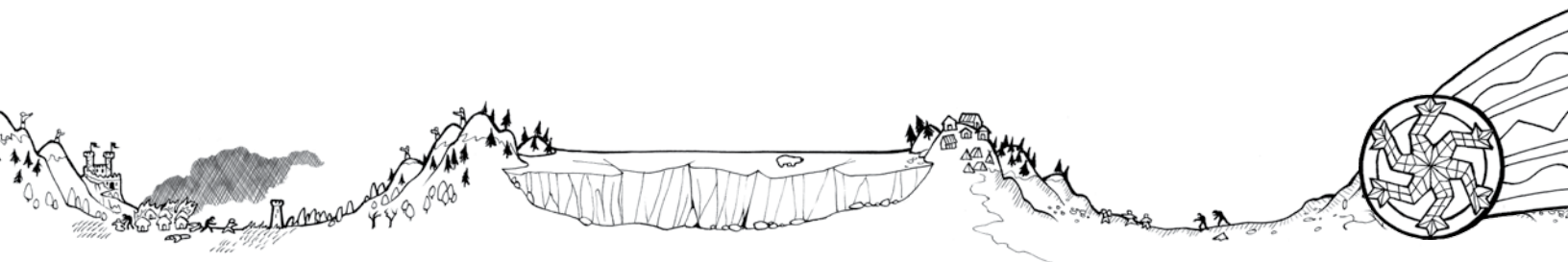
Demonic Gravel Beasts

These **demonic gravel beasts** (page 94) are shambling piles of gravel that resemble large, horned, bipedal demons. They were created when the lingering abyssal presence of Xancrown mixed with the druidic magic of the melting Ice Tongue Glacier. These beasts stalk the land, ambushing any non-demon they find and fighting until death.



Chosen Valok Mutations

d10	Mutation	Effect
1	Covered in purple antimagic moss	Spells of 5 th level and lower have no effect on the valok.
2	Pulsating green sac on its back	Whenever the valok takes damage, creatures within 5 feet of it must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage.
3	Extra-long limbs and neck	The valok's reach for its claws and bite extends to 15 feet and its speed becomes 50 feet.
4	Skin is replaced by a chitinous shell	The valok's AC is 20.
5	Eyes glow with a red fire	If damage reduces the valok to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the valok drops to 1 hit point instead.
6	Extra-large jaws	When the valok bites a creature that has at least one head and rolls a 20 on the attack roll, it bites off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to piercing damage, doesn't have or need a head, has legendary actions, or the GM decides the creature is too big for its head to be removed with a bite. Such a creature instead takes an extra 6d8 piercing damage from the hit.
7	Claws drip with acid	The valok's claw attack deals an extra 7 (2d6) acid damage.
8	Purple skin	The valok is immune to bludgeoning, piercing, and slashing damage from magic weapons, but takes full damage from mundane weapons.
9	Black claws	If the valok hits a creature other than an undead with its claw attack, the target must succeed on a DC 20 Constitution saving throw or be paralyzed 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.
10	Two mutations	Roll twice on this table, ignoring this result if it comes up again.



Demonic Mud Beasts

These **demonic mud beasts** (page 95) are flowing forms of mud that move like an ooze. They were created when the lingering abyssal presence of Xancrown mixed with the druidic magic of the melting Ice Tongue Glacier. These beasts stalk the land, ambushing any non-demon they find and fighting until death.



Demonic Tree Beasts

These **demonic tree beasts** (page 96) look exactly like petrified trees while at rest. When they move, a terrifying demonic visage adorns their trunks. They were created when the lingering abyssal presence of Xancrown mixed with the druidic magic of the melting Ice Tongue Glacier. These beasts stalk the land, ambushing any non-demon they find and fighting until death.

Druids

Summer's Embrace, a band of evil fanatical **druids** (SRD pg. 393), has come to the Luna Valley to revel in nature's destruction of civilization. They believe the comet was sent by the gods to punish humanoids for pillaging the earth. Now they plan to finish the work, and kill any remaining humanoids in the area. The druids begin by casting *barkskin* on themselves. Then half their number wades into melee combat and uses *thunderwave* against the characters, while the others stay back and cast *produce flame*. The druids fight until half their number fall, and then they scatter and flee. For more information on Summer's Embrace, see Chapter 3 (page 74).

Dryads

These **dryads** (SRD pg. 307) have had their minds warped by Summer's Embrace. The bloodthirsty creatures use their magic to ambush and attempt to kill the characters. They are insane and fight to the death.



Earth Elementals

These **earth elementals** (SRD pg. 309) were once servants of an ancient civilization, frozen by the Ice Tongue Glacier. Now that the melt has freed them and their old masters are dead, the elementals rage through the valley, angered that they have not been returned to their home plane. They fight to the death against any creature they come across.

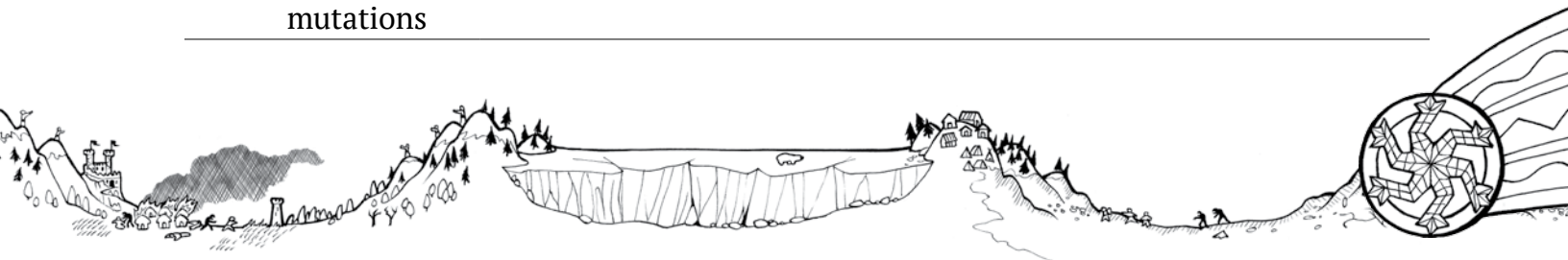
At your discretion, the same magic of the Ice Tongue Glacier can have caused the earth elementals to mutate and gain extra abilities. Use the Earth Elemental Mutations table to determine the mutation.

Fire Giants

These **fire giants** (SRD pg. 315) have come to the Luna Valley to pillage the lairs of frost giants, who they know are weakened

Earth Elemental Mutations

d6	Mutation	Effect
1	Intelligent	The earth elemental has Intelligence and Charisma scores of 10 and speaks Druidic.
2	Green flecks throughout its body	As an action, the earth elemental breathes poison gas in a 30-foot cone. Each creature in the area must make a DC 16 Constitution saving throw. A creature who fails takes 28 (8d6) poison damage. A creature who succeeds takes only half damage. The earth elemental must complete a long rest before it can use its poison breath again.
3	Made entirely of black earth	The earth elemental is immune to acid and fire damage.
4	Has more mud in its form	As an action the earth elemental can attempt to encase a creature within 5 feet of it. The creature must succeed on a DC 16 Dexterity saving throw, or it becomes encased by the elemental. While encased, the creature is blinded and restrained, it has total cover against attacks and other effects outside the elemental, and it takes 28 (8d6) bludgeoning damage at the start of its turns. If the elemental dies, the encased creature is freed. The elemental can also choose to release an encased creature as a bonus action, causing it to land prone in a space within 5 feet of the elemental. The elemental can only have one encased creature at a time.
5	Branches grow out of the elemental	The elemental gains the following action, which it can make in place of a slam attack when it uses Multiattack. Branch Javelin. <i>Ranged Weapon Attack:</i> +8 to hit, range 30/90 ft., one target. Hit: 12 (2d6 + 5) piercing damage.
6	Two mutations	Roll twice on this table, ignoring this result if it comes up again.



and scattered because of the melt. They approach the characters directly and ask where they can find any frost giants. If the characters point them toward any real frost giants, the fire giants go in the direction indicated by the characters. A DC 15 Charisma (Deception) check convinces the fire giants of any falsehoods.

If the characters cannot help the fire giants, the huge beings demand the characters give them treasure. Any items that equal 10,000 gp in value, six consumable magic items, or one permanent magic item is enough to send the giants on their way. If they do not have anything to offer, the giants attack, and one flees when its companion falls.

Frost Giants

These **frost giants** (SRD pg. 315) are starving and desperate. They attack the characters on sight, hoping to take everything from them. The giants fight until one falls and then the other flees.

Gargoyles

These **gargoyles** (SRD pg. 312) were guardians of an ancient civilization's stronghold that fell when the Ice Tongue Glacier was brought down on the Luna Valley. Now free of their masters, the creatures seek to cause mischief and havoc in the Luna Valley. They ambush the characters and fight until half their number fall, then flee.

Giant Scorpions

The warming weather of the Luna Valley and collapsed underground tunnels caused by the comet's impact have caused these **giant scorpions** (SRD pg. 373) to emerge

and scout for food. The desperate creatures fight until reduced to 10 hit points and then flee.

Giant Spiders

The warming weather of the Luna Valley and collapsed underground tunnels caused by the comet's impact have caused these **giant spiders** (SRD pg. 374) to forage for food. The desperate creatures fight until reduced to 10 hit points and then flee.

Giant Vultures

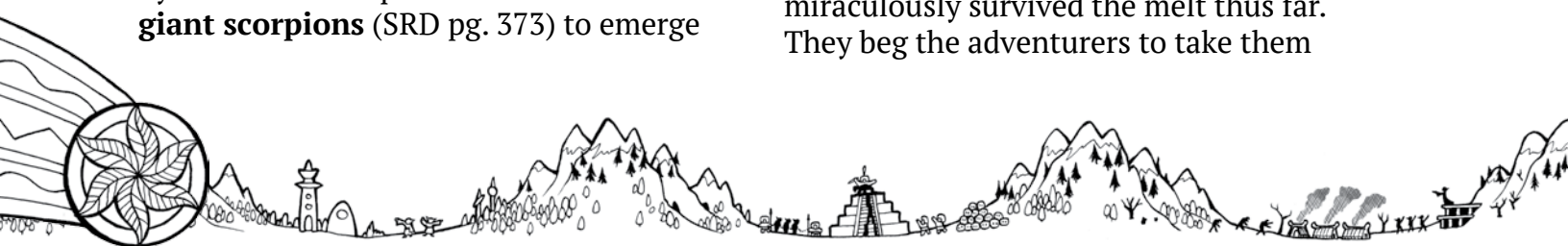
Giant vultures (SRD pg. 375) circle the sky of the Luna Valley. So much death in the recent weeks has provided a feast for them, but the good times are coming to the end, as many of the weaker creatures in the area have died off and now the tougher predators remain. The hungry vultures attack in a group, hoping to carry off an adventurer or two as a meal. The birds fight until they can carry off an unconscious adventurer, or until half their number fall.

Glabrezu

These **glabrezu** (SRD pg. 274) are part of Fel'dryzonna's entourage and scout the Luna Valley looking for the adventurers. They attack on sight, fight to the death, and offer no information to the characters about the whereabouts of the comet demon.

Green Hags

These three **green hags** (SRD pg. 322) are in a coven and take on the appearance of starved young women who have miraculously survived the melt thus far. They beg the adventurers to take them



to a safe place. The hags travel with the characters, aiding them where they can to earn their trust. Once the hags learn where Tomar's Crossing is, they have a source of delicious victims and no longer have use for the characters. They offer to take watch during a long rest, wait until the adventurers are asleep, and attack. If one hag falls, the other two flee.

Gorgons

1,000 years ago, a mad wizard locked his many servants in an underground lair with a horde of **gorgons** (SRD pg. 320). These creatures fed off the petrified statues and lived for generations. Food ran out the same time the comet hit and now many of these monstrous beasts roam the valley looking for food. The gorgons charge and fight to the death.

Harpies

These **harpies** (SRD pg. 324) spot the characters and their shiny objects from afar and follow. When the characters stop for a long rest, they use their Luring Song to call the characters away one-by-one and ambush them. If more than half their number falls, the harpies flee.

Hydras

This pair of **hydras** (SRD pg. 326) are ravenous. They were drawn to the muddy heat of the Luna Valley to mate and lay eggs, but food has grown scarce since their arrival. They attack the adventurers on sight and fight until they are reduced to 50 hit points, then flee.

Iron Golem

This **iron golem** (SRD pg. 319) used to guard one of the many ruins unearthed by the melt. Its badly damaged home lacks walls and can no longer contain it. The golem thinks the entire world is its home to defend now, and any other creatures it comes across are intruders who must be crushed. The golem fights to the death.

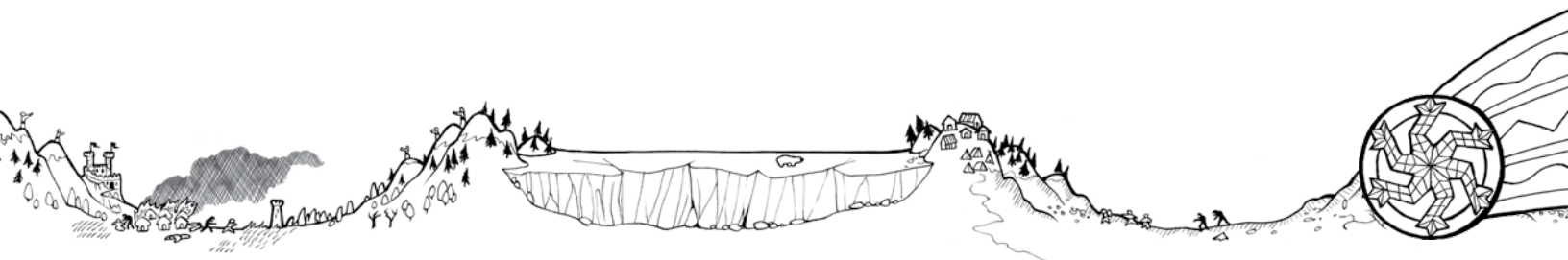
The ancient civilization that created the golem determines its look and the type of damage dealt by its breath weapon. For instance, Al Nasar gold dwarf golems would have the look of large, iron gold dwarves adorned in Al Nasar garb and breathe fire. Use the Iron Golem Origin table to determine which culture created the golem.

Iron Golem Origin

d20	Culture	Breath Weapon
1–7	Duladarin star elves	Cold
8–14	Al Nasar gold dwarves	Fire
15	Yugtug greenskins	Acid
16–20	Raceon humans	Poison

Mammoths

This trio of **mammoths** (SRD pg. 379) is part of a larger herd affected by the demonic magic in the region. The mammoths are crazed carnivores who foam at the mouth and attack any living creature that isn't another mammoth. They fight until death.





Necrotic Tangle

The black vines that began to grow up from the ground after the melt occurred have begun to take on a life of their own. These massive piles of black, thorny vines desire only to leech the life out of other living creatures. **Necrotic tangles** (page 97) hide underground and burrow up to ambush prey, fighting until death.

Night Hags

This coven of **night hags** (SRD pg. 322) takes on the appearance of hearty women surviving the melt in their own campground. They call the adventurers over to share a meal of what appears to be beef stew (that tastes delicious). The women appear friendly and ask questions about where they can find other resources

in the area. They offer the characters a chance to rest in their camp for the night.

The hags have created the stew from the meat of humanoids they slaughtered in the camp days before the adventurers arrived (a character proficient with cook's utensils immediately knows the meat is not beef). Any character who eats the meat must succeed on a DC 15 Wisdom saving throw or become cursed. A female character who is cursed in this way turns into a night hag 1d10 days after eating the meal. This character becomes an NPC under the GM's control. Characters of other genders who fail this saving throw become goats in 24 hours. *Remove curse* or similar dispels the hag's curse, if cast before a transformation occurs. After transformation, only killing the hags of the original coven can reverse the effects of the spell.

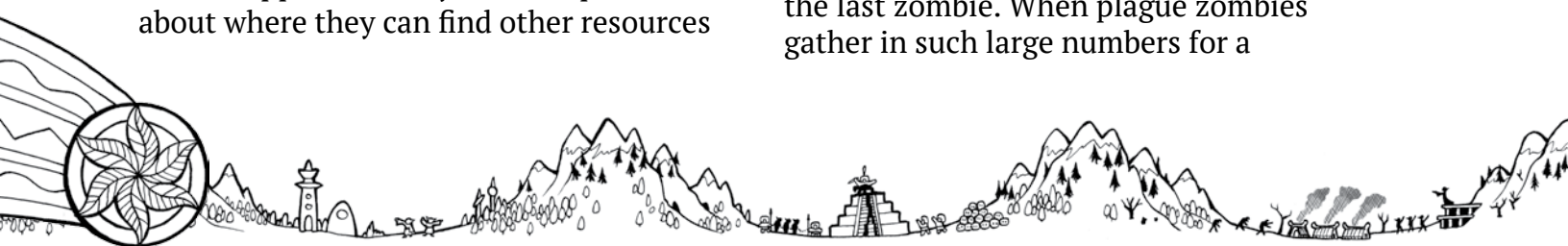
The hags hope to add more members to their coven and use the goats in ritual sacrifices and for food.

Oni and Ogres

This group of **ogres** (SRD pg. 339) is led by an **oni** (SRD pg. 339), who chooses to remain invisible and flying at the start of battle. The ogres surround the characters and demand all the party's magic items. If the characters do not comply, the oni answers with a *cone of cold* and the ogres attack. The ogres fight until the oni falls, and then flee. The oni fights until the last ogre falls, and then flees.

Plague Zombies

This horde of **plague zombies** (page 98) converges on the characters, fighting until the last zombie. When plague zombies gather in such large numbers for a



Plague Zombie Horde Effects

d8	Effect
1	The zombies have a movement speed of 40 feet and a +2 bonus to Dexterity saving throws.
2	Any creature that is not undead that starts its turn within 5 feet of a zombie must succeed on a DC 12 Constitution saving throw or suffer one level of exhaustion.
3	The zombies have truesight out to 30 feet.
4	The zombies are immune to lightning damage.
5	The zombies are immune to fire damage.
6	When a zombie dies, it explodes. Creatures within 5 feet of it must succeed on a DC 13 Constitution saving throw or take 5 (1d10) poison damage.
7	The zombies can take one action together in lieu of individual actions. They call a bolt of necrotic energy down from the sky that strikes one creature a zombie can see. That creature must succeed on a DC 15 Dexterity saving throw or take 1 point of necrotic damage for every living zombie within 120 feet of it and suffer one level of exhaustion.
8	The zombies have a fly speed of 30 feet.

sustained period, they often have a random effect on each other thanks to all the lingering necrotic energy. Use the Plague Zombie Horde Effects table to determine what effects a horde might have.

Planetar

Mikael Jobranna, a **planetar** (SRD pg. 265), came to the Luna Valley to purge the land of life so the demonplague cannot spread from the valley. He goes about his bloody work with grim determination, and insists it is already too late to save the valley. The focus should now be on saving the world. After explaining this, he attacks the characters and fights until death.

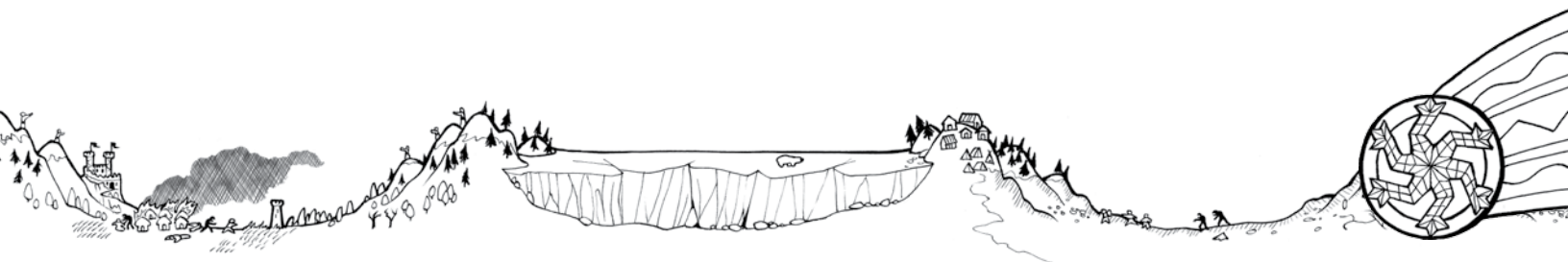
This encounter occurs only once. If you roll and get it a second time, choose or roll for a new encounter from the appropriate list.

Purple Worm

This **purple worm** (SRD pg. 343) roams the tunnels beneath the Luna Valley, seeing what food it can discover. The comet's impact drew the worm toward the surface and it believes a large meal is waiting for it somewhere. It breaks through the ground, fights until it has 50 hit points remaining, and then flees.

Remorhazes

This pair of mated **remorhazes** (SRD pg. 344) hunt the wilds of the Luna Valley together. They burrow deep in the mud to stay cool and ambush their prey from below. Since food is scarce, they'll attack any living morsel that walks over them. Each flees by burrowing when reduced to 50 hit points.



Roc

This **roc** (SRD pg. 345) hasn't seen any edible food for days. When it spies the adventurers below, it dives, attempting to carry one off to its nest so it can feast before returning to grab another bite. It flees if reduced to 70 hit points.

Shambling Mounds

These **shambling mounds** (SRD pg. 348) were created when magic in the Ice Tongue Glacier mixed with plant seeds frozen and forgotten. For weeks they grew in the mud and eventually came to life when they grew large enough. Now these hungry monsters devour any non-plant creatures they come across. The shambling mounds fight to the death.

Stone Golems

These **stone golems** (SRD pg. 320) used to guard one of the many ruins unearthed by the melt. Their badly damaged homes lack walls and can no longer contain them. The golems think the entire world is their home to defend now, and any creatures they come across are intruders who must be crushed. The golems fight to the death.

The ancient civilization that created the golems determines their look. For instance, Al Nasar gold dwarf golems would have the look of large, stone gold dwarves adorned in Al Nasar garb. Use the Stone Golem Origin table to determine which culture created the golems.

Stone Golem Origin

d20	Culture
1–7	Duladarin star elves
8–14	Al Nasar gold dwarves
15	Yugtug greenskins
16–20	Raceon humans

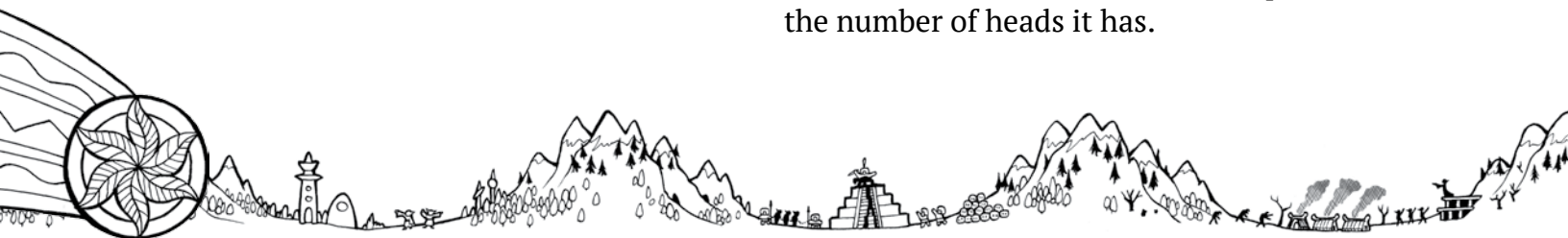
Swarms of Poisonous Snakes

These **swarms of snakes** (SRD pg. 385) came to Luna Valley after the melt and have been breeding in the ideal muddy conditions. A DC 15 Wisdom (Perception) check notices the nest of snakes in the mud. When the characters disturb a nest by walking through it, the swarms attack. A swarm retreats when it is reduced to 10 hit points.

Trolls

The **trolls** (SRD pg. 354) of the Luna Valley are hungry, and adventurers make a delicious meal. A DC 15 Charisma (Persuasion) check and a gift of treasure worth at least 500 gp convinces the trolls to not eat the adventurers. Otherwise, the trolls enter a battle frenzy and fight to the death.

The trolls have learned to use their regenerative abilities to grow extra limbs. Roll a d4 for each troll in the encounter. A roll of 2–4 determines the number of arms a troll has. A roll of 1 means the troll has two arms and two heads. When the troll uses Multiattack, it can make a number of claw attacks equal to the number of arms it has, and a number of bite attacks equal to the number of heads it has.



Tyrannosaurus Rexes

This mated pair of **Tyrannosaurus rexes** (SRD pg. 282) was drawn to the valley by the heat radiating from the comet, and like all beasts in the valley, they are hungry. They fight the adventurers until reduced to 40 hit points.

Valok

This **valok** (page 100), like all valok, desires to kill any living creatures it comes across, and fights until death. At your discretion, the creature may have been mutated by the strange druidic magic of the Ice Tongue Glacier. Use the Chosen Valok Mutations table (see “Chosen Valok” earlier in this chapter, page 14) to determine the mutation.

Vampire

A **vampire** (SRD pg. 355) from one of the Luna Valley’s ancient civilizations was recently freed when its tomb was unfrozen by the melt. The creature schemes to feed again. It approaches the characters as a fellow adventurer, promising to lead them to treasure. The vampire actually leads them through the valley aimlessly until another group attacks the characters. Then the vampire uses the situation to stab the characters in the back and feed on as many of them as possible before fleeing.

To determine the race of the vampire, use the Vampire Race table.

Vampire Race

d12	Race
1–3	Duladarin star elf
4–6	Al Nasar gold dwarf
7	Yugtug goblin
8	Yugtug hobgoblin
9	Yugtug bugbear
10–12	Raceon human

Vrocks

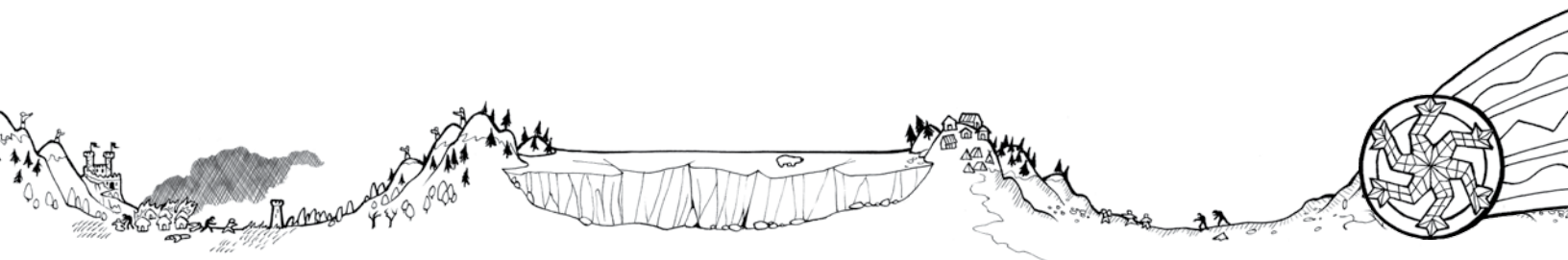
These **vrocks** (SRD pg. 276) work for Fel’dryzonna and fly through the air, scouting the valley for the characters. If they spot them, the vrocks stick to the skies and dive down to attack before flying away again. The vrocks fight until death.

White Dragon Wyrmlings

Small clutches of **white dragon wyrmlings** (SRD pg. 293) have banded together in these harsh times. The adventurers would make a good meal and provide them with treasure to start their hoards. The wyrmlings stick to the sky and use their breath weapons to attack. When a dragon is reduced to 10 hit points, it flees.

Winter Bugbears

These **winter bugbears** (page 102) pick a strategic place to ambush the characters so they can make full use of their Surprise Attacks. After catching the adventurers off-guard, they demand the characters pay them 100 gp per bugbear in the encounter. If the characters refuse, the bugbears fight until half their number fall and then flee.



Winter Hobgoblins

These **winter hobgoblins** (page 104) position themselves to surround the characters, and then their **winter hobgoblin leaders** (page 105) approach and demand the characters hand over all their food. If the characters refuse, the hobgoblins attack. They fight until both leaders fall and then flee.

Winter Wolves

Harsh times have forced the solitary **winter wolves** (SRD pg. 387) of the valley to form small packs and work together to find food. They attempt to ambush the characters, and flee when half their number fall.

Wraiths

These angry **wraiths** (SRD pg. 358) were trapped in the ruins of an ancient civilization beneath the Ice Tongue Glacier and are now free. They abhor all life and fight any living creatures they encounter to the death.

To determine the race the wraiths were in life, use the Wraith Race table.

Wraith Race

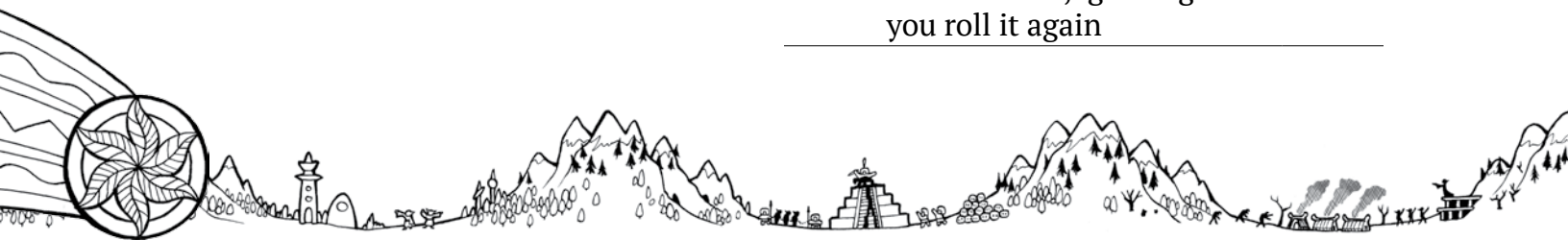
d12	Race
1–3	Duladarin star elf
4–6	Al Nasar gold dwarf
7	Yugtug goblin
8	Yugtug hobgoblin
9	Yugtug bugbear
10–12	Raceon human

Terrain and Hazards in Combat Encounters

The magic of Xancrown's waking, the comet's impact, and the Ice Tongue Glacier have warped and changed the Luna Valley. To add an extra layer of complexity and substance to the encounters above, you can roll or choose a terrain or hazard to add to combat areas.

Terrains and Hazards

d20	Terrain or Hazard	Page
1	Mud pits	26
2	Deep mud field	25
3	Mudslide	27
4	Blood ground	25
5	Steam vents	28
6	Exploding boulders	25
7	Clinging fog	25
8	Burst of severe weather	28
9	Howling winds	26
10	Opening sinkhole	27
11	Mushroom field	27
12	Bone pile	25
13	Broken ground	25
14	Earthquakes	25
15	Ghostly ground	26
16	Love rain	26
17	Petrifying mud	27
18	Shockwave stones	28
19	Mage stones	26
20	Roll twice on this table and use both hazards, ignoring this result if you roll it again	



Blood Ground

2d4 5-foot-square areas on the ground are stained blood red. When a creature standing on such an area hits with an attack, the attack deals maximum damage (as if you had rolled the highest number available on the dice). If you miss with an attack while you stand on this ground, you take 11 (2d10) psychic damage.

Bone Pile

A pile of bones 3 feet deep, 10d10 feet wide, and 10d10 feet long litters the ground. The bone pile counts as difficult terrain. When a creature ends its turn on a bone pile without moving from the spot where it started its turn, that creature takes 7 (2d6) piercing damage and is restrained after sinking into the bones. As an action, a restrained creature can attempt to free itself and end the restrained condition with a DC 13 Strength saving throw.

Broken Ground

Broken ground is any uneven floor, such as the cracked floor of an earthquake-ruined temple or a forest floor eroded by the roots of trees. 2d4 patches of broken ground 5d4 feet wide and 5d4 feet long make the encounter perilous. Creatures moving across broken ground can move at half speed without any problem. If a creature moves across broken ground at greater than half speed, that creature must succeed on a DC 13 Dexterity (Acrobatics) check or fall prone.

Clinging Fog

A spherical cloud with a radius of 10d10 feet spreads around corners and heavily

obscures the area. The fog also counts as difficult terrain. A creature that ends its turn in the cloud must succeed on a DC 10 Constitution saving throw or suffer one level of exhaustion. A wind of moderate or greater speed (at least 10 miles per hour) disperses the cloud.

Deep Mud Field

A field of mud three feet deep, 10d10 feet wide, and 10d10 feet long makes the area difficult terrain. When a creature ends its turn in deep mud without moving from the spot where it started its turn, that creature is restrained. As an action, a restrained creature can attempt to free itself and end the restrained condition with a DC 12 Strength saving throw.

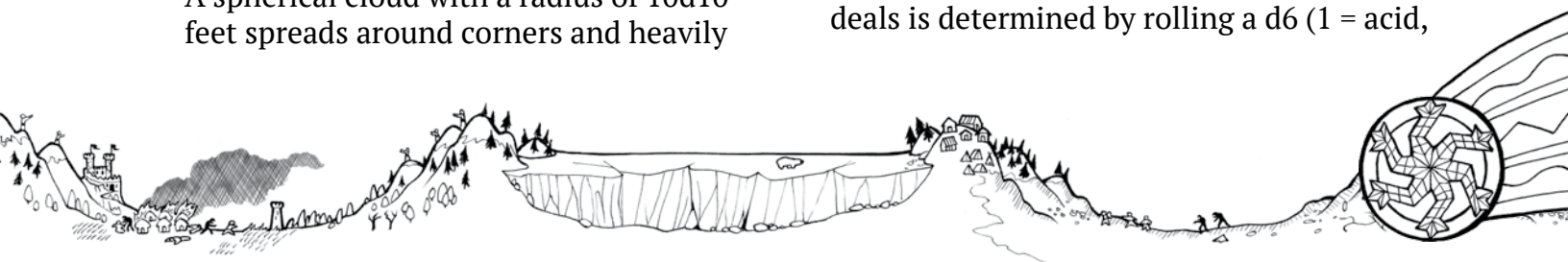
Earthquakes

Sudden quaking occurs frequently in this area. Each round during combat on initiative count 0, there is a 50% a minor earthquake occurs. Each creature in contact with the ground must succeed on a DC 17 Strength saving throw or fall prone.

Exploding Boulders

3d6 black boulders four feet high and three feet across are streaked with veins of blue arcane energy. A *detect magic* spell reveals an aura of evocation magic coming from the boulders.

If a boulder is dealt 10 or more damage in a single attack, it explodes. Creatures within 10 feet of the boulder must make a DC 15 Dexterity saving throw, taking 33 (6d10) damage on a failure or half damage on a success. The type of damage the boulder deals is determined by rolling a d6 (1 = acid,



2 = cold, 3 = fire, 4 = force, 5 = lightning, 6 = thunder). Note that one boulder exploding can set off a chain reaction if other boulders are close enough.

Ghostly Ground

Restless spirits long-forgotten are trapped in 2d4 patches of ground 5d4 feet wide and 5d4 feet long. On initiative count 0 of each round, a spirit appears adjacent to a random creature on the ghostly ground and makes a melee attack against with a +9 bonus to the roll. If the spirit hits, the attack deals 16 (3d10) necrotic damage and the target must succeed on a DC 15 Constitution saving throw or become paralyzed for 1 minute. A paralyzed creature can repeat this saving throw at the end of its turns, ending the paralyzed condition on a success.

Howling Winds

Strong winds pass through the area where the combat occurs. Each creature must succeed on a DC 15 Strength saving throw or be pushed 1d4 x 5 feet in a random direction (1 = north, 2 = northeast, 3 = east, 4 = southeast, 5 = south, 6 = southwest, 7 = west, 8 = northwest). A creature who rolls a 1 on its saving throw is also knocked prone at the end of this forced movement.

Love Rain

Rose-hued rain falls from the sky during this encounter. Each creature in the rain must succeed on a DC 13 Wisdom saving throw at the end of its turn or become charmed by the closest creature for 1 minute. A charmed creature can repeat this saving throw at the end of its turn, ending the charmed condition on

a success. A creature who succeeds on its saving throw is immune to the effects of the love rain for 24 hours.

Mage Stones

1d6 purple boulders four feet high and three feet across are streaked with veins of red arcane energy. Awakened by the sound of battle, a mage stone acts on initiative count 0 each round. The stone casts a random cantrip from the Mage Stone Spells table against a random creature. When a battle ends, the mage stones stop firing. Each mage stone has 50 hit points, AC 17, and is immune to poison and psychic damage.

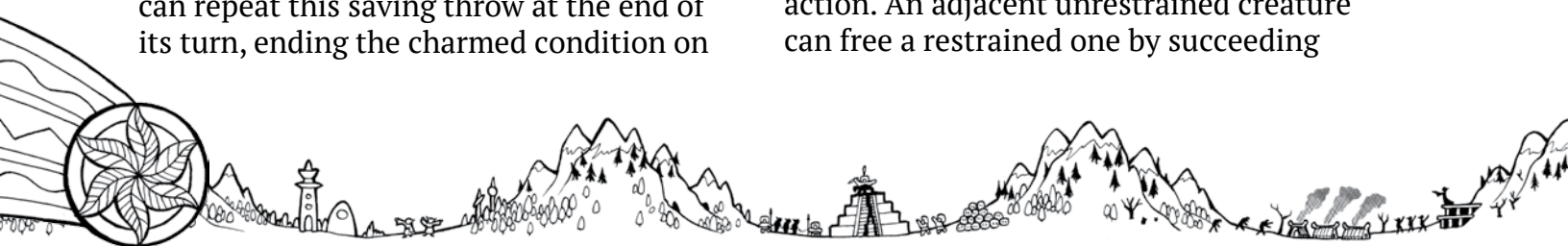
Mage Stone Spells

d4	Spell
1	<i>Acid splash</i>
2	<i>Chill touch</i>
3	<i>Fire bolt</i>
4	<i>Ray of frost</i>

Mud Pits

This area contains 2d4 mud pits. The muddy ground conceals each 10-foot-square opening of a 10-foot-deep pit in the path of the characters. A DC 14 Wisdom (Perception) check notices the mud seems less stable around the pit.

When a creature steps into a pit, it must succeed on a DC 13 Dexterity saving throw or become restrained as it starts sinking into the pit. A restrained creature can end the condition and escape the pit by making a DC 13 Strength (Athletics) check as an action. An adjacent unrestrained creature can free a restrained one by succeeding



on the same check, but if the unrestrained creature fails, it falls into the mud and becomes restrained.

At the start of each restrained creature's turn, it sinks further into the pit. It takes a Small creature two rounds after becoming restrained to be fully submerged, and it takes a Medium creature three rounds. A fully submerged creature is blinded, deafened, restrained, and cannot breathe. A fully submerged creature can escape the pit by succeeding on a DC 15 Strength (Athletics) check as an action.

Mudslide

The encounter occurs near an unstable hill or cliff of mud. Movement within 15 feet of the unstable area causes it to collapse. Creatures within 20 feet of the unstable area must make a DC 15 Dexterity saving throw when it collapses. On a failure the character takes 22 (4d10) bludgeoning damage and is buried. On a success the character takes half damage and is not buried.

A buried creature is blinded, deafened, restrained, and cannot breathe. As an action the buried character, or any non-buried character adjacent to the buried character, can make a DC 15 Strength (Athletics) check to release it from the mud.

Mushroom Field

A field of green mushrooms 10d10 feet wide and 10d10 feet long grows in the area where this encounter occurs. A creature entering or starting its turn in the area must succeed on a DC 15 Constitution saving throw or become poisoned until the end of its next turn. A creature that fails

three of these saving throws in a 24-hour period becomes blinded for 24 hours.

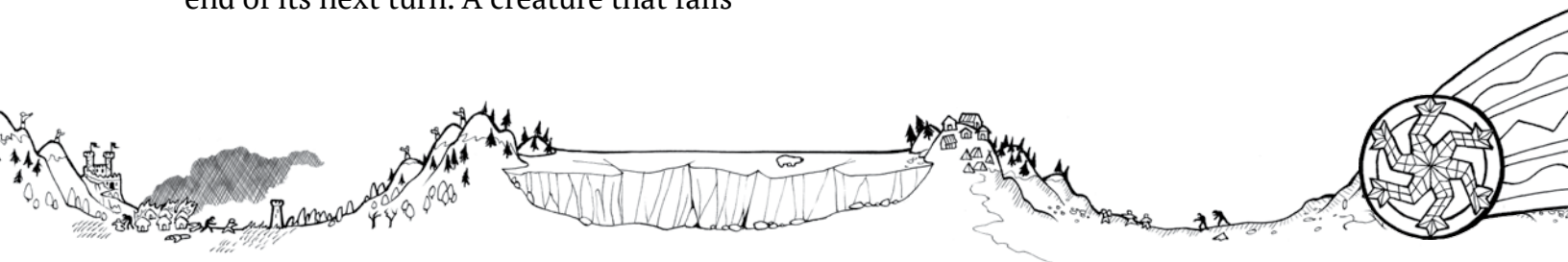
Opening Sinkhole

The ground beneath the characters' feet begins to open up. The opening in the ground appears on initiative count 0 and has a 5-foot-radius opening. The sinkhole is 1d20 x 10 feet deep. In subsequent rounds on initiative count 0, the radius of the opening widens each round by 1d4 x 5 feet. Creatures who would fall into the radius as it opens must make a DC 15 Dexterity saving throw or fall into the sinkhole and take damage as normal (1d6 bludgeoning damage per 10 feet). A creature who succeeds on this saving throw moves to the closest unoccupied space on the sinkhole's edge.

When the sinkhole first opens, roll 5d8 x 5. The result is the maximum number of feet the sinkhole's radius can be.

Petrifying Mud

An area of black mud 10d10 feet long and 10d10 feet wide. 1d4 stone statues of various creatures that live in the area (including humanoids) are within the mud. Each creature that moves into or starts its turn in the petrifying mud must succeed on a DC 15 Constitution saving throw at the end of its turn or become stunned for 1 minute. A creature stunned this way who is still in the petrifying mud must repeat this saving throw at the end of its turn. If it succeeds, the stunned condition ends. If it fails, the creature is petrified. A creature is no longer petrified if it is removed from the mud, cleaned, and remains untouched by the mud for 8 hours.



Severe Weather Events

d4	Weather	Effect
1	Downpour	Any outdoor areas are heavily obscured.
2	Hail	Any outdoor area is heavily obscured and the ground is covered in difficult terrain.
3	Lightning storm	On initiative count 0, the lightning strikes a random creature who is outdoors. That target must make a DC 15 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save or half as much on a success.
4	Tornado	On initiative count 0, all creatures outdoors must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) bludgeoning damage and 11 (2d10) piercing damage.

Severe Weather

The comet's impact has created a strange climate, which triggers random, severe weather events. These events last 1d6 hours. Roll or choose a weather event on the Severe Weather Events table.

Shockwave Stones

3d6 gray boulders four feet high and 3 feet across are streaked with veins of green arcane energy. On initiative count 0 of each round, each creature within 15 feet of a boulder must make a DC 15 Strength saving throw. Creatures who fail take 10 (3d6) force damage and are pushed back 10 feet and knocked prone. Creatures who succeed take only half damage and are not pushed or knocked prone. Each boulder has 50 hit points, AC 17, and is immune to poison and psychic damage.

Steam Vents

4d4 5-foot-square steam vents are hidden under a layer of mud. A creature notices the opening of a vent with a DC 15 Wisdom (Perception) check. Each round on initiative count 0, 1d4 random steam vents open and shoot a column of burning steam 5 feet wide and 30 feet high into the air. Each creature in the line must succeed on a DC 15 Dexterity saving throw or take 22 (4d10) fire damage.



Social Encounters

Social encounters occur when the characters meet NPCs who do not wish to do the characters harm (at least at first). Many creatures wander the Luna Valley and they could look to the characters for help, provide assistance of their own, or have some ulterior motive for interacting with the characters.

When the characters experience a social encounter, roll or choose an encounter from the Luna Valley Social Encounters table to determine who the characters meet and what their motivation is.

Luna Valley Social Encounters

d20	Encounter	Page
1	Merchant caravan	38
2	Adventuring party	29
3	Goblins	35
4	Stray dog pack	39
5	Wandering refugees	41
6	Archmage scholars	32
7	Hermit	35
8	Werebear	41
9	Hidden genie	36
10	Ghost	34
11	Vengeful undead	40
12	Baby animal	33
13	Magic creature	36
14	Metallic dragon	37
15	Bandit hunters	33
16	Lost child	36
17	Wandering golem	41
18	Sprites	39
19	Messenger	39
20	Thrill Seekers	39

Adventuring Party

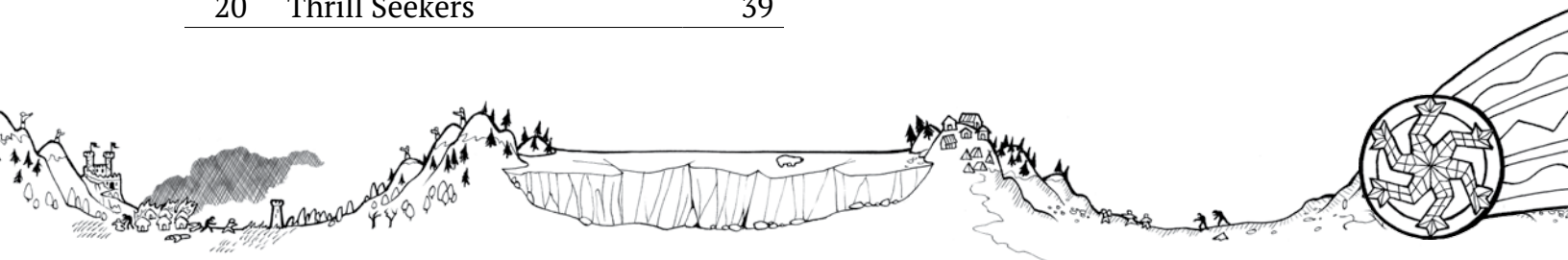
The party crosses paths with another party of 1d6 + 1 adventurers. To determine who is in this party, roll or choose on the Adventuring Party NPCs table and NPC Races table.

Adventuring Party NPCs

d10	NPCs	Page
1	Assassin	SRD 391
2	Berserker	SRD 392
3	Druid	SRD 393
4	Gladiator	SRD 394
5	Knight	SRD 395
6	Mage	SRD 395
7	Priest	SRD 396
8	Scout	SRD 396
9	Spy	SRD 397
10	Veteran	SRD 398

NPC Races

d20	Race
1–4	Human
5–7	Dwarf
8–10	Elf
11–13	Halfling
14–15	Half-elf
16–17	Half-orc
18	Gnome
19	Tiefling
20	Dragonborn



Each adventuring party has come to the Luna Valley for a reason. Roll or choose the party's motivation for adventuring in the valley on the Adventure Party Motivations table. These adventurers reside in Tomar's Crossing.

Adventure Party Motivations

d6 Motivation

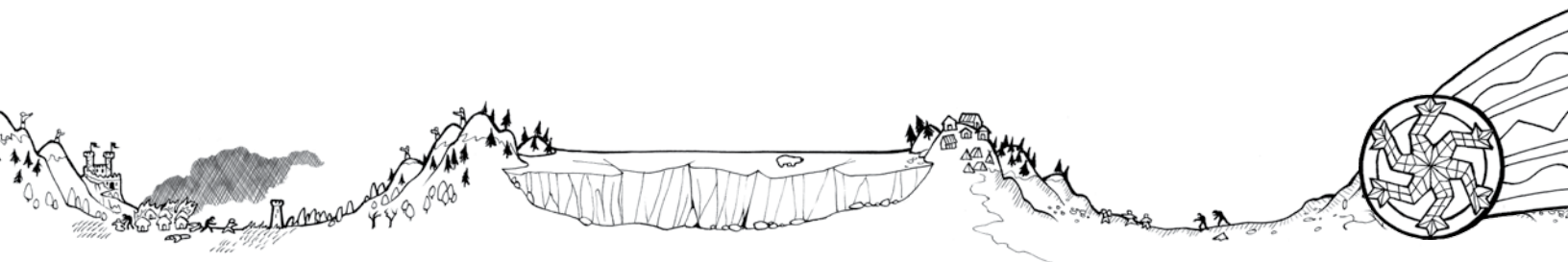
- 1 ***Treasure Seekers.*** This party is looking for gold, gems, art, and magic items in various ruins. When the characters meet them, roll a d6.
 1. the party views the characters as friendly rivals and challenges them to see who can find the best treasure.
 2. the party sees the characters as mentors they can learn something from and offers them gold in exchange for lessons during downtime (10 gp per day, per PC who agrees to train).
 3. the party views the characters as potential trading partners and offers to swap gold for gems and art (this party of adventurers has 4d6 x 1,000 gp to spend).
 4. the party asks to come along and serve as henchmen for the characters in their quest, but they require a 40% share of all treasure.
 5. the party views the characters as competition and is rude to them.
 6. the party views the characters as marks, asks to adventure with them, and attempts to steal what they can and leave in the night.

 - 2 ***Knowledge Seekers.*** This party cares about uncovering lost and forgotten lore in the Luna Valley. When the characters meet them, roll a d4.
 1. the party asks the characters to share any knowledge about the Luna Valley they have learned so far. The party records their stories and pays 100 gp per character who shares. It takes a full day to share these stories.
 2. the party takes collecting knowledge seriously and views the characters as ruffians who are just in it for the money. They have no respect for the characters.
 3. the party is happy to share information they have found with the characters and let them know what the surrounding 2d6 hexes hold.
 4. the party has uncovered tablets from the Cult of Chaos and think joining it is a great idea. They try to convince the characters to join the cult and play it off as a joke if the PCs refuse. Then they try to murder the characters in their sleep.
-



d6 Motivation

- 3 **Monster Hunters.** This party hunts monsters to sell their hides and organs for art, trophies, spell components, and more. When the characters meet these monster hunters, roll a d4.
 1. the party views the characters as friendly rivals and starts a competition to see who can kill the most monsters.
 2. the party views the characters as competition and is rude to them.
 3. the party asks the characters what monsters they have come across and will pay 20 gp for leads on exotic and dangerous prey (dragons, giants, etc.).
 4. the party sees the characters as mentors and offers them gold in exchange for lessons during downtime (10 gp per day, per PC who agrees to train).
 - 4 **Guardians of the Vale.** This party searches Luna Valley for lost souls and helps them find their way to Tomar's Crossing. They also thin the ranks of evil monsters in the area. They have great respect for the characters' past heroic deeds and help them however they can, including joining them as henchmen on their journey.
 - 5 **Murder Hobos.** They may pretend to be heroes, but this party just wants to kill creatures and take their stuff and will target the characters.
 - 6 **Lost.** This party of adventurers came to the Luna Valley seeking something, but they are now hopelessly lost and starving. Each suffers from three levels of exhaustion. If the characters give them food or aid them in any way, the party begs the characters to escort their return to Tomar's Crossing. If the characters do this, one of the party members agrees to serve as their henchman indefinitely.
-



Archmage Scholars

The characters cross paths with two **archmages** (SRD pg. 390) wandering the Luna Valley together. These archmages have come to the area for a specific purpose that could affect how they interact with

the characters. Roll or choose a motivation for the mages on the Archmage Scholar Motivations table. The archmages reside in Tomar's Crossing.

Archmage Scholar Motivations

d4 Motivation

- 1 **Magic Item Seekers.** The archmages have come to the valley to find treasures uncovered by the melt. They offer to pay the adventurers 500 gp for each permanent uncommon magic item they have, and 5,000 gp for each rare or rarer magic item they have. There is a 10% chance the archmages use their magic to try to charm or overpower the characters and take any items from them without paying.

- 2 **Rare Spell Component Seekers.** The archmages have come to the valley seeking rare spell components uncovered by the melt. The spellcasters offer to pay full price for any gems the characters have and will pay 100 gp for each demon and valok head brought to them and 1,000 gp for every full dragon corpse.

- 3 **Lore Collectors.** The archmages have come to the area to find any ancient lore they can. They will give the characters 500 gp for any decent map of the area that points out old ruins and 50 gp per tome or tablet the characters have acquired from an ancient civilization that once occupied the Luna Valley.

- 4 **Necromancers.** The archmages are necromancers who have come to the Luna Valley to collect corpses. They put their spoils in a *portable hole*. They ask the characters to work with them. If the adventurers agree, the necromancers provide them with 10 *spell scrolls of sending* and tell them to use one to make contact after they make a fresh kill or come upon any corpses. For each corpse delivered this way, the archmages pay 20 gp. There is a 10% chance the archmages decide the characters are more useful to them dead.



Baby Animal

The adventurers find a starving baby animal. The beast suffers three levels of exhaustion. If the characters feed and nurse the animal back to health, it follows them and eventually bonds with one of the

characters of your choice, who can teach it simple tricks like guard, heel, and attack. To determine the animal found, roll or choose on the Baby Animals table.

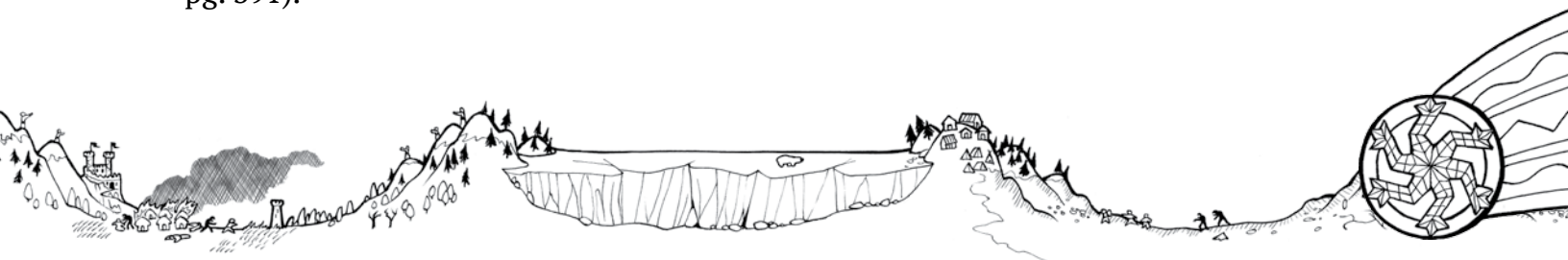
Baby Animals

d4	Beast	Page	Adjustments
1	Constrictor snake	SRD 364	Size Medium, Hit Points 7, Strength 12, Bite damage 4 (1d4 + 2), Constrict damage 5 and escape DC 11.
2	Giant frog	SRD 371	Size Small, Hit Points 10, Strength 8. The frog can only use Swallow on Tiny targets.
3	Panther	SRD 380	Size Small, Hit Points 7, Strength 10, Bite damage 4 (1d4 + 2), Claw damage 1.
4	Wolf	SRD 388	Size Small, Hit Points 5, Strength 8, Bite damage 4 (1d4 + 2).

Bandit Hunters

The characters come across a group of 10d10 **commoners** (SRD pg. 393) who have gathered to run around the valley and take on bandits. The group is woefully underprepared for the task, but their numbers help them run over small, better-trained groups of bandits. The commoners gladly take in the characters and feed them if they show themselves to be trustworthy. The commoners tell the characters they have already lost 3d10 companions in battle, but plan to continue. The characters can attempt to appeal to the mob. A DC 15 Charisma (Intimidation) or (Persuasion) check convinces them to return to the safety of Tomar's Crossing and leave the bandit hunting to the pros.

There is a 50% chance the bandit hunters are currently battling 4d10 **bandits** (SRD pg. 391).



Ghost

The characters come across the **ghost** (SRD pg. 313) of a person that died in the Luna Valley. Roll or choose on the NPC Ghosts table below to determine who the ghost was in life.

NPC Ghosts

d6 Ghost

- 1 ***Ghost of a Duladarin Star Elf.*** This elf was killed by a valok during the last days of the Duladarin civilization. The ghost ignores the characters at first, but a DC 15 Charisma (Persuasion) check gets the undead to pay attention and have a conversation. It can describe what the fall of the Duladarin civilization was like to the characters and tell them what the surrounding hexes contain.

- 2 ***Ghost of an Al Nasar Gold Dwarf.*** This dwarf killed itself during the last days of the Al Nasar civilization. The ghost screams at the characters to go away, but does not attack them since it knows it is no match for them. A DC 15 Charisma (Intimidation) or (Persuasion) check calms the ghost, who can describe the fall of the Al Nasar civilization and tell the characters what the surrounding hexes contain.

- 3 ***Ghost of a Yugtug Greenskin.*** The original Cult of Chaos sacrificed this goblinoid in the final days of the Yugtug civilization. It is terrified of the characters and will tell them whatever they want to know about the Yugtug civilization or what the surrounding hexes contain.

- 4 ***Ghost of a Raceon Human.*** This haughty human noble was killed when the Ice Tongue Glacier crashed down on the Luna Valley. It thinks the adventurers are not worth its time, but a DC 15 Charisma (Intimidation) check gets it to pay attention. The ghost will tell the characters anything about the Raceon empire or the surrounding hexes to make them go away.

- 5 ***Ghost of a Refugee.*** This refugee recently passed away. Use the NPC Races table (see “Adventuring Party” in this section) to determine the race of the ghost. It knows what is in the surrounding hexes and happily shares the information with the characters. This ghost also offers to steer the characters toward buried treasure (see “Treasure” later in this chapter), if they can find out what happened to its family who were journeying to Tomar’s Crossing. There is a 50% chance the ghost’s family made it to the village safely.

- 6 ***Two ghosts appear.*** Roll twice on this table and use both results. Add one more ghost for every 6 you roll after this one.



Goblins

The adventurers run into 1d4 **winter goblins** (page 103) that are starving and scared. These creatures beg to travel with the characters for protection. These winter goblins have had most of their tribe destroyed by the melt and have no place to go. Roll on the Goblin Behavior table to determine how the goblins act.

Goblin Behavior

d4 Behavior

- 1 **Brave.** The goblins fight shoulder to shoulder with the characters and serve as trusting allies.
- 2 **Scared.** The goblins do not trust the characters, they hide during combat, and will turn on the character if a better protector makes a deal with them.
- 3 **Grateful.** The goblins stay with the characters and aid them in combat until they find a defensible new home. They give the characters 4d4 gp as thanks when they part.
- 4 **Vile.** These goblins are bloodthirsty and turn on the characters the first chance they get.

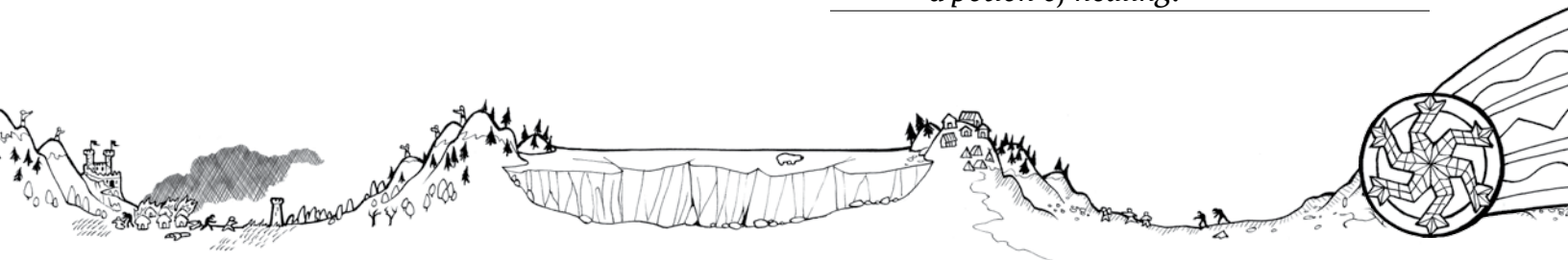
Hermit

A **druid** (SRD pg. 393) who wanders the land comes upon the characters. Determine the race of the druid by rolling on the NPC Races table (see “Adventuring Party” in this section) and then roll on the Hermit Motivations table to see how the creature reacts to the adventurers.

Hermit Motivations

d4 Motivation

- 1 **Greed.** The hermit offers the characters *potions of healing* for 30 gp each. A DC 15 Intelligence (Arcana) check reveals the potions are just cherry juice. A character proficient with an herbalism kit immediately recognizes the potions as fake.
- 2 **Altruism.** If the characters are friendly, the hermit tells them what is in the surrounding hexes and offers them a stay in his campsite for the night. During this time, the hermit feeds the characters and offers them access to any healing spells he can provide.
- 3 **Starvation.** Like many creatures in the valley, the hermit is unable to find food and suffers from two levels of exhaustion. If the characters give food to the starving druid, the hermit offers them knowledge of what the surrounding hexes contain.
- 4 **Mysteries.** The druid offers to read the fortune of the characters. If the characters do not agree, he curses them and though the characters don’t know it at first, they are all vulnerable to bludgeoning, piercing, and slashing damage for the next 1d4 days. If the characters accept, the druid predicts a random character will die in 1d10 days (this prediction is false... the hermit has no idea what he is doing) while the rest will live long prosperous lives. As thanks for letting it read their fortunes, the druid gives them each a *potion of healing*.



Hidden Genie

A chaotic neutral **djinni** (SRD pg. 312) with a knack for trouble-making, Blaari finds the characters while invisible and follows them around. Blaari is a powerful genie. She can cast *greater invisibility* at will and *wish* once per day (making her a Challenge 13 creature). Each day, she follows the party around and waits for one of them to make a verbal wish (e.g. “I wish you would eat your hat!”) and then casts a *wish* spell to make whatever they ask happen to the best of her ability. If discovered by the characters, she figures the jig is up and tries to run away.

Lost Child

A lost child has four levels of exhaustion and is a **commoner** (SRD pg. 393). The child is from one of the settlements that was wiped off the map by the melt, and has no family left. If the characters return the child to health, they may be able to find a suitable home for the kid in Tomar’s Crossing. Determine the race of the child by rolling on the NPC Races table (see “Adventuring Party” in this section). Roll on the Child Behavior table to determine how the child acts once nursed back to health.

Child Behavior

d6 Behavior

- 1 **Bratty.** The child rarely wants to do what it is told and makes a big fuss whenever anything doesn’t go its way.
- 2 **Brazen.** The child thinks nothing in the world can harm it and often tempts danger and taunts monsters.
- 3 **Naughty.** The child enjoys playing pranks on the characters.
- 4 **Obedient.** The child does whatever the characters tell it to do to the best of its ability.
- 5 **Scared.** The child flees or hides at the first sign of danger.
- 6 **Vile.** The child is evil and will turn on the characters when the moment is right. Something inside this being has snapped.

Magic Creature

The characters cross paths with a good-aligned magic creature that gives them a charm. To determine the creature and charm, roll or choose on the Magic Creatures and Charms tables below.

Magic Creatures

d4	Creature	Page
1	Blink dog	SRD 363
2	Couatl	SRD 272
3	Deva	SRD 264
4	Unicorn	SRD 354



Charms

d6	Charm
1	Charm of Animal Conjuring. As an action you can cast <i>conjure animals</i> . Once used 3 times, this charm disappears.
2	Charm of Evil Annihilation. When you deal damage to evil-aligned creatures they take an extra 1d6 radiant damage. This charm lasts for 3 days and then disappears.
3	Charm of Flight. As an action you cast <i>fly</i> on yourself. Once used 3 times, this charm disappears.
4	Charm of Healing. As an action you regain 3d8 + 5 hit points. Once used 3 times, this charm disappears.
5	Charm of Reincarnation. The next time you die this charm casts the <i>reincarnate</i> spell on you. Once used, this charm disappears.
6	Charm of Victorious Armor. As an action you gain 20 temporary hit points. Once used 3 times, this charm disappears.

Metallic Dragon

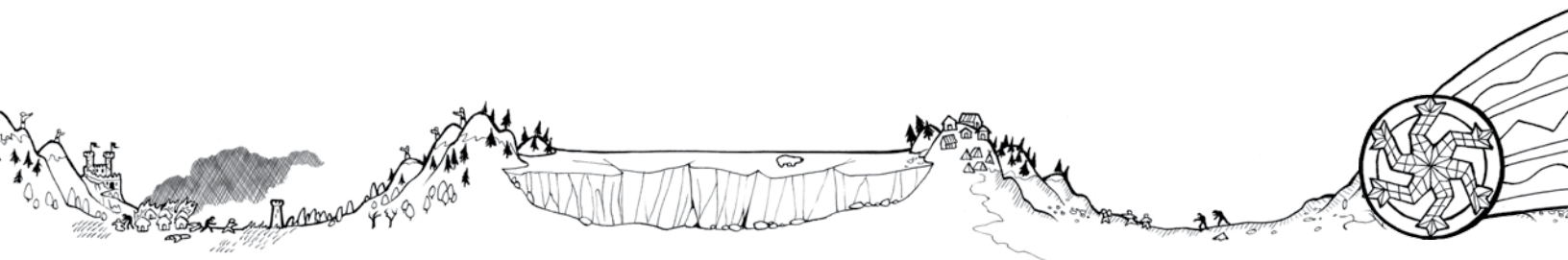
The characters cross paths with a metallic dragon who has come to the Luna Valley for a specific reason. Choose or roll on the Metallic Dragon Age Categories, Types, and Motivations tables.

Metallic Dragon Age Categories

d4	Age Category
1	Wyrmling
2	Young
3	Adult
4	Ancient

Metallic Dragon Types

d6	Type	Page
1	Brass	SRD 293
2	Bronze	SRD 296
3	Copper	SRD 298
4	Silver	SRD 304
5	Gold	SRD 301
6	Roll twice on this table, ignoring this result if you get it again. The dragon appears to be the first type of dragon you roll, but actually has the statistics of the second thanks to mixed parentage.	



Metallic Dragon Motivations

d4 Motivation

- 1 **Knowledge Seeker.** The dragon has come to the area looking for knowledge. In exchange for any ancient books of lore found by the characters, the dragon gives them a charm (see “Charms” in “Magic Creatures” in this section).
- 2 **Treasure Seeker.** The dragon has come to the area looking for ancient magic items. It might try to trade a few from its hoard with the adventurers. The dragon will not trade any of its items for items of lesser rarity.
- 3 **Scribe.** The dragon has come to the region to record events. It is strictly an observer, but offers the characters 1,000 gp each if it can sit with them for a day and trade stories. Any characters who agree to this also gain inspiration after sharing stories. The dragon will compose the tale of the Luna Valley into a book, song, or poem and eventually find the characters again to share it with them at the end of the adventure.
- 4 **Call of Xancrown.** In Xancrown’s fitful sleep he reaches out to beings of great power. This dragon heard his call and was lured to the Luna Valley. It has clearly gone mad and is obsessed with freeing the demon. *Protection from good and evil*, *calm emotions*, *lesser restoration*, *dispel magic*, or a similar spell allows the dragon to harness its inner strength long enough to break free of the madness. If freed from such madness by the characters, it offers them a piece of treasure from its hoard as a reward.

Merchant Caravan

The characters cross paths with a merchant caravan of 2d10 wagons making its way to Tomar’s Crossing from a place outside the Luna Valley. The caravan has two **guards** (SRD pg. 394) per wagon and three times as many **commoners** (SRD pg. 393). The merchants are willing to trade with the characters and have many mundane goods available for sale, plus 1d6 varieties of uncommon and rare potions. Uncommon potions cost 100 gp and rare ones cost 500 gp.



Messenger

The adventurers encounter a messenger (**scout** — SRD pg. 396) from a land far away who carries an important message for one of the citizens of Tomar's Crossing. The

scout offers the adventurers 50 gp to take the message to an NPC of your choice. To determine the nature of the message, choose or roll on the Messages table.

Messages

d4	Message
1	Bill. The NPC owes someone money. If they don't pay up, someone could come looking for them. That NPC might beg the characters for protection.
2	Dear Jane/John. The NPC was in a long distance relationship and just got dumped. The NPC may try to have a rebound fling with one of the characters.
3	Death in the Family. Someone close to the NPC has died. The NPC may ask the characters to escort them to the edge of the valley so they can go pay respects.
4	Payment. The NPC receives a note worth 10d10 gp. They may give some of that to the characters as a reward for delivering the payment.

Sprites

4d4 **sprites** (SRD pg. 351) traveling in a group while invisible spot the characters. The sprites follow the characters as they move through the Luna Valley, observing their actions. If they believe the characters are evil, they try to set traps to kill them. If they believe the characters are good, there is a 40% chance they appear and help the adventurers in their next battle against an evil creature, a 40% chance each sprite gives them 1 *potion of flying*, and a 20% chance they follow the characters and play pranks while invisible.

Stray Dog Pack

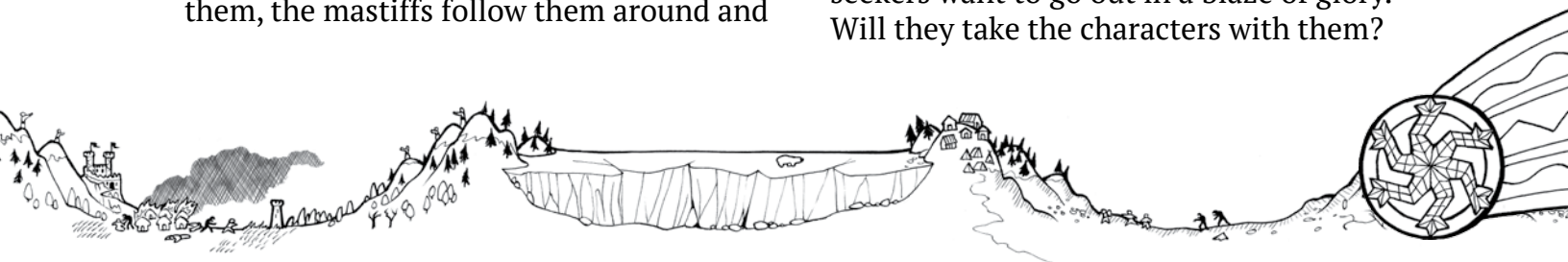
The characters cross paths with 3d6 **mastiffs** (SRD pg. 379). These wretched creatures are starving and suffer from one level of exhaustion. If the characters feed them, the mastiffs follow them around and

aid in the next combat encounter before running off. A DC 15 Wisdom (Animal Handling) check convinces a single dog to stay and act as a pet for a character.

There is a 20% chance the pack of dogs is rabid and attacks the characters on sight, fighting to the death.

Thrill Seekers

The characters cross path with 2d4 older retired adventurers (**veterans** — SRD pg. 398) who have come to the Luna Valley seeking a thrill. To determine the race of these NPCs, choose or roll on the NPC Races table (see "Adventuring Party" in this section). The thrill seekers try to get the adventurers to engage in reckless behavior with them by promising a great time. They drink hard, antagonize monsters, and run right over hazardous terrain. The thrill seekers want to go out in a blaze of glory. Will they take the characters with them?



Vengeful Undead

A vengeful undead creature stalks the Luna Valley looking for prey. Use the Undead Types and Vengeful Undead Motivations tables below to determine race and motivation of the creature. The undead may ask the characters to help it take revenge.

Undead Types

d4	Undead	Page
1	Ghost	SRD 313
2	Mummy	SRD 336
3	Wight	SRD 357
4	Wraith	SRD 358

Vengeful Undead Motivations

d4 Motivations

- 1 **Bandit Slayer.** The undead (and maybe some people close to it) was murdered by bandits — perhaps long ago (if the undead is from an ancient civilization) or perhaps right after the melt. The undead will not rest until it slays thirty **bandits** (SRD pg. 391) or one specific **bandit captain** (SRD pg. 392).
- 2 **Demon Slayer.** The undead (and maybe some people close to it) was murdered by demons — perhaps long ago (if the undead is from an ancient civilization) or perhaps right after the melt. The undead will not rest until it slays five demons or one specific demon of Challenge 8 or higher.
- 3 **Greenskin Slayer.** The undead (and maybe some people close to it) was murdered by goblinoids — perhaps long ago (if the undead is from an ancient civilization) or perhaps right after the melt. The undead will not rest until it slays twenty goblinoids or one specific goblinoid.
- 4 **Undead Slayer.** The undead (and maybe some people close to it) was murdered by undead — perhaps long ago (if the undead is from an ancient civilization) or perhaps right after the melt. The undead will not rest until it slays thirty undead or one specific undead of Challenge 5 or greater.



Wandering Golem

The characters run across a wandering golem from one of the ancient civilizations. Roll on the Golem Types and Origins table to determine the type of golem the characters come across. The golem is also

a guardian of knowledge and can tell the characters anything about the history of the civilization from whence it came, provided they ask in the golem's native language.

Golem Types and Origins

d4	Type	Page
1	Clay	SRD 318
2	Flesh	SRD 319
3	Iron	SRD 319
4	Stone	SRD 320

d4	Origin
1	Duladarin star elves (speaks Elvish)
2	Al Nasar gold dwarves (speaks Dwarvish)
3	Yugtug greenskins (speaks Goblin)
4	Raceon humans (speaks Common)

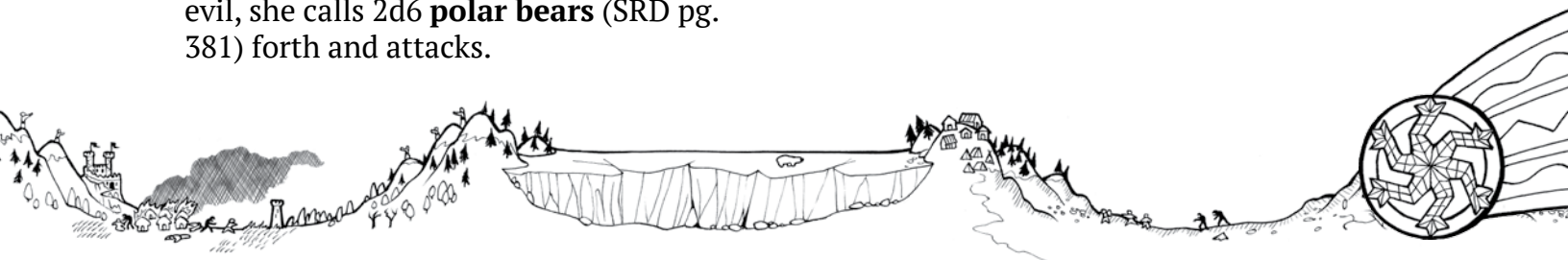
Wandering Refugees

These refugees are a collection of adult and children **commoners** (SRD pg. 393) lost in the valley trying to survive. Each adult is armed with a makeshift club or spear. If the characters approach the group, they are wary, but hopeful the adventurers can help them get to safety. If the characters point the way to Tomar's Crossing, the grateful refugees give them a reward from the table below. If the characters agree to escort them to Tomar's Crossing, the refugees give them three items from the Reward table when they reach the village.

d10	Reward
1	10d10 sp
2	4d10 ep
3	2d10 gp
4	Jewelry worth 15 gp
5	1 <i>spell scroll</i> of a random 3 rd level wizard spell
6	1d6 vials of holy water
7	5d6 pieces of silver cutlery worth 1 gp each
8	8d6 pieces of silver ammunition (arrows, bolts, or bullets)
9	1 gem worth 50 gp (bloodstone, jasper, moonstone)
10	1 <i>potion of superior healing</i>

Werebear

The characters cross paths with a human **werebear** (SRD pg. 329) named Brace Thorn who has lived in the Luna Valley for her entire life. Brace follows the characters from afar, and watches their actions. If she believes they are good, she offers to serve them as a hireling. If she believes they are evil, she calls 2d6 **polar bears** (SRD pg. 381) forth and attacks.



Exploration and Event Encounters

Exploration and event encounters occur when the characters enter a fantastic or remarkable location or when some fantastic or remarkable event takes place. Thanks to the lingering magic in the Luna Valley, these places and events are happening constantly. When you need an exploration or event encounter, roll or choose on the Luna Valley Exploration and Event Encounters table below.

If you want to create a dynamic combat encounter, you can combine it with one or more of the encounters listed here.

Luna Valley Exploration and Event Encounters

d20	Encounter	Page
1	Severe weather	51
2	Disease	46
3	Fruit tree	47
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Abandoned Cave

The characters come across a seemingly abandoned cave that is warm and dry. To see what the cave contains, choose or roll on the Cave Contents table.

Cave Contents

d4 Contents

- 1 The cave contains nothing but a dirt floor, and appears safe. If the characters spend any time at night in the cave, 3 angry **wraiths** (SRD pg. 358) rise from the floor and attack. If the characters dig into the dirt floor, they find three twisted, mangled, and burned valok corpses from long ago.

- 2 An altar to Ragalla, an ancient greenskin goddess of blood, sits at the back of the chamber. The altar depicts a hobgoblin woman in plate mail holding forth a brass bowl. A DC 15 Intelligence (Religion) check recognizes the altar as a relic of the old goddess. The first character who willingly places their own blood in the bowl become resistant to bludgeoning, piercing, and slashing damage from non-magical attacks for the next 5 days. The altar cannot bestow this benefit again for the next 2d6 days.

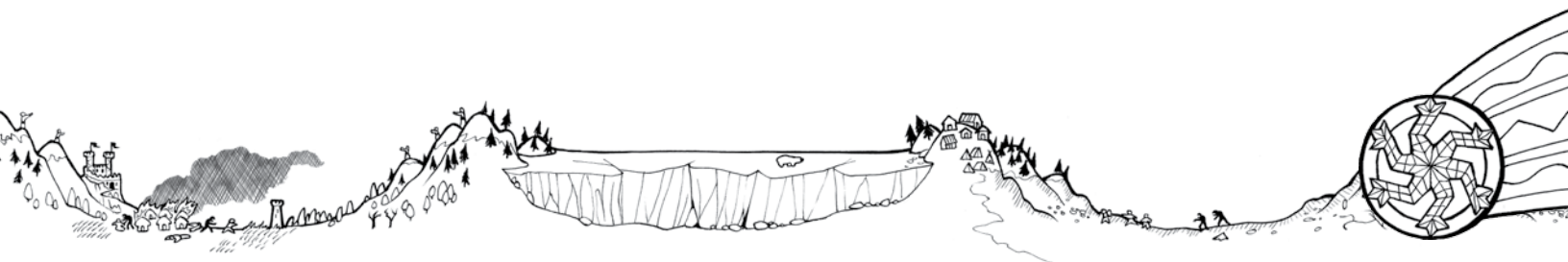
- 3 This open cave has soft, humid walls. It is actually the mouth of a sleeping **purple worm** (SRD pg. 343) that wakes when someone steps inside.

- 4 The entrance to this cave is hidden by a boulder and requires a DC 15 Wisdom (Perception) check to notice. A DC 17 Strength check is required to move the boulder to get inside the cave. This place was warded by Minas Herion and has druidic symbols all over its walls that protect the area from fiends and undead. If the characters rest here, no combat encounters occur. The characters can turn this cave into an outpost or safe house.

Abyssal Chanting

The characters hear a strange Abyssal chanting on the wind. It is as if an evil chorus is far in the distance in a direction that keeps changing. The characters and any creatures traveling with them, must succeed on a DC 15 Wisdom saving throw

or gain a random form of long-term madness (SRD pg. 201). A creature that speaks Abyssal has disadvantage on the saving throw. Fiends, undead, and creatures that cannot be charmed are immune to this effect.



Arcane Pillar

The characters find a towering pillar of stone with glowing arcane runes. Choose or roll on the Arcane Pillar Runes table to determine what effect touching the pillar has based on the color and language of the runes. A creature who can read the language of the runes immediately knows the effect of touching the column.

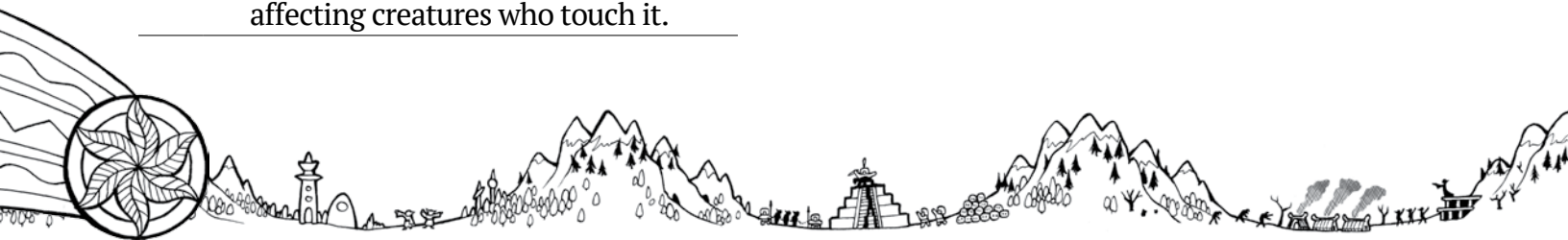
Arcane Pillar Runes

d6 Color

- 1 **Blue.** The pillar functions exactly as described in the Language column.
- 2 **Green.** Any static numerical values in the Language column are doubled.
- 3 **Orange.** Double the number of any dice rolled in the Language column.
- 4 **Purple.** Any static numerical values in the Language column are halved.
- 5 **Red.** Halve the number of any dice rolled in the Language column.
- 6 **Yellow.** The pillar's effects differ from the description in the Language column:
 - * **Elvish.** You gain a burrow speed of 20 feet instead of a fly speed.
 - * **Dwarvish.** You become vulnerable to bludgeoning, piercing, and slashing damage for 2d4 days instead of the listed effect.
 - * **Goblin.** The weapon deals fire damage instead of cold damage.
 - * **Abyssal.** You gain 2 hit dice per hour for the next 2d4 hours instead of the listed effect.
 - * **Celestial.** The column cures any diseases and removes any conditions affecting creatures who touch it.

d6 Language

- 1 **Elvish.** You gain a fly speed of 60 feet for 2d6 hours.
- 2 **Dwarvish.** You gain 20 temporary hit points at dawn each day for the next 2d4 days.
- 3 **Goblin.** Your weapon attacks deal an extra 4 cold damage for the next 2d6 days.
- 4 **Abyssal.** You lose 2 hit dice per hour for the next 2d4 hours. If you run out of hit dice, you lose 10 hit points per hour when you would normally lose a hit die.
- 5 **Druidic.** The spell save DC for your spells is raised by 2 for the next 2d6 days.
- 6 **Celestial.** A sphere of radiant light explodes, centered on the pillar with a radius of 12d6 feet. Creatures in the area must make a DC 17 Dexterity saving throw. Creatures who fail take 40 radiant damage and are blinded for 4 hours. Creatures who succeed take half damage and are not blinded.



Burial Ground

The characters walk over an unmarked burial ground. Ethereal spirits rise from the ground in great numbers as they pass. The effect of the spirits is determined by the ancient civilization that created the burial ground. Choose or roll on the Burial Ground Effects table.

Burial Ground Effects

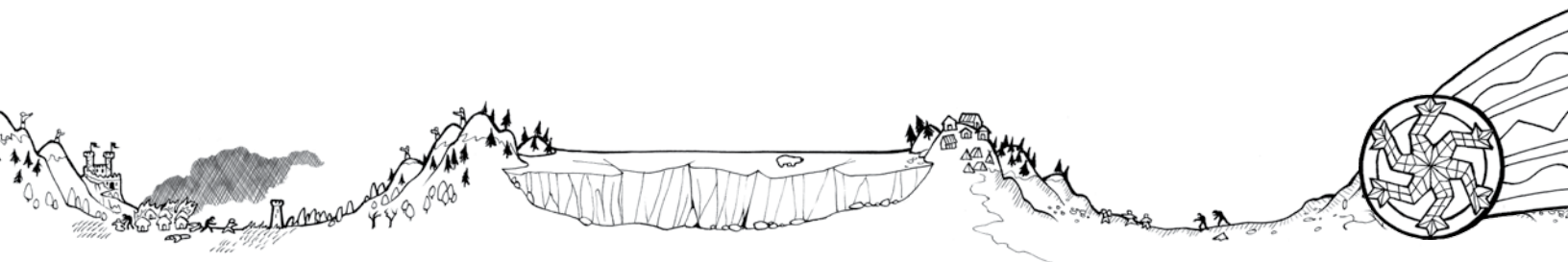
d4	Civilization
1	Duladarin Star Elves. Each creature in the area must succeed on a DC 15 Wisdom saving throw or gain a random form of long-term madness (SRD pg. 201).
2	Al Nasar Gold Dwarves. Each creature in the area must succeed on a DC 15 Constitution saving throw or suffer two levels of exhaustion.
3	Yugtug Greenskins. Each creature in the area must succeed on a DC 15 Constitution saving throw or become blinded.
4	Raceon Humans. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take 33 (6d10) lightning damage.

Corpse Field

The characters come across a field littered with corpses. The corpses could be an animal herd wiped out by starvation, refugees slaughtered by bandits or demons, valok that killed one another, or anything you choose. When the characters see this horrific field of slaughter, they (and any other intelligent creatures they travel with) must succeed on a DC 15 Wisdom saving throw or gain a random form of long-term madness (SRD pg. 201).

Demon Seal

A magic seal with a 30-foot radius is emblazoned into the ground beneath the mud. A character notices the outline of the black seal poking through mud. Anyone who stands on the seal must succeed on a DC 17 Wisdom saving throw or gain a random form of Indefinite Madness (SRD pg. 201).



Disease

As Xancrown begins to stir from his slumber, his waking sends illnesses out into the valley as a precursor to his demonplague. The next time the characters rest, choose or roll for a disease from the table below. Each character must succeed on the listed Constitution saving throw or become afflicted with the disease (as opposed to contracting it the normal way in the disease's description).

d6	Disease	Constitution Save DC
1	Itching insides (described below)	11
2	Sewer rot (SRD pg. 199)	11
3	Bottle fever (described below)	12
4	Cackle fever (SRD pg. 199)	13
5	Ooze decay (described below)	13
6	Sight rot (SRD pg. 199–200)	15

Bottle Fever

Drinking putrid ale, wine, or liquor can mean more than a hangover. Creatures who catch bottle fever feel drunk even when they haven't had any alcohol, because the yeast from a previous bad drink sticks to the walls of their stomachs and continues to ferment.

A creature who drinks rancid alcohol must succeed on a DC 12 Constitution saving throw or contract bottle fever. The first symptoms of bottle fever begin to show in 1d10 hours. An infected creature gives off a strong alcoholic odor. When the creature performs an act of physical exertion, like climbing a wall or fighting, it must succeed on a DC 10 Constitution saving throw or become poisoned for 1 hour. If the creature succeeds on the saving throw it does not

need to make another saving throw for this effect for 1 hour.

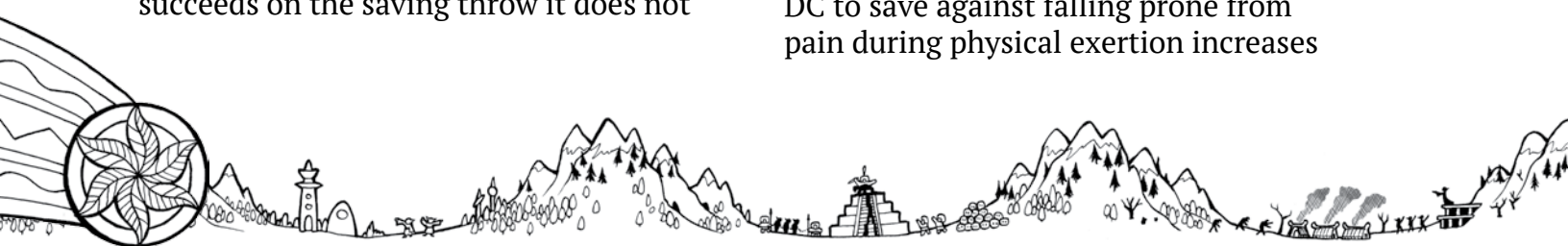
At the end of each long rest, an infected creature must make a DC 12 Constitution saving throw. If the creature fails three of these saving throws, the yeast becomes embedded in its stomach and the disease can only be cured by drinking a *potion of supreme healing*. If the creature succeeds on three of these saving throws, the disease is cured.

Itching Insides

Itching insides is a respiratory disease surface-dwelling creatures can catch in damp underground areas or by coming into contact with another creature infected with the disease. Creatures who normally live underground, like drow and dwarves, are immune to itching insides.

A surface-dwelling creature who has spent a continuous week in a damp underground area or who has come within 10 feet of an infected creature must succeed on a DC 15 Constitution saving throw or contract itching insides. The first symptoms, coughing and feeling itchy inside the lungs, appear in 1d4 days. As the disease progresses, an infected creature begins to cough up black mucus and the itching in its lungs turns to burning. The creature gains one level of exhaustion, and whenever it performs an act of physical exertion, like casting a spell or running, it must succeed on a DC 11 Constitution saving throw or fall prone as it is overwhelmed by shooting pain in its lungs.

At the end of each long rest, an infected creature must make a DC 15 Constitution saving throw. On a failed save the creature gains one level of exhaustion and the DC to save against falling prone from pain during physical exertion increases



by 1. On a successful save, the creature's exhaustion decreases by one level and the DC to save against falling prone from pain during physical exertion decreases by 1. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the disease is cured.

Ooze Decay

Humanoids and beasts contract ooze decay by drinking water an ochre jelly has touched within the past 24 hours. The disease slowly turns its victims more ooze-like until they make complete transformations into ochre jellies.

Any humanoid or beast who drinks tainted water must succeed on a DC 13 Constitution saving throw or contract ooze decay. In 1d4 days the first symptoms begin to appear. An infected creature feels lethargic and hungry. Its skin takes on a pale yellow hue that darkens as the disease progresses. The creature's base walking speed is reduced by 5 feet and it has disadvantage on all Dexterity checks and saving throws.

Fruit Color

d6 Color

- 1 **Blue.** You gain advantage on any Charisma (Deception) checks you make to influence others for 1 hour.

- 2 **Green.** You are poisoned for 1 hour.

- 3 **Orange.** You are resistant to acid, cold, fire, lightning, and thunder damage for 1 minute.

- 4 **Purple.** You have telepathy with 30 feet range for 1 hour. If you already have telepathy, its range increases by 30 feet.

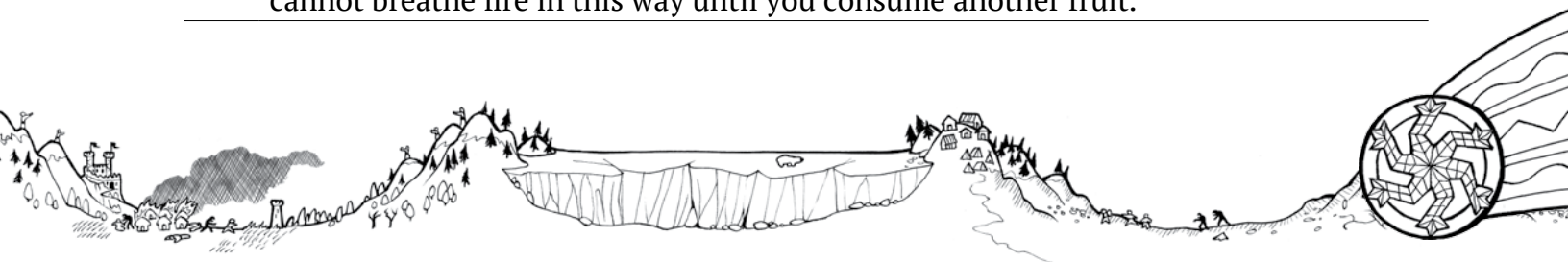
- 5 **Red.** You cast *fireball* centered on yourself without using any components.

- 6 **Yellow.** After eating the fruit, you can breathe fire in a 30-foot cone as a bonus action on the same turn. Creatures in the cone must make a DC 15 Dexterity saving throw. Creatures who fail take 33 (6d10) fire damage. Creatures who succeed take half damage. If you do not breathe fire on the same turn that you eat the fruit, you cannot breathe fire in this way until you consume another fruit.

At the end of each long rest, an infected creature must make a DC 13 Constitution saving throw. On a failed save, the creature's base walking speed is reduced by another 5 feet. When the creature's walking speed becomes 10 feet, it transforms into an **ochre jelly** (SRD pg. 341), and if the creature is a PC the GM takes control of the character. A transformed creature can only be returned to humanoid form by a *wish* spell. On a successful save, the creature regains 5 feet of its base walking speed. When the creature's base speed returns to normal, the disease is cured.

Fruit Tree

The characters find a surprisingly verdant tree that grows up out of the ground. A *detect magic* spell reveals an aura of transmutation coming from the tree. The tree has 2d10 pieces of spherical fruit growing on it. Choose or roll on the Fruit Color table to determine the effect of fruit when eaten as an action.



Macabre Parade

The characters witness a parade of despondent humanoid spirits. This diverse mix is made up of people from the Luna Valley's ancient civilizations and modern day folk, all killed by valok and

the demonplague. The spirits walk by the characters and offer them a reaction. To determine what the reaction is and the effect it has, choose or roll on the Spirit Parade Reaction table.

Spirit Parade Reaction

d4 Reaction

- 1 **Scream.** The spirits let loose a horrifying scream full of rage. Each creature that can hear and see the parade must succeed on a DC 17 Constitution saving throw or it is deafened for 8 hours.

- 2 **Grateful Smiles.** The spirits recognize the characters for their accomplishments. Their collective respect makes each character immune to fear and psychic damage for the next 24 hours.

- 3 **Fear.** The spirits flee when they see the characters and attempt to pass right through their bodies. Each creature that can see the spirits must succeed on a DC 17 Dexterity saving throw or take 22 (4d10) psychic damage.

- 4 **Bow.** The spirits bow to the characters as a sign of respect. If the characters bow back, the spirits swirl around them, forming a ghostly armor. Each creature who bowed gains 25 temporary hit points.

Massive Swarm

The characters disturb a massive insect nest hidden in the mud. The stinging, biting insects fly up through the mud and follow them in a bothersome cloud. The characters (and each creature traveling with them) must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion. If a creature fails this check by 5 or more, it suffers two levels of exhaustion. There is a 50% chance the insects following the characters are venomous. If this is the case, creatures who fail their saving throws are also poisoned for 2 hours after disturbing the nest.



Mud Canyon

The muddy ground conceals a canyon filled with mud. The canyon is 10d10 feet deep, 10d10 feet wide, and 3d6 x 100 feet long. A DC 15 Wisdom (Perception) check notices the mud seems less stable around the canyon.

When a creature steps into the canyon, it must succeed on a DC 15 Dexterity saving throw or become restrained as it starts sinking into the canyon. A restrained creature can end the condition and escape the pit by making a DC 15 Strength (Athletics) check as an action. An adjacent unrestrained creature can free a restrained one by succeeding on the same check, but if the unrestrained creature fails, it falls into the mud and becomes restrained.

At the start of each of a restrained creature's turns, it sinks further into the canyon. It takes a Small creature two rounds after becoming restrained to be fully submerged, and it takes a Medium creature three rounds. A fully submerged creature is blinded, deafened, restrained, and cannot breathe. A creature continues to sink 5 feet at the start of its turns until it hits the bottom of the canyon. A fully submerged creature can move at half speed through the mud by succeeding on a DC 15 Strength (Athletics) check as an action.

Mysterious Music

The characters hear odd music that comes from no particular place. This auditory apparition is a lullaby from one of the Luna Valley's ancient civilizations. Choose or roll on the Ancient Lullaby table to determine the origin of the song and its effects.

Ancient Lullaby

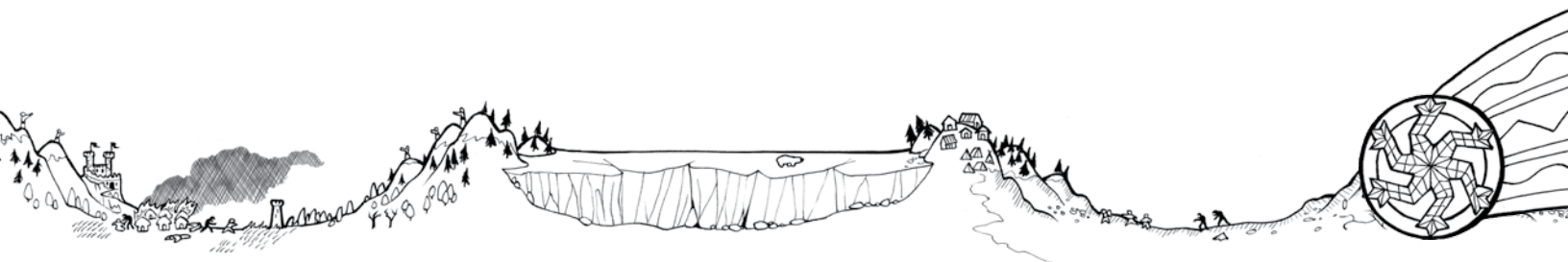
d4 Origin and Effect

- 1 ***Duladarin Star Elf***. Each creature that can hear the song must succeed on a DC 15 Constitution saving throw or fall unconscious for 8 hours. The creature can repeat the saving throw when it takes damage.

- 2 ***Al Nasar Gold Dwarf***. Each creature that can hear the song is immune to poison damage for 1d4 days.

- 3 ***Yugtug Greenskin***. Each creature that can hear the song must succeed on a DC 15 Wisdom saving throw or it goes insane with bloodlust and must kill any other creature it can see for 1 minute. If an affected creature takes damage, it can repeat the saving throw.

- 4 ***Raceon Human***. Each creature of lawful alignment that can hear the song is immune to the charmed condition for 1d4 days. Creatures of non-lawful alignment must succeed on a DC 15 Wisdom saving throw or take 22 (4d10) psychic damage.



Planar Rift

A 1-foot-square planar rift opens near the characters. While not large enough to enter, the characters can see into another plane. To determine the plane viewed and its effect, choose or roll on the Planar Rifts table.

Planar Rifts

d6 Plane and Effect

- 1 **Abyss.** Characters that can see the horrors within this planar rift must succeed on a DC 19 Wisdom saving throw or gain a form of indefinite madness (SRD pg. 201).

- 2 **Hells.** Characters that can see the torture within this planar rift must succeed on a DC 19 Wisdom saving throw or gain a level of exhaustion. Creatures who fail this save by 5 or more gain two levels of exhaustion.

- 3 **Plane of Air.** Creatures that can see into this plane are offered a gamble by a passing **djinni**. If they can link their mind with his, he will aid them, but they must be able to withstand his mental might. A creature can willingly make a DC 15 Charisma saving throw. If the creature fails, it takes 16 (3d10) psychic damage and is blinded for 1 hour. If it succeeds, that creature can cast *gaseous form* and *invisibility* once each per day without using any material components for 2d6 days.

- 4 **Plane of Earth.** Creatures that can see this plane are blessed with the gift of earth. Each creature gains the ability to cast *stone skin* once without expending any material components.

- 5 **Plane of Fire.** A great burst of fire erupts from the rift. Each creature within 120 feet of the rift must make a DC 19 Dexterity saving throw. Creatures who fail take 55 (10d10) fire damage. Creatures who succeed take half damage.

- 6 **Plane of Water.** Creatures that can see into this plane are blessed with the gift of water. Each creature gains the ability to cast *meld into stone* once per day for the next 2d4 days. When a creature casts the spell this way, it appears to be in a more liquid state.



Severe Weather

The comet's impact has created a strange climate which triggers random, severe weather events. These events last 1d6

hours. Roll or choose a weather event on the table below. Any creature not indoors at the time of the event must succeed on the appropriate saving throw or suffer the consequences.

Weather Event

d4	Weather	Effect
1	Downpour	Succeed on a DC 13 Constitution saving throw or suffer one level of exhaustion.
2	Hail	Succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion and take 11 (2d10) bludgeoning damage.
3	Lightning storm	Succeed on a DC 12 Dexterity saving throw or take 22 (4d10) lightning damage.
4	Tornado	Succeed on a DC 15 Dexterity saving throw or take 11 (2d10) bludgeoning damage and 11 (2d10) piercing damage.

Strong Winds

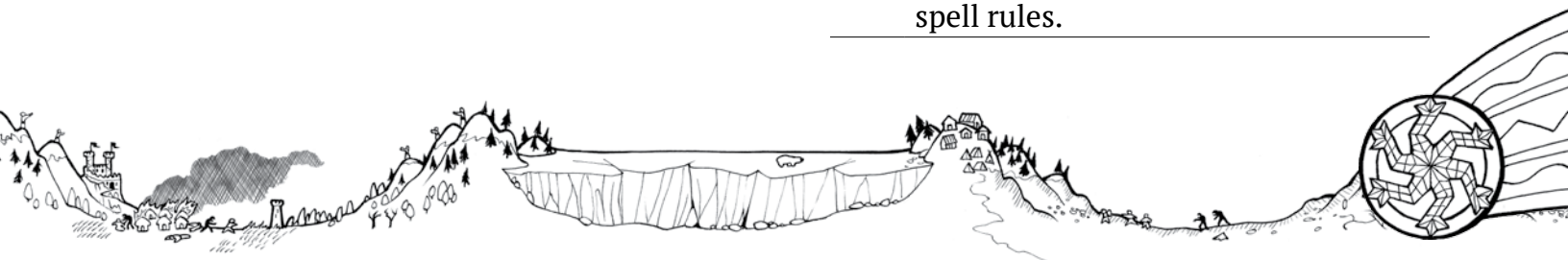
Strong winds blow in a random direction. Roll a d8 to determine the direction of the winds. 1 = north, 2 = northeast, 3 = east, 4 = southeast, 5 = south, 6 = southwest, 7 = west, 8 = northwest. If the characters are traveling against the wind (determined by the GM), their speed is reduced by one-third. The wind lasts 2d10 hours.

Tempting Spring

The characters come across a beautiful spring bubbling merrily out of the ground. A *detect magic* spell reveals an aura of enchantment around the spring. Each creature who looks at the spring must succeed on a DC 17 Charisma saving throw or be compelled to drink from the spring. A creature who drinks from the spring is subject to a random effect from the Tempting Spring Effects table.

Tempting Spring Effects

d6	Effect
1	The creature can talk to animals per the <i>Speak with Animals</i> spell for the next 1d4 days.
2	The creature falls unconscious for the next 4 hours. Only a <i>Remove Curse</i> spell or similar magic can wake the creature.
3	The creature gains a fly speed of 60 feet for 8 hours.
4	The creature must succeed on a DC 15 Constitution saving throw or become petrified.
5	The creature gains the <i>Charm of Fire</i> . It can cast <i>Fireball</i> three times without expending any material components before the charm disappears.
6	The creature is turned into a cat (SRD pg. 364) per the <i>Polymorph</i> spell rules.



Urgent Plea

A messenger (**scout** — SRD pg. 396) from Tomar's Crossing finds the characters and

has an urgent plea for them. Choose or roll on the Urgent Pleas table to determine the nature of the problem the messenger brings forth.

Urgent Pleas

d4 Plea and Problem

- 1 **Demon Attack!** The messenger tells the characters that demons are attacking Tomar's Crossing. When the characters return to the village, they find the refugee camps and houses empty or boarded up. Some bodies line the streets. 1d4 groups of 3 **glabrezu** (SRD pg. 274) or 3 **vrocks** (SRD pg. 276) stalk through the village looking for people to slaughter. 2d10 days after slaying or driving off the demons, the villagers come out of hiding or return from running scared.

- 2 **The Knights Need Your Help!** A group of Order of the Last Bastion Knights is one hex over, locked in combat with a group of goblinoids. When the characters arrive, three living but wounded (reduced to 30 hit points) **knights** (SRD pg. 395) are taking on a group of 2 **winter hobgoblin leaders** (page 105) and 1d10 + 10 **winter hobgoblins** (page 104). The grateful knights thank the characters if they drive off the goblinoids and give them a diamond worth 1,000 gp they found in their travels.

- 3 **They're Coming For You!** The messenger is just moments ahead of a group of marauding ogres who were allies of someone the characters killed (they could have been members of the Gruk'uks from *The Winter Druids' Legacy*). 10 minutes after the messenger arrives, 4d4 **ogres** (SRD pg. 339) rush toward the characters.

- 4 **Come With Me!** The messenger tells the characters there's a merchant caravan under attack and the characters need to come with him right now to stop it. Before the characters can ask questions the scout runs off, calling for the characters to follow. A DC 15 Wisdom (Insight) check reveals something is not right about the situation. The messenger is actually a member of the Cult of Chaos. Two **cult fanatics** (SRD pg. 393) lie in wait for the characters with a **nalfeshnee** (SRD pg. 275) somewhere where they have a great advantage over the characters (see the "Terrain and Hazards in Combat Encounters" section for ideas). The fanatics and the demon hide and are noticed by a DC 15 Wisdom (Perception) check. The messenger also joins the fray and shoots arrows at the characters from afar.



Visions of Death

The characters suddenly get a vision of themselves dying. Each character must succeed on a DC 15 Wisdom saving throw or suffer an effect based on the vision of death they received. To determine the nature of the vision received, roll on the Death Visions table below.

Death Visions

d4 Vision and Effect

- 1 ***Torn Apart by Xancrown.*** The character experiences a vision of being torn apart by Xancrown, and is subject to a random disease (see “Diseases” earlier in this section).

- 2 ***Murdered by Bandits.*** The character experiences a vision of being murdered by bandits, and is vulnerable to bludgeoning, slashing, and piercing damage for the next 1d4 days.

- 3 ***Consumed by the Minas Herion Ritual.*** The character experiences a vision of being consumed by magic while casting the Minas Herion ritual, and has disadvantage on Wisdom saving throws against spells and other magical effects for 1d4 days.

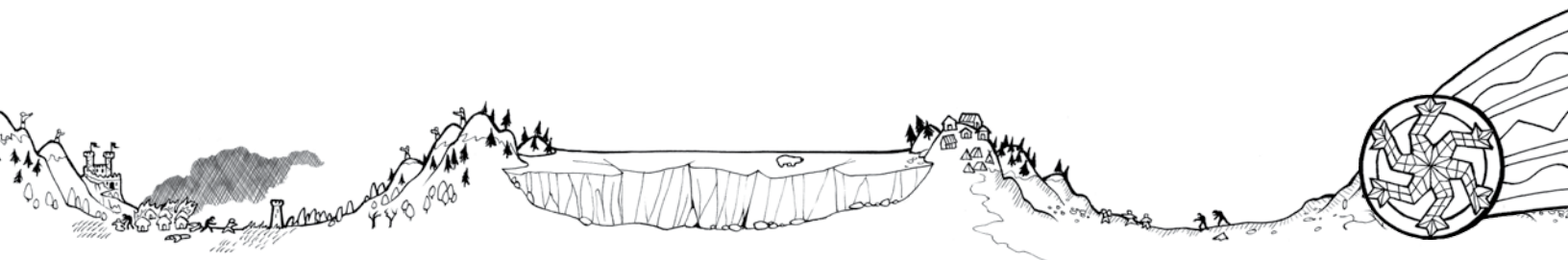
- 4 ***Starved to Death.*** The character experiences a vision of dying cold and alone in the wilds of the Luna Valley, and suffers three levels of exhaustion.

Visions of the Past

The characters experience a random collective vision of the past that gives them a piece of useful information or leads them to treasure (see “Treasure”, page 55).

Xancrown’s Scream

Xancrown lets out a mighty scream as he stirs, and it is heard in the minds of the characters, shaking their very souls. Each character must succeed on a DC 15 Wisdom saving throw or gain a random form of long-term madness (SRD pg. 201).



Ruins and Camps

Each time the characters enter a hex with a ruin or camp, you can roll or choose on the tables in this section to determine the type of ruin they enter, and who and what is within.

When the characters discover a new ruin or camp, there is a 25% chance the place is under attack from one of the groups of monsters from the combat encounters section.

Ruin Origin Civilization (Ruin Only)

d4 Civilization	
1	Duladarin star elves

d4 Civilization	
2	Al Nasar gold dwarves
3	Yugtug greenskins
4	Raceon humans

Former Ruin Purpose (Ruin Only)

d20 Former Purpose	
1–5	Small settlement (town or village)
6–9	Large settlement (city)
10–13	Fort, citadel, or castle
14–17	Temple
18	Mining facility
19	Prison
20	Arcane facility (school, wizard tower, etc.)

Inhabitant Groups in Ruins or Camps

d10 Groups	
1–2	No Inhabitants. Choose or roll an exploration or event encounter in this location instead.
3–4	Social Encounter. Choose or roll a social encounter to determine who seeks temporary shelter in the ruin.
5–6	Refugees. The creatures who live here are refugees, taking shelter from the rest of the hazardous valley. They might ask the characters to help them find and travel to a new home, or they might be content where they are. They could be willing to trade with the characters.
7–8	Bandits. These creatures desire material possessions and will try to take things from the characters by force, intimidation, or stealth.
9	Cultists. The creatures who live here are part of the new Cult of Chaos and try to force the characters to join or else use them as sacrifices.
10	Feasters. The creatures who live here kill and eat anything they find. They could be straightforward or attempt to trick their prey into spending the night before they attack.



Refugees

d10	Refugees	Page
1–5	5d10 commoners and 2d4 others (use the Adventuring Party NPC table in “Adventuring Party”)	SRD 393 29
6	10d10 winter goblins	103
7	2d4 silver dragon wyrmlings	SRD 306
8	10d10 sprites	SRD 351
9	1d6 ghosts	SRD 313
10	2d10 pseudodragons (GM determines color)	SRD 343

Bandits

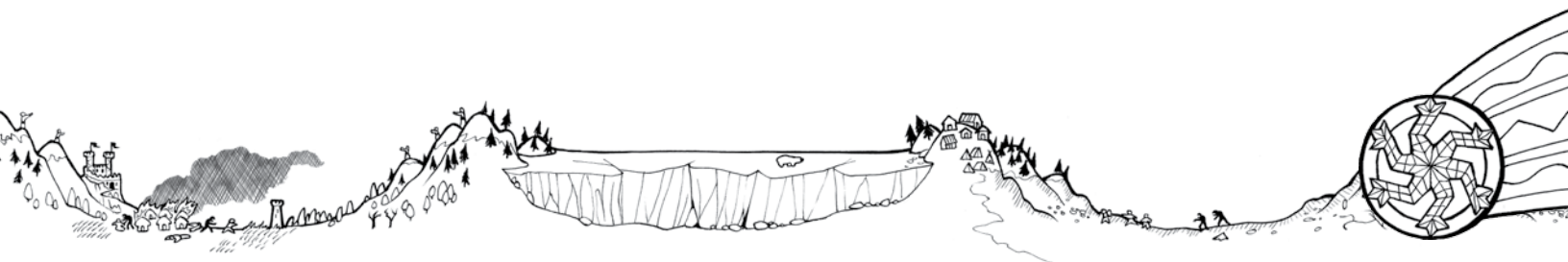
d20	Bandits	Page
1–5	1d10 bandit captains and 8d10 bandits	SRD 392 SRD 391
6–10	1 assassin and 2d4 spies	SRD 391 SRD 397
11–14	1d4 winter hobgoblin leaders and 6d6 winter hobgoblins	105 104
15–17	3d4 doppelgangers	SRD 282
18–19	1d4 + 1 frost giants	SRD 315
20	1 adult white dragon	SRD 292

Cultists

d20	Cultists	Page
1–5	1d10 cult fanatics and 8d10 cultists	SRD 393 SRD 393
6–10	2d12 winter goblins , 3d4 winter hobgoblins , 2d4 winter bugbears , and 1d4 winter hobgoblin leaders	103 104 102 105
11–14	1d4 + 1 trolls	SRD 354
15–17	3 night hags in a coven	SRD 322
18–19	1 vampire and 1d4 vampire spawn	SRD 355 SRD 357
20	1d6 + 6 black dragon wyrmlings	SRD 285

Feasters

d20	Feasters	Page
1–5	10d10 tribal warriors	SRD 397
6–10	1d6 + 6 ogres	SRD 339
11–14	1d10 + 10 ghouls	SRD 315
15–17	1d6 + 6 winter wolves	SRD 387
18–19	1d4 + 1 hill giants	SRD 316
20	1 behir	SRD 268



Treasure Generators

The characters could find a hidden cache of forgotten bandit gold while exploring an old ruin. A night hag they kill might wear a magic amulet. A dragon's hoard is full of gems and art objects that can be sold or traded. The following generators help you create magic items to give your player characters. You can distribute this wealth throughout the adventure and break it up as you see fit.

In general, you want to give your players the following treasure over the course of the adventure, in addition to the specific rewards listed for any given encounter.

- ✻ 168,000 gp
- ✻ 21,000 pp
- ✻ 7,500 gp worth of art objects
- ✻ 60,000 gp worth of gems
- ✻ 21 consumable magic items
- ✻ 5 uncommon permanent magic items
- ✻ 5 rare permanent magic items
- ✻ 2 very rare permanent magic items
- ✻ 2 legendary permanent magic items

Art Objects

When you give a character an art object, first choose or roll on the Art Object Origin table to determine which ancient civilization created the object. Then choose or roll on the appropriate table to get the art object the characters receive.

Art Object Origin

d4 Civilization

- | | |
|---|-----------------------|
| 1 | Duladarin star elves |
| 2 | Al Nasar gold dwarves |
| 3 | Yugtug greenskins |
| 4 | Raceon humans |
-

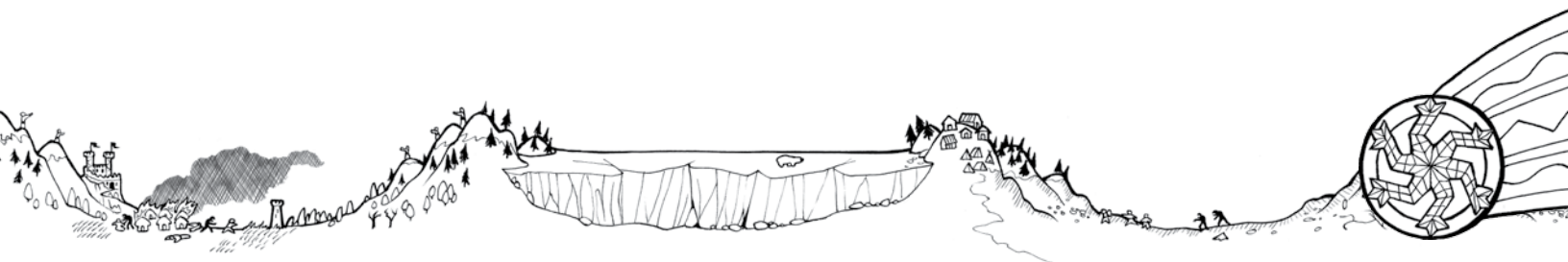


Duladarin Art Objects

d6	Worth	Sample Art Objects
1	25 gp	An ivory figurine of a wise noble, the sheet music of a rare hymn printed on fine silk, a silver necklace
2	50 gp	A braided silver ring, a brass crown, a gilded holy symbol shaped like the sun
3	100 gp	A silver bracelet set with a single tiger eye, an amber carved into the shape of an eye, a jade shaped like a leaf
4	250 gp	A gold-handled mirror, a silk tapestry depicting a beautiful elf, a set of turquoise chess pieces
5	500 gp	A gold chalice, a silver brooch set with moonstones, a costume mask made of pure silver
6	750 gp	A mandolin made of a treant with inlaid silver and coral, a painting of a landscape in an ebony frame, a ceremonial rapier with a gold pommel with an inset topaz

Al Nasar Art Objects

d6	Worth	Sample Art Objects
1	25 gp	A plain gold ring carved with Dwarvish runes, a red and black ink drawing of a hammer, an ancient set of smith's tools too old to use
2	50 gp	A helm of brass, fine robes of silk, dice carved from the finger bones of storm giants
3	100 gp	A puzzle made of copper, a headdress adorned with a bloodstone, a gold amulet of a scarab
4	250 gp	A pair of gold cuffs, a gilded eye patch set with a small ruby, a miniature pyramid made of solid gold
5	500 gp	A gold ewer carved with the image of a noble dwarf, a silver trumpet with pearl keys, an onyx carving of a dwarf skull
6	750 gp	A ceremonial gold-plated axe decorated with lapis lazuli, a gold sculpture of a stout dwarf, a tapestry bearing the seal of an ancient noble house



Yugtug Art Objects

d6	Worth	Sample Art Objects
1	25 gp	A gilded frog corpse, an orc tusk encased in amber, a pure gold spearhead
2	50 gp	A preserved hide of a wyrmling dragon, a silver nose stud with a malachite, a case of 20 decorative silver and obsidian arrows
3	100 gp	A small gold toy hobgoblin warrior, an ancient book of forgotten bugbear recipes, a silver bowl made for catching blood during sacrifices
4	250 gp	A mattress of feathers encased in silk, a gold lantern with a blue quartz handle, a silver-hilted dagger with a jet blade
5	500 gp	A small drum made of unicorn leather, an adamantite brand with a goblin rune, a gold scabbard decorated with zircons
6	750 gp	A gilded worg corpse, a platinum inlaid war horn, a collection of eight shrunken giant heads

Raceon Art Objects

d6	Worth	Sample Art Objects
1	25 gp	A gold signet ring, a pearl-handled letter opener with a silver blade, a pair of jade studded earrings
2	50 gp	A holy symbol made of chrysoprase, a platinum ring, a cloak made of wolf fur
3	100 gp	A set of soft slippers made from gold thread and silk, a miniature castle made of jasper, a silver choker studded with rhodochrosite
4	250 gp	A pair of miniature crystal hounds filled with oil and vinegar, a mithral dagger, a silver helm studded with spinel
5	500 gp	A gold flute, a gold vase with jade flowers, a small mosaic made with banded agates
6	750 gp	A gold-plated ceremonial sword, the solid silver bust of a noble, a rare copy of an ancient text long-forgotten



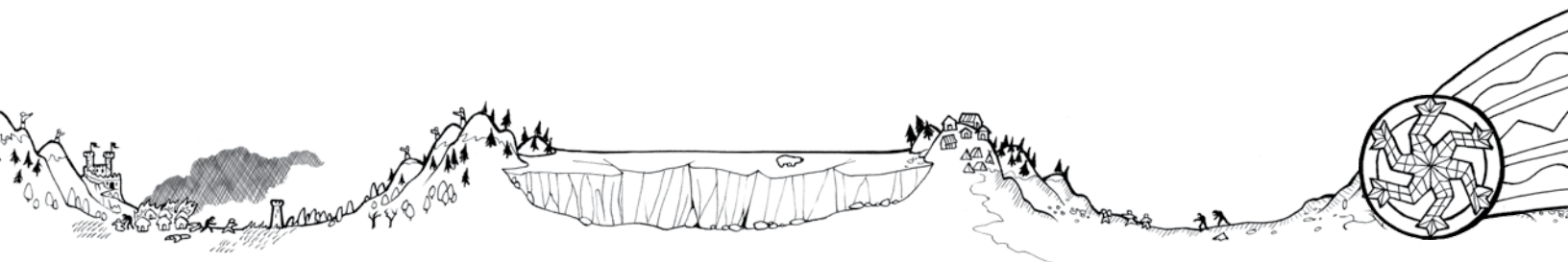
Consumable Magic Items

When you want the characters to find a consumable magic item, choose or roll on the Consumable Magic Items table below.

Consumable Magic Items

d100	Magic Item
1–2	<i>Potion of healing</i>
3–4	<i>Spell scroll (cantrip)</i>
5–6	<i>Potion of climbing</i>
7–8	<i>Spell scroll (1st level)</i>
9–10	<i>Spell scroll (2nd level)</i>
11–12	<i>Potion of greater healing</i>
13–14	<i>Potion of resistance</i>
15–16	<i>Ammunition, +1</i>
17–18	<i>Potion of animal friendship</i>
19–20	<i>Potion of hill giant strength</i>
21–22	<i>Potion of growth</i>
23–24	<i>Spell scroll (3rd level)</i>
25–26	<i>Restorative ointment</i>
27–28	<i>Oil of slipperiness</i>
29–30	<i>Dust of disappearance</i>
31–32	<i>Dust of sneezing and choking</i>
33–34	<i>Elemental gem</i>
35–36	<i>Philter of love</i>
37–38	<i>Potion of poison</i>
39–40	<i>Potion of superior healing</i>
41–42	<i>Spell scroll (4th level)</i>
43–44	<i>Ammunition, +2</i>
45–46	<i>Potion of clairvoyance</i>
47–48	<i>Potion of diminution</i>
49–50	<i>Potion of gaseous form</i>

d100	Magic Item
51–52	<i>Potion of frost giant strength</i>
53–54	<i>Potion of heroism</i>
55–56	<i>Potion of stone giant strength</i>
57–58	<i>Potion of mind reading</i>
59–60	<i>Spell scroll (5th level)</i>
61–62	<i>Oil of etherealness</i>
63–64	<i>Potion of fire giant strength</i>
65–66	<i>Bag of beans</i>
67–68	<i>Bead of force</i>
69–70	<i>Necklace of fireballs</i>
71–72	<i>Potion of supreme healing</i>
73–74	<i>Potion of invisibility</i>
75–76	<i>Potion of speed</i>
77–78	<i>Spell scroll (6th level)</i>
79–80	<i>Spell scroll (7th level)</i>
81–82	<i>Ammunition, +3</i>
83–84	<i>Oil of sharpness</i>
85–86	<i>Potion of cloud giant strength</i>
87–88	<i>Marvelous pigments</i>
89–90	<i>Spell scroll (8th level)</i>
91–92	<i>Potion of storm giant strength</i>
93–94	<i>Universal solvent</i>
95–98	<i>Arrow of slaying</i>
99–100	<i>Sovereign glue</i>



Permanent Magic Items

When you want the characters to find a permanent magic item, first choose or roll on the Magic Item Origin and Magic Item Category tables to determine the style of magic item.

Magic Item Category

d6	Category
1	Armor
2	Ring
3	Rod, Staff, or Wand
4	Weapon
5-6	Wondrous Item

Magic Item Origin

d4	Civilization	Material Used to Make Items
1	Duladarin star elves	Glass, Mithral, Silver, Platinum, Wood
2	Al Nasar gold dwarves	Adamantine, Gold, Iron, Steel, Gems
3	Yugtug greenskins	Bone, Cloth, Cold Iron, Leather, Obsidian
4	Raceon humans	Brass, Bronze, Copper, Silver, Gold



Armor

To generate a piece of armor, first choose or roll on the Armor Type table. Then choose the appropriate table to determine the armor's properties.

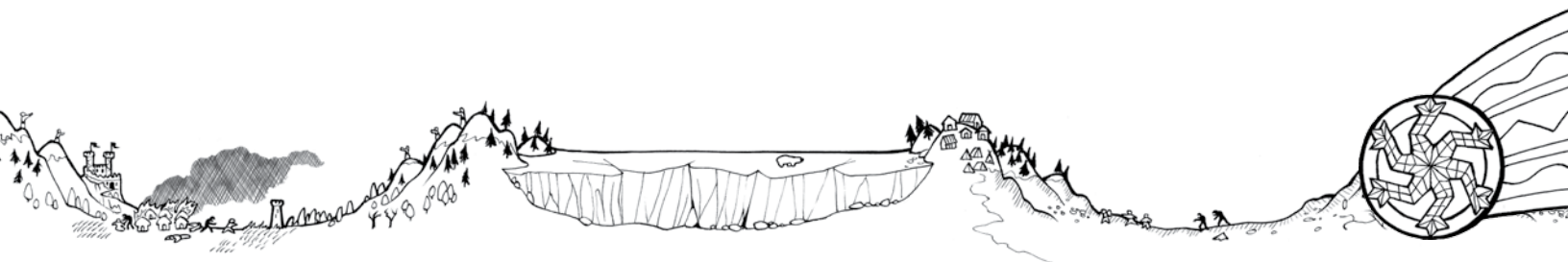
If you want to make armor with multiple properties, the rarity increases by adding the value of the properties together (uncommon = 1, rare = 2, very rare = 3, legendary = 4). The value of their sum provides the new rarity. No item can have a rarity value greater than 4. No magic armor can give a bonus to AC above +3.

Armor Types

d20	Armor Type
1	Padded
2	Leather
3–4	Studded leather
5–6	Hide
7	Chain shirt
8	Scale mail
9–10	Breastplate
11–12	Half plate
13	Ring mail
14–15	Chain mail
16	Splint
17–18	Plate
19–20	Shield

Uncommon Armor Properties

d6	Property	Requires Attunement?
1	While wearing this armor, any critical hit against you becomes a normal hit.	No
2	While you wear this armor, you have a flying speed equal to your walking speed. You can use the armor to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land. The armor regains 4 hours of flight after a long rest.	Yes
3	While wearing this armor you gain a burrowing speed of 20 feet.	No
4	You have advantage on saving throws against being poisoned while you wear this armor.	No
5	You have advantage on saving throws against being charmed while you wear this armor.	No
6	You have telepathy out to 30 feet while you wear this armor.	Yes



Rare Armor Properties

d6	Property	Requires Attunement?
1	You have a +1 bonus to AC while wearing this armor.	No
2	You can cast <i>misty step</i> while you wear this armor. Once you use this ability 3 times, you must complete a long rest before you can use it again.	Yes
3	As a reaction you can force a creature that hit you with an attack to reroll its attack roll. The creature must use the new result.	Yes
4	While wearing this armor, you resist a damage type that is determined by the GM when you find the armor. (To determine randomly, roll a d10. 1 = acid, 2 = cold, 3 = fire, 4 = force 5 = lightning, 6 = necrotic, 7 = poison, 8 = psychic, 9 = radiant, 10 = thunder.)	Yes
5	You have advantage on saving throws against spells while you wear this armor.	Yes
6	While you wear this armor, your exhaustion level cannot increase beyond 3.	Yes

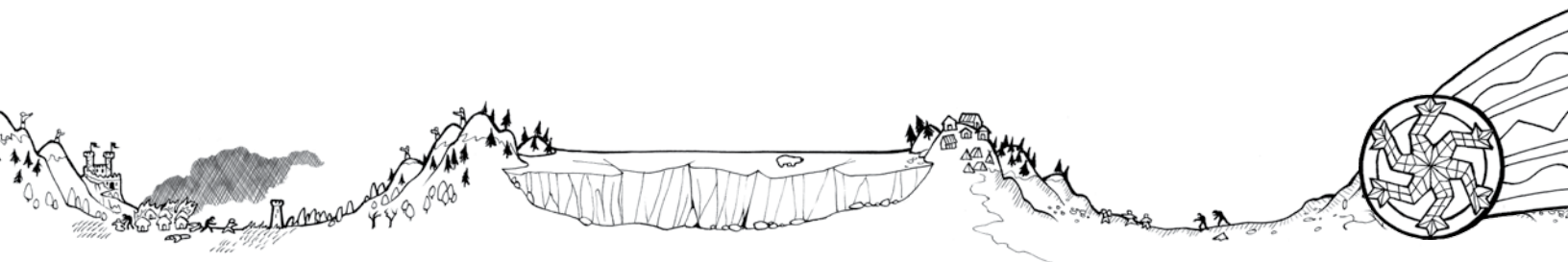
Very Rare Armor Properties

d6	Property	Requires Attunement?
1	You have a +2 bonus to AC while wearing this armor.	No
2	While you wear this armor, you are immune to the effects of spells that are 2 nd level and lower.	Yes
3	While wearing this armor, you are immune to a damage type that is determined by the GM when you find the armor. (To determine randomly, roll a d10. 1 = acid, 2 = cold, 3 = fire, 4 = force 5 = lightning, 6 = necrotic, 7 = poison, 8 = psychic, 9 = radiant, 10 = thunder.)	Yes
4	While wearing this armor, you are immune to one condition chosen by the GM when you find it. (To choose randomly, roll a d6. 1 = blinded, 2 = charmed, 3 = frightened, 4 = paralyzed, 5 = poisoned, 6 = exhaustion.)	Yes
5	While wearing this armor, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.	Yes
6	While wearing this armor, you can use your reaction when a creature within 30 feet of you that you can see is hit with an attack, to reduce the attack's damage by half. When you use this reaction, you take the same amount of damage that the creature who was attacked took after being halved.	Yes



Legendary Armor Properties

d6	Property	Requires Attunement?
1	You have a +3 bonus to AC while wearing this armor.	No
2	You have resistance to non-magical damage while you wear this armor. Additionally, you can use an action to make yourself immune to non-magical damage for 10 minutes or until you are no longer wearing the armor. Once this special action is used, it can't be used again until the next dawn.	Yes
3	While wearing this armor, you can speak its command word as an action to gain the effect of the <i>etherealness</i> spell, which lasts for 10 minutes or until you remove the armor or use an action to speak the command word again. This property of the armor can't be used again until the next dawn.	Yes
4	While wearing this armor, you are immune to fire damage. In addition, you can use your action to breathe a 60-foot cone of fire. Creatures in the area must make a DC 17 Dexterity throw, taking 6d10 fire damage on a failed save, or half as much on a successful one. You must complete a short or long rest before you can breathe fire in this way again.	Yes
5	If you are targeted with a line or attack spell while wearing this armor, roll a d6. On a roll of 2 or 3 the spell is deflected harmlessly away from you. On a roll of 1, the spell is reflected back at the caster.	No
6	While wearing this armor, you are immune to the petrified condition and two other conditions chosen by the GM when you find it. (To choose randomly, roll a d6. 1 = blinded, 2 = charmed, 3 = frightened, 4 = paralyzed, 5 = poisoned, 6 = exhaustion.)	Yes



Weapons

To generate a weapon, first choose or roll on the Weapon Types table and then choose or roll on the appropriate weapon category table. Then choose the appropriate magic item rarity table to determine the properties the weapon has.

If you want to make a weapon with multiple properties, the rarity increases by adding the value of the properties together (uncommon = 1, rare = 2, very rare = 3, legendary = 4). The value of their sum equals the new rarity. No item can have a rarity value greater than 4. No magic weapon can give a static bonus to attacks and damage above +3.

Weapon Types

d10	Weapon Type
1-3	Simple melee weapon
4-5	Simple ranged weapon
6-8	Martial melee weapon
9-10	Martial ranged weapon

Simple Melee Weapons

d100	Weapon
01-05	Club
06-20	Dagger
21-25	Greatclub
26-35	Handaxe
36-45	Javelin
46-50	Light hammer
51-65	Mace
66-80	Quarterstaff
81-85	Sickle
86-100	Spear

Simple Ranged Weapons

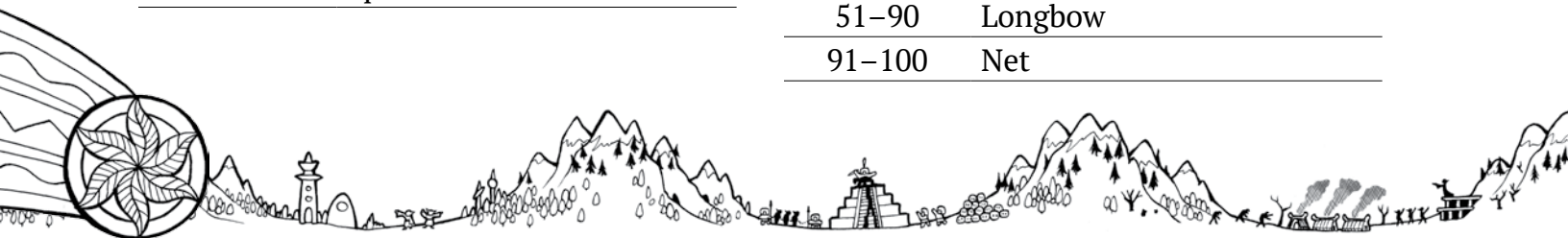
d100	Weapon
01-35	Crossbow, light
36-50	Dart
51-85	Shortbow
86-100	Sling

Martial Melee Weapons

d100	Weapon
01-07	Battleaxe
08-10	Flail
11-13	Glaive
14-20	Greataxe
21-30	Greatsword
31-33	Halberd
34-36	Lance
37-46	Longsword
47-53	Maul
54-56	Morningstar
57-59	Pike
60-69	Rapier
70-72	Scimitar
73-82	Shortsword
83-85	Trident
86-92	War pick
93-99	Warhammer
100	Whip

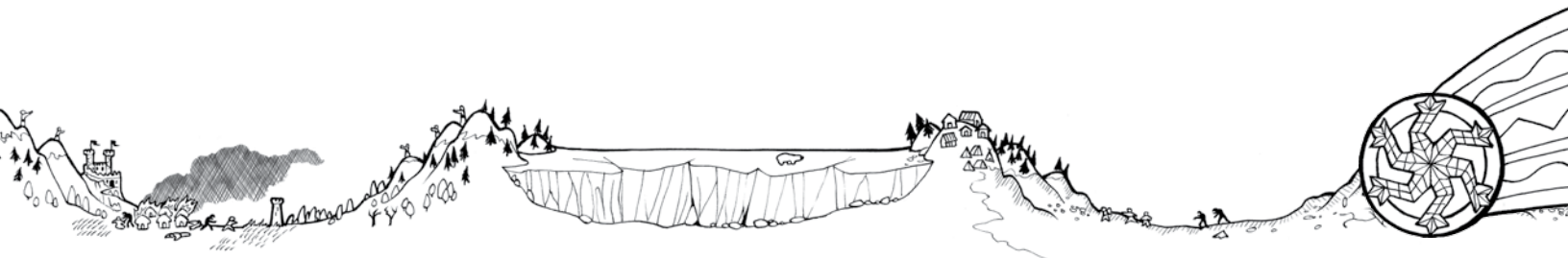
Martial Ranged Weapons

d100	Weapon
01-05	Blowgun
06-20	Crossbow, hand
21-50	Crossbow, heavy
51-90	Longbow
91-100	Net



Uncommon Weapon Properties

d6	Property	Requires Attunement?
1	You gain a +1 bonus to attack and damage rolls made with this weapon.	No
2	This weapon deals an extra 1d6 damage of a type chosen by the GM. (To determine randomly, roll a d8. 1 = acid, 2 = cold, 3 = fire, 4 = lightning, 5 = necrotic, 6 = poison, 7 = radiant, 8 = thunder.)	Yes
3	A creature hit with this weapon must succeed on a DC 12 Constitution saving throw or it is deafened until the end of your next turn.	Yes
4	You deal an extra 2d6 damage when you hit creatures of a particular type with this weapon. The creature type is chosen by the GM. (To determine randomly, roll a d10. 1 = beasts, 2 = constructs, 3 = dragons, 4 = elementals, 5 = fiends, 6 = giants, 7 = monstrosities, 8 = oozes, 9 = plants, 10 = undead.)	No
5	While you wield this weapon, you can use an action to cause thick, black poison to coat its business end. The poison remains for 1 minute or until an attack using this weapon hits a creature. The target must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. You cannot use this property again until the next dawn.	Yes
6	You can cast <i>lightning bolt</i> (spell save DC 15) as an action from this weapon while you wield it, without spending any material components. You cannot use this property again until the next dawn.	Yes



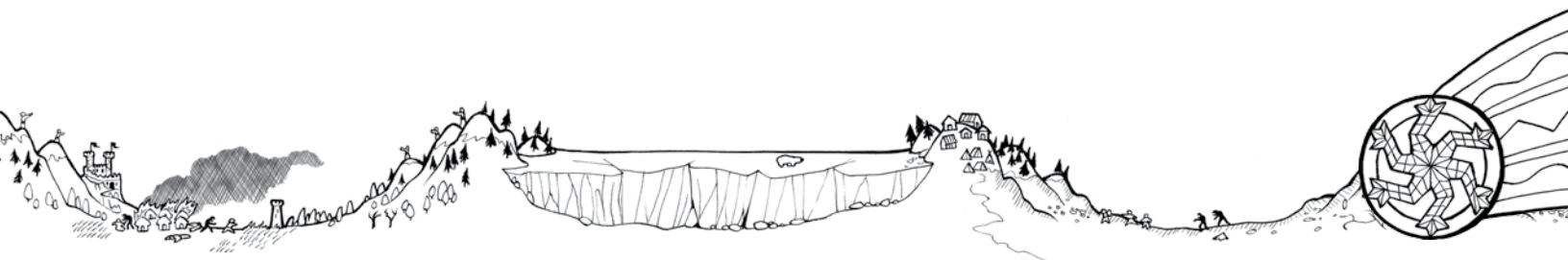
Rare Weapon Properties

d6	Property	Requires Attunement?
1	You gain a +2 bonus to attack and damage rolls made with this weapon.	No
2	This weapon deals an extra 2d6 damage of a type chosen by the GM. (To determine randomly, roll a d8. 1 = acid, 2 = cold, 3 = fire, 4 = lightning, 5 = necrotic, 6 = poison, 7 = radiant, 8 = thunder.)	Yes
3	When you hit a fiend or an undead with this weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.	Yes
4	This weapon has 3 charges. While holding it, you can use an action and expend 1 charge to release a wave of terror. Each creature of your choice in a 30-foot radius extending from you must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success. The weapon regains 1d3 expended charges each day at dawn.	Yes
5	When you hit a creature that has a fly speed with this weapon, it must succeed on a DC 15 Constitution saving throw or have that speed reduced by 10 feet until the end of your next turn. If the creature's fly speed becomes 0 as a result of this property and it is in mid-air, it immediately falls.	Yes
6	When you draw this weapon, you can choose to make each creature of your choice within 30 feet see you as a terrifying monster. Those creatures must succeed on a DC 15 Wisdom saving throw or they are frightened of you for 1 minute. A creature who fails can repeat this saving throw at the end of its turn, ending the effect on a success. You must complete a short or long rest before you can use this ability again.	Yes



Very Rare Weapon Properties

d6	Property	Requires Attunement?
1	You gain a +3 bonus to attack and damage rolls made with this weapon.	No
2	While you wield this weapon, you can make one attack with it as a bonus action on each of your turns.	Yes
3	When you attack a creature with this magic weapon and score a critical hit, that target takes an extra 6d6 necrotic damage. You gain temporary hit points equal to the extra damage dealt.	Yes
4	You can use a bonus action to toss this magic weapon into the air and speak the command word. When you do so, the weapon begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet (if the weapon is a ranged weapon that does not have the thrown property, it can attack a creature within its range). The weapon uses your attack roll and ability score modifier to damage rolls. While the weapon hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the weapon to attack one creature within 5 feet of it or within its range. After the hovering weapon attacks for the fourth time, it flies up to 30 feet and returns to your hand. If you have no free hand, it falls to the ground at your feet. If the weapon has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30 feet away from it.	Yes
5	When you deal a critical hit with this weapon, you deal an extra 3d6 acid damage and the creature must succeed on a DC 17 Constitution saving throw or become blinded until the end of your next turn. In addition, you resist acid damage while you wield this weapon.	Yes
6	When you hit with this weapon, the target is knocked back 10 feet and must succeed on a DC 17 Strength saving throw or be knocked prone. As an action you can strike the weapon against the ground or similarly hard surface to create a wave of sonic destruction. All creatures within 20 feet of you must make a DC 17 Constitution saving throw. Creatures who fail take 4d8 thunder damage and are knocked prone. Creatures who succeed take half damage and are not knocked prone. You must complete a short or long rest before you can use this ability again.	Yes



Legendary Weapon Properties

d6	Property	Requires Attunement?
1	You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to the type of damage it deals. When you attack a creature with this weapon and score a critical hit, the target takes an extra 4d6 damage of the weapon's type. Then roll another d20. If you roll a 20, you remove or crush one of the target's limbs, with the effect of such loss determined by the GM. In the creature has no limb to sever, you lop off a portion of its body instead.	Yes
2	You gain a +2 bonus to attack and damage rolls made with this weapon. Each time you deal damage to a Large or smaller creature it must succeed on a DC 17 Strength check or be pushed 5 feet back. While holding the weapon, you can use your action to spin it quickly, creating a small <i>wall of force</i> per the spell within 5 feet of you. This wall is only 5 feet tall, 5 feet wide, and lasts 1 minute. You can only create one wall this way at a time.	Yes
3	You gain a +3 bonus to attack and damage rolls made with this weapon. The first time you attack with the weapon on each of your turns, you can transfer some or all of the weapon's bonus to your Armor Class, instead of using the bonus on any attacks that turn. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the weapon to gain a bonus to AC from it.	Yes
4	You gain a +3 bonus to attack and damage rolls made with this weapon. While holding the weapon you can cast the <i>conjure celestial</i> spell. You cannot use this ability again for another 1d4 days.	Yes
5	You gain a +3 bonus to attack and damage rolls made with this weapon. While holding the weapon you know the precise location of any portals to another plane within 100 feet even if the portal is hidden or inactive. When you hit a creature on a plane other than the target's home plane with the weapon, you can force the target to make a DC 15 Charisma saving throw. If the creature fails, it is banished to its home plane and cannot return to the plane you are currently on for 1d4 days. You cannot use this ability again for the same number of days. When you use the weapon's banishment ability and the target fails the saving throw, you may choose to destroy the weapon. The release of magic power means the target cannot return to the plane you are currently on for 10d10 years.	Yes
6	You gain a +3 bonus to attack and damage rolls made with this weapon. As a bonus action you can change the type of damage dealt by this weapon to any other type.	No



Other Permanent Magic Items

If you want to give your characters a permanent magic item that isn't armor or a weapon, find the appropriate table below and choose or roll on it.

Uncommon Rings

d6	Ring	Page
1	<i>Ring of animal transformation</i>	87
2	<i>Ring of jumping</i>	SRD 240
3	<i>Ring of mind shielding</i>	SRD 240
4	<i>Ring of swimming</i>	SRD 241
5	<i>Ring of warmth</i>	SRD 241
6	<i>Ring of water walking</i>	SRD 241

Rare Rings

d10	Ring	Page
1	<i>Ring of animal influence</i>	SRD 238
2	<i>Ring of evasion</i>	SRD 239
3	<i>Ring of feather falling</i>	SRD 239
4	<i>Ring of free action</i>	SRD 239
5	<i>Ring of protection</i>	SRD 240
6	<i>Ring of resistance</i>	SRD 240
7	<i>Ring of spell storing</i>	SRD 241
8	<i>Ring of the ram</i>	SRD 241
9	<i>Ring of X-ray vision</i>	SRD 241
10	<i>Ring of soul collection</i>	87

Very Rare Rings

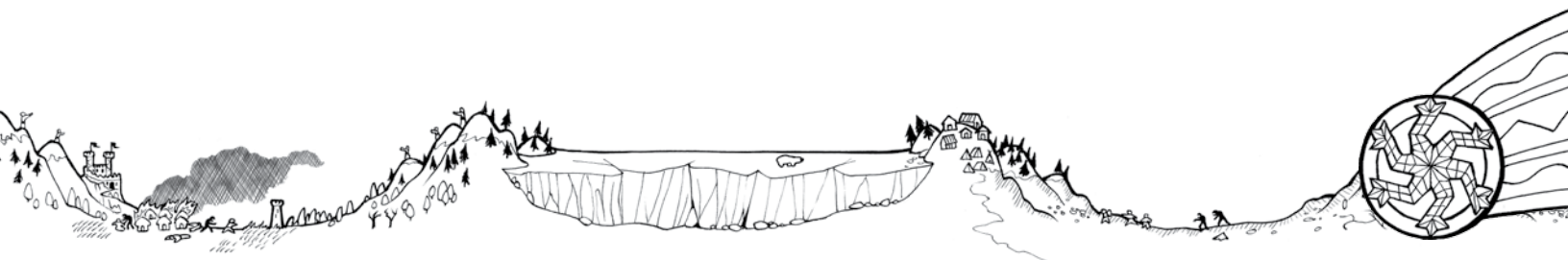
d4	Ring	Page
1	<i>Ring of regeneration</i>	SRD 240
2	<i>Ring of shooting stars</i>	SRD 240
3	<i>Ring of telekinesis</i>	SRD 241
4	<i>Ring of terror</i>	88

Legendary Rings

d8	Ring	Page
1	<i>Ring of djinni summoning</i>	SRD 238
2	<i>Ring of air elemental command</i>	SRD 239
3	<i>Ring of earth elemental command</i>	SRD 239
4	<i>Ring of fire elemental command</i>	SRD 239
5	<i>Ring of water elemental command</i>	SRD 239
6	<i>Ring of invisibility</i>	SRD 240
7	<i>Ring of spell turning</i>	SRD 241
8	<i>Ring of three wishes</i>	SRD 241

Uncommon Rods, Staffs, and Wands

d8	Rod, Staff, or Wand	Page
1	<i>Immovable rod</i>	SRD 230
2	<i>Staff of the python</i>	SRD 248
3	<i>Wand of inspiring music</i>	89
4	<i>Wand of magic detection</i>	SRD 252
5	<i>Wand of magic missiles</i>	SRD 252
6	<i>Wand of secrets</i>	SRD 252
7	<i>Wand of the war mage +1</i>	SRD 253
8	<i>Wand of web</i>	SRD 253



Rare Rods, Staffs, and Wands

d12	Rod, Staff, or Wand	Page
1	<i>Rod of rulership</i>	SRD 244
2	<i>Staff of charming</i>	SRD 246
3	<i>Staff of healing</i>	SRD 247
4	<i>Staff of swarming insects</i>	SRD 247
5	<i>Staff of the woodlands</i>	SRD 248
6	<i>Staff of withering</i>	SRD 249
7	<i>Wand of binding</i>	SRD 251
8	<i>Wand of enemy detection</i>	SRD 251
9	<i>Wand of paralysis</i>	SRD 252
10	<i>Wand of polymorph</i>	SRD 252
11	<i>Wand of the war mage +2</i>	SRD 253
12	<i>Wand of wonder</i>	SRD 253

Very Rare Rods, Staffs, and Wands

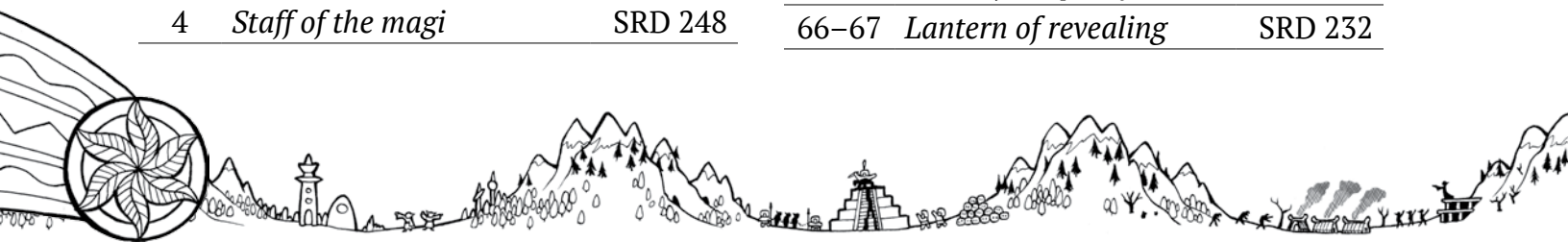
d10	Rod, Staff, or Wand	Page
1	<i>Rod of absorption</i>	SRD 243
2	<i>Rod of alertness</i>	SRD 243
3	<i>Rod of security</i>	SRD 244
4	<i>Rod of spiders</i>	88
5	<i>Staff of fire</i>	SRD 246
6	<i>Staff of frost</i>	SRD 246
7	<i>Staff of power</i>	SRD 247
8	<i>Staff of striking</i>	SRD 247
9	<i>Staff of thunder and lightning</i>	SRD 249
10	<i>Wand of the war mage +3</i>	SRD 253

Legendary Rods, Staffs, and Wands

d4	Rod, Staff, or Wand	Page
1	<i>Rod of aberrations</i>	88
2	<i>Rod of lordly might</i>	SRD 243
3	<i>Staff of lordly might</i>	89
4	<i>Staff of the magi</i>	SRD 248

Uncommon Wondrous Items

d100	Wondrous Item	Page
1–3	<i>Amulet of proof against detection and location</i>	SRD 211
4–6	<i>Bag of holding</i>	SRD 213
7–9	<i>Bag of tricks</i>	SRD 214
10–12	<i>Boots of elvenkind</i>	SRD 215
13–15	<i>Boots of striding and springing</i>	SRD 215
16–17	<i>Boots of the winterlands</i>	SRD 215
18–19	<i>Bracers of archery</i>	SRD 216
20–21	<i>Brooch of shielding</i>	SRD 216
22–23	<i>Broom of flying</i>	SRD 216
24–25	<i>Circlet of blasting</i>	SRD 217
26–28	<i>Cloak of elvenkind</i>	SRD 217
29–31	<i>Cloak of protection</i>	SRD 217
32–33	<i>Decanter of endless water</i>	SRD 219
34–35	<i>Deck of illusions</i>	SRD 219
36–37	<i>Efficient quiver</i>	SRD 223
38–39	<i>Eversmoking bottle</i>	SRD 224
40–41	<i>Eyes of charming</i>	SRD 224
42–43	<i>Eyes of minute seeing</i>	SRD 224
44–45	<i>Eyes of the eagle</i>	SRD 224
46–47	<i>Figurine of wondrous power (silver raven)</i>	SRD 226
48–50	<i>Gauntlets of ogre power</i>	SRD 227
51–52	<i>Gloves of missile snaring</i>	SRD 227
53–54	<i>Gloves of swimming and climbing</i>	SRD 227
55–56	<i>Goggles of night</i>	SRD 227
57–58	<i>Hat of disguise</i>	SRD 228
59–61	<i>Headband of intellect</i>	SRD 228
62–63	<i>Helm of comprehending languages</i>	SRD 229
64–65	<i>Helm of telepathy</i>	SRD 229
66–67	<i>Lantern of revealing</i>	SRD 232

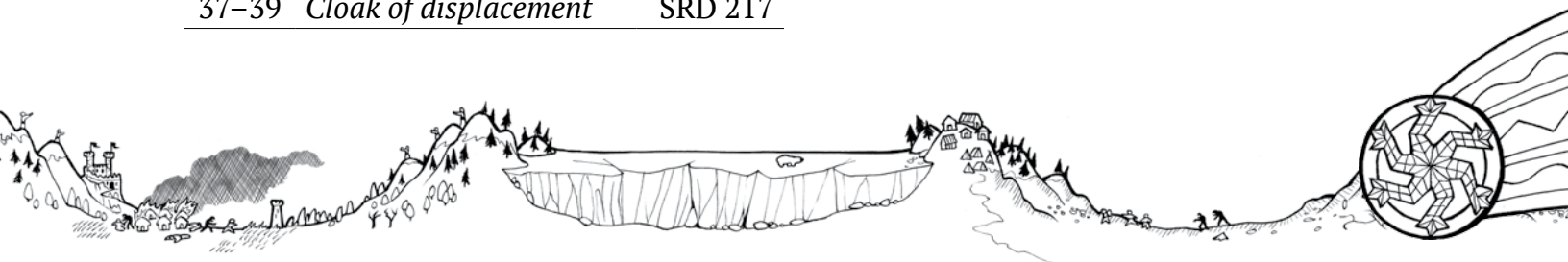


d100	Wondrous Item	Page
68–69	<i>Medallion of thoughts</i>	SRD 233
70–71	<i>Necklace of adaptation</i>	SRD 234
72–74	<i>Pearl of power</i>	SRD 235
75–77	<i>Periapt of health</i>	SRD 235
78–80	<i>Periapt of wound closure</i>	SRD 235
81–82	<i>Pipes of haunting</i>	SRD 236
83–84	<i>Pipes of the sewers</i>	SRD 236
85–87	<i>Robe of useful items</i>	SRD 242
88–90	<i>Rope of climbing</i>	SRD 244
91–93	<i>Slippers of spider climbing</i>	SRD 245
94–96	<i>Wind fan</i>	SRD 254
97–99	<i>Winged boots</i>	SRD 254
100	Let the player choose on this list	

Rare Wondrous Items

d100	Wondrous Item	Page
1–3	<i>Amulet of health</i>	SRD 211
4–6	<i>Bead of force</i>	SRD 214
7–9	<i>Belt of dwarvenkind</i>	SRD 214
10–12	<i>Belt of hill giant strength</i>	SRD 215
13–15	<i>Boots of levitation</i>	SRD 215
16–18	<i>Boots of speed</i>	SRD 215
19–21	<i>Bowl of commanding water elementals</i>	SRD 216
22–24	<i>Bracers of defense</i>	SRD 216
25–27	<i>Brazier of commanding fire elementals</i>	SRD 216
28–30	<i>Cape of the mountebank</i>	SRD 216
31–33	<i>Censer of controlling air elementals</i>	SRD 217
34–36	<i>Chime of opening</i>	SRD 217
37–39	<i>Cloak of displacement</i>	SRD 217

d100	Wondrous Item	Page
40–42	<i>Cloak of the bat</i>	SRD 218
43–45	<i>Cube of force</i>	SRD 218
46–48	<i>Dimensional shackles</i>	SRD 222
49–51	<i>Feather token</i>	SRD 224
52–54	<i>Gem of seeing</i>	SRD 227
55–57	<i>Handy haversack</i>	SRD 228
58–60	<i>Helm of teleportation</i>	SRD 229
61–63	<i>Horn of blasting</i>	SRD 229
64–66	<i>Horn of Valhalla (silver)</i>	SRD 229
67–69	<i>Horn of Valhalla (brass)</i>	SRD 229
70–72	<i>Horseshoes of speed</i>	SRD 230
73–75	<i>Instant fortress</i>	SRD 230
76–78	<i>Iron bands of binding</i>	SRD 231
79–81	<i>Mantle of spell resistance</i>	SRD 233
82–84	<i>Necklace of prayer beads</i>	SRD 234
85–87	<i>Portable hole</i>	SRD 236
88–90	<i>Robe of eyes</i>	SRD 242
91–93	<i>Rope of entanglement</i>	SRD 244
94–96	<i>Stone of controlling earth elementals</i>	SRD 249
97–99	<i>Wings of flying</i>	SRD 254
100	Let the player choose on this list	



Very Rare Wondrous Items

d100	Wondrous Item	Page
1–4	<i>Amulet of the planes</i>	SRD 211
5–7	<i>Bag of devouring</i>	SRD 213
8–12	<i>Belt of frost giant strength</i>	SRD 215
13–16	<i>Belt of fire giant strength</i>	SRD 215
17–20	<i>Candle of invocation</i>	SRD 216
21–24	<i>Carpet of flying</i>	SRD 217
25–29	<i>Cloak of arachnida</i>	SRD 217
30–33	<i>Crystal ball</i>	SRD 218
34–37	<i>Efreeti bottle</i>	SRD 223
38–42	<i>Figurine of wondrous power (obsidian steed)</i>	SRD 226
43–46	<i>Helm of brilliance</i>	SRD 228
47–50	<i>Horn of Valhalla (bronze)</i>	SRD 229
51–54	<i>Horseshoes of a zephyr</i>	SRD 229
55–58	<i>Iron flask</i>	SRD 231
59–62	<i>Manual of bodily health</i>	SRD 233
63–66	<i>Manual of gainful exercise</i>	SRD 233
67–70	<i>Manual of golems</i>	SRD 233
71–74	<i>Manual of quickness of action</i>	SRD 233
75–78	<i>Mirror of life trapping</i>	SRD 234
79–82	<i>Robe of scintillating colors</i>	SRD 242
83–87	<i>Robe of stars</i>	SRD 242
88–91	<i>Tome of clear thought</i>	SRD 250
92–95	<i>Tome of leadership and influence</i>	SRD 251
96–99	<i>Tome of understanding</i>	SRD 251
100	Let the player choose on this list	

Legendary Wondrous Items

d100	Wondrous Item	Page
1–7	<i>Belt of cloud giant strength</i>	SRD 215
8–13	<i>Belt of storm giant strength</i>	SRD 215
14–20	<i>Crystal ball of mind reading</i>	SRD 218
21–27	<i>Crystal ball of telepathy</i>	SRD 218
28–33	<i>Crystal ball of true seeing</i>	SRD 218
34–39	<i>Cubic gate</i>	SRD 219
40–46	<i>Deck of many things</i>	SRD 220
47–53	<i>Horn of Valhalla (iron)</i>	SRD 229
54–60	<i>Robe of the archmagi</i>	SRD 242
61–67	<i>Scarab of protection</i>	SRD 245
68–73	<i>Sphere of annihilation</i>	SRD 246
74–80	<i>Talisman of pure good</i>	SRD 250
81–87	<i>Talisman of the sphere</i>	SRD 250
88–93	<i>Talisman of ultimate evil</i>	SRD 250
94–99	<i>Well of many worlds</i>	SRD 254
100	Let the player choose on this list	

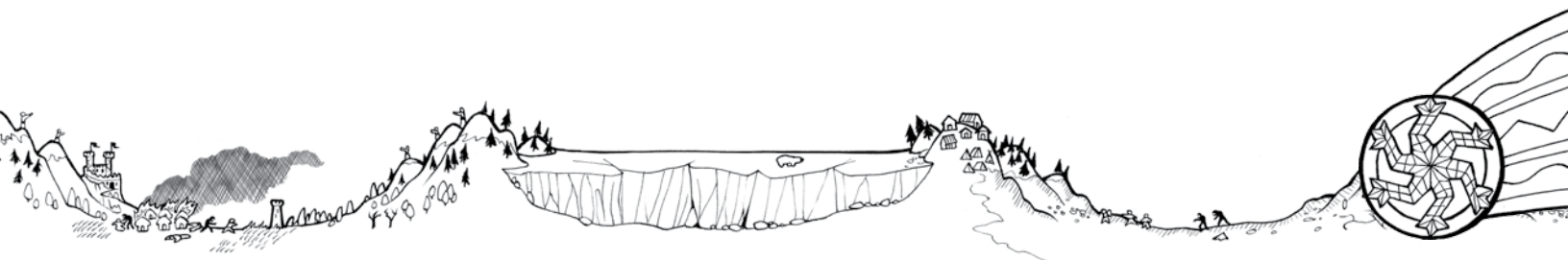


Name Generator

You can use the following table to generate names for NPCs. You can use all three columns to create three-syllable names, just pick from two columns to create two-syllable names, or take a single syllable from one column to create a one-syllable name.

NPC Names

d20	First Syllable	Middle Syllable	Last Syllable
1	Gar-	-ir-	-on
2	Mat-	-am-	-us
3	Thul-	-orn-	-a
4	Breg-	-ur-	-el
5	Rom-	-ar-	-ike
6	Jul-	-it-	-o
7	Wym-	-ay-	-y
8	Hil-	-oy-	-en
9	Yis-	-iv-	-dra
10	Ig-	-uh-	-ew
11	An-	-ah-	-see
12	Flar-	-ot-	-oo
13	Prex-	-oot-	-ime
14	Qit-	-ix-	-bex
15	Cal-	-et-	-eve
16	Krev-	-ex-	-man
17	Laz-	-in-	-uk
18	Ul-	-urk-	-ead
19	Ol-	-mer-	-ang
20	Din-	-gran-	-lo



CHAPTER 3: STORY ENCOUNTERS

The following story encounters are meant to be capstones to each level. After each encounter listed here the characters should level up.

- ✧ Just before the characters reach 11th level, run the Summer's Embrace encounter.
- ✧ Just before the characters reach 12th level, run the Save Feriea encounter.
- ✧ Just before the characters reach 13th level, run the Giant War encounter.
- ✧ Just before the characters reach 14th level, run the Raid of Tomar's Crossing encounter.
- ✧ Just before the characters reach 15th level, run the Maragath's Prize encounter.

Summer's Embrace

When the time is right, you can run this encounter when the characters enter a new

hex. Read or paraphrase the following to begin the encounter:

Before you on mud-soaked ground are several shabby tents and bedrolls. Dirty humanoids of all races in tattered clothes go about their chores, tending to a seemingly impossible wild vegetable garden in the middle of this wasteland. Large vines grow squash and tomatoes while bushes bloom with berries.

This is the main camp of Summer's Embrace, a fanatical circle of druids who want to see the natural world overtake the civilized world. If the characters have experienced a random encounter with these druids before (see "Random Encounters" in Chapter 2), they might recognize one or more of the druids.

When the characters arrive, eight **druids** (SRD pg. 393), plus **Sevasa** (page 99), their leader, and Grin, Sevasa's pet **saber-toothed tiger** (SRD pg. 383), are in the camp. The place is clearly designed to hold more people, most of whom are out in the valley raiding and pillaging.



Approaching the Camp

The druids keep no one on watch since the camp is open and surrounded by a special trap.

Beneath the mud surrounding the camp is a 20-foot-thick circle of dormant, thorny vines that rises up to become a wall 10-feet high. The vines come to life and block line of sight and effect when stepped on. The vines are noticed beneath the mud with a DC 15 Wisdom (Perception) check.

Creatures who are in the area of the wall when it rises must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) piercing damage and become restrained. A creature restrained this way takes 11 (2d10) piercing damage at the start of each of its turns. A restrained creature can break itself free or be pulled free by another creature that can reach it with a DC 15 Strength (Athletics) check made as an action, though breaking free this way causes the restrained creature to take 11 (2d10) piercing damage.

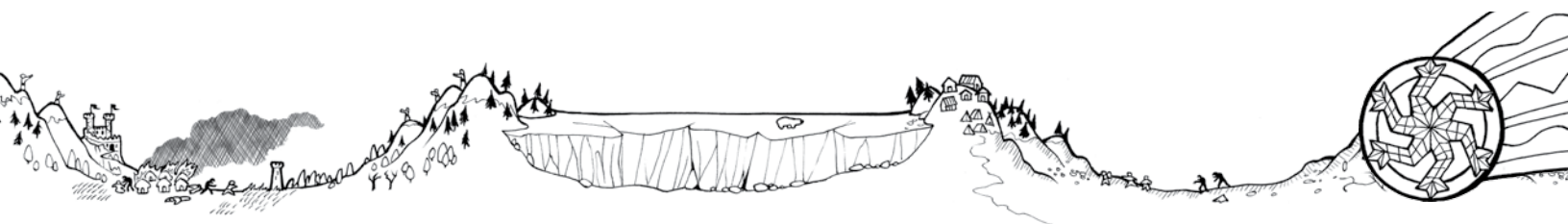
A creature that moves into the wall must succeed on a DC 15 Dexterity saving throw or it takes 11 (2d10) piercing damage and is restrained.

The wall has AC 13 and is immune to psychic damage. Dealing 15 damage to a 5-foot-cube portion of the wall causes that section to die, freeing any creatures restrained in that section of the wall. The wall is vulnerable to fire and slashing damage. Dealing 200 damage to the wall causes the entire thing to collapse in a dead heap.

Speaking the phrase “Without plants, we’re nothing” in Druidic causes the plants to remain dormant for 1 minute. All of the Summer’s Embrace druids know this.

Druid Tactics

If the characters hail the camp, the druids act friendly toward them and bring them into the camp to meet Sevasa, who plays the part of a friendly druid who offers them food to eat and a place to sleep. A DC 15 Wisdom (Insight) check reveals Sevasa is actually disgusted by the characters and won’t look at them directly for too long. If the characters agree to stay the night, the druids wait until they are asleep and then attack. If the PCs agree to only to stay for a meal, the druids poison their



food. Anyone who accepts and eats food from the druids must succeed on a DC 15 Constitution saving throw 10 minutes after taking the first bite. Creatures who fail take 13 (2d12) poison damage and are poisoned for 24 hours. Creatures who succeed take half damage and are not poisoned. If the characters try to leave without accepting any hospitality from the druids, the druids attack.

The druids begin combat by casting *barkskin* on themselves and then engaging the characters in melee. They raise the wall and try to push the characters into it. If another druid gets stuck in the wall, they do not lower it, unless that druid is Sevasa. If Sevasa or six of the druids fall, the rest try to flee.

Sevasa

Sevasa pretends to be a kindly old man who loves plants. In reality, he's a fanatic who wants to see nature take over the world and destroy civilization. He does not want a world ruled by demons. If the characters find out the truth about him, they may be able to convince Sevasa to come over to their side at least temporarily. By telling Sevasa about Xancrown, the characters have an opportunity to make a DC 15 Charisma (Persuasion) check to convince the old druid to stop his attacks in the valley and stand with the people of Tomar's Crossing against the demons.

Features of the Camp

The camp has 3d4 tents that can hold 3 people each, and 4d10 bedrolls scattered around the camp. Each tent has a fire pit outside of it, and one tent is just for Sevasa and Grin.

Encounter Aftermath

The following actions can change the course of the adventure:

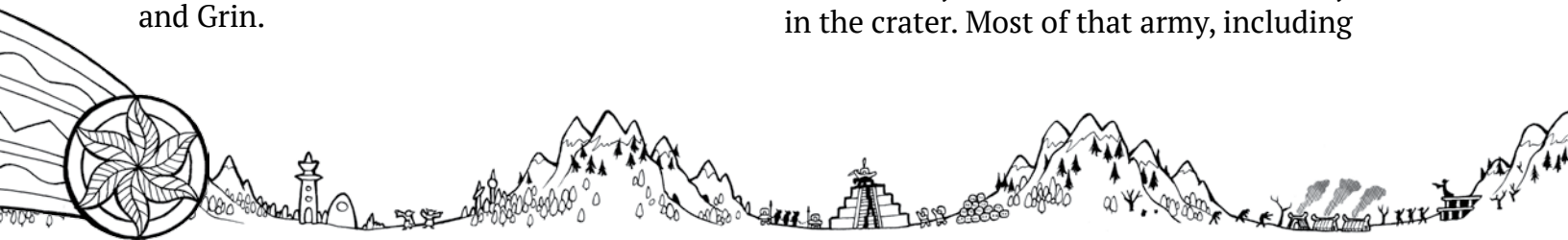
- ✧ If the characters make an alliance with Sevasa, the Summer's Embrace druids they encounter in their travels are no longer hostile towards them. In addition, Summer's Embrace can aid the characters in the Raid of Tomar's Crossing encounter.
- ✧ If the characters kill Sevasa or bring him to Tomar's Crossing to face justice, Summer's Embrace disbands. If you roll for a random encounter with the druids, no encounter occurs.
- ✧ If Sevasa gets away, Summer's Embrace may be the group that leads the attack in the Raid of Tomar's Crossing encounter.
- ✧ The garden provides 10d20 pounds of food a week. Without at least two druids caring for it, the garden withers and dies in 1d12 days.

Save Feriae

When the time is right, you can run this encounter when the characters enter a new hex. Read or paraphrase the following to begin the encounter:

Just ahead in the mud is a deep crater. An unnatural heat radiates from it, as do the screams of a terrified woman. You immediately know this is where Feriae is being kept and apparently tortured. Three enormous winged beasts that resemble vultures fly over the crater.

The comet that Fel'dryzonna and her demon army crashed into the Luna Valley is in the crater. Most of that army, including



Comet Effects

d6	Effect
1	Each non-fiend creature in the area must succeed on a DC 15 Strength saving throw or be knocked prone.
2	Each non-fiend creature in the area must succeed on a DC 15 Dexterity saving throw or take 22 (4d10) force damage.
3	Each non-fiend creature in the area must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.
4	Each non-fiend creature in the area must succeed on a DC 15 Intelligence saving throw or suffer the effects of the <i>confusion</i> spell until initiative count 0 next round.
5	Each non-fiend creature in the area must succeed on a DC 15 Wisdom saving throw or become incapacitated until initiative count 0 next round.
6	Each non-fiend creature in the area must succeed on a DC 15 Charisma saving throw or gain a random form of short-term madness. If the creature already suffers from short-term madness, it also gains a form of long-term madness. If the creature suffers from both short-term and long-term madness, it gains a random form of indefinite madness. If the creature suffers from all three kinds of madness, it is immune to this effect.

Fel'dryzonna, is out searching the valley for Maragath's Prize. A **nalfeshnee** (SRD pg. 275) named Urtal oversees the camp and Feraie's interrogation. Using demonic magic, she keeps the **ghost** (SRD pg. 313) strapped to the side of the comet, which constantly pulses out energy that is harmful to non-fiends. Feraie hasn't given the demons any information yet, but that hasn't stopped Urtal from having her fun.

Three **vrocks** (SRD pg. 276) circle above the 50-foot-deep crater, keeping watch. The vrocks scream and dive to attack if they spot any intruders. The vrocks flee if Urtal falls.

The Comet

The comet carried the demons from the Abyss to the Luna Valley. It is a rough-faced, 20-foot-radius sphere. Feraie is

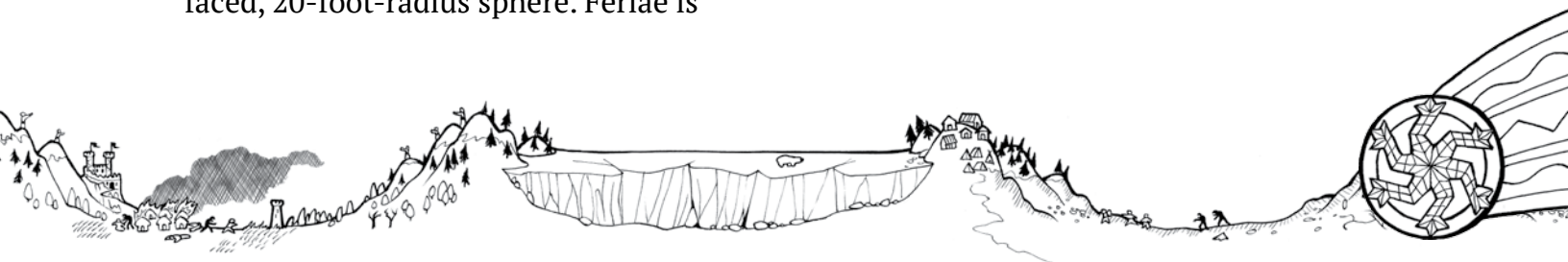
held to the top of the comet by a strange demonic magic. The only way the ghost can be freed is by killing Urtal.

Each round on initiative count 0, a wave of energy is released from the comet. Each non-fiend creature within 120 feet must make a saving throw or suffer a random effect determined by the Comet Effects table.

The rough face of the comet is easy to climb and requires no check.

Casting *dispel magic* as a 5th level spell, or succeeding on a DC 15 spellcasting ability check with the spell, stops the comet from releasing energy for 1 hour.

The comet has AC 17, 300 hit points, and is immune to bludgeoning, fire, poison, and psychic damage. If the comet is destroyed, Feraie is freed.



Encounter Aftermath

When Ferae is freed, she tells the characters she can help them perform the Minas Herion ritual. The characters now have some choices to make. Note: if Ferae (or a replacement NPC) is killed during the encounter with Urtal, the characters can discover her consciousness has merged with the comet upon death. Destroying the comet, or performing a DC 15 Intelligence (Arcana) check can give the characters the following information as well. With Ferae free, the characters should continue searching the Luna Valley for nodes or for the entrance to Maragath's Prize.

- ✦ If the characters wish to create a new Demonplague Dungeon to capture Fel'dryzonna, they must find the eight Druidic casting nodes hidden throughout the valley. See "Finding and Using the Nodes" later in this section.
- ✦ If the characters wish to bring a new glacier crashing onto the valley, destroying everything, but also sealing Xancrown away again, they must find the eight Druidic casting nodes hidden throughout the valley. See "Finding and Using the Nodes" later in this section.
- ✦ If the characters wish to create a cure for the demonplague, they can cast the spell right away. The ritual creates 100 doses of a drinkable cure that is effective immediately for a creature that has the disease but has not yet become a valok. Valoks are beyond curing.
- ✦ If the characters wish to destroy Xancrown for good, they must find the entrance to the Demonplague Dungeon, hidden beneath the Al Nasar underground city of Maragath's Prize. The entrance to this lost city

will bring them to the Demonplague Dungeon. They must enter the dungeon, best Xancrown in combat, and then perform the ritual to ensure the plague demon stays dead. They must continue searching the Luna Valley for the entrance to Maragath's Prize. The door to the city can only be opened with a secret passphrase, which is the phrase "Iron is harder than gold" spoken in Dwarvish. Ferae knows this and gives the information to the characters.

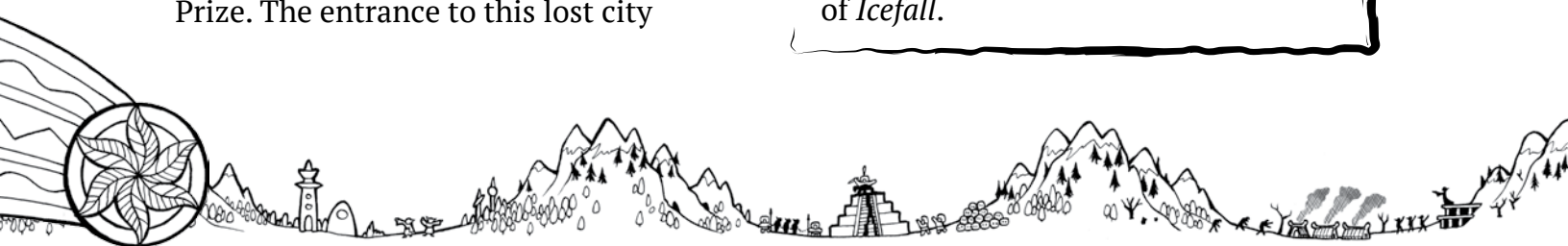
Finding and Using the Nodes

The Druidic nodes are runes made of magically enhanced stone embedded in the ground along the edges of the Luna Valley. Each time the characters enter an unexplored hex on the very edge of the Luna Valley's map, roll a d10. On a result of 10, they find one of the nodes. Continue making this check until all 8 are found.

Using the nodes to cast the Minas Herion ritual to create a new prison dungeon or bring a glacier into the valley requires eight spellcasters to stand on one rune each

CASTING THE MINAS HERION RITUAL

The characters might not have enough ritual components to cast the spell more than once, so ask them to consider these options carefully. If they don't have enough components to complete the ritual as many times as they'd like (or even once), consider sprinkling them throughout the rest of *Icefall*.



and simultaneously cast the spells on the required components. Casting the ritual in this way also forces the ritual casters to succeed on a DC 15 Wisdom saving throw after the ritual is complete or die immediately. A creature who dies in this way returns to life as a **ghost** (SRD pg. 313).

If the characters use the ritual to bring a glacier into the valley, that is likely the end of the adventure, unless another comet demon arrives....

Giant War

When the time is right, you can run this encounter when the characters enter a new hex. Read or paraphrase the following to begin the encounter:

A sudden, thunderous sound shakes the earth beneath your feet so hard it rattles your spine. BOOM! BOOM! The sound of a tremendous stampede is joined with a chorus of deep bellows. Before you and behind you, giants are rushing in to do battle with each other. Fire giants scream in from the east as frost giants charge in from the west. You have stumbled right into the middle of a battle of titans!

A frost giant woman wearing a crown of ice spies you and calls, "Help us defend our homes, little one, and we will help you defend yours!"

A fire giant male wearing a headdress of iron shouts back, "Nay! Aid us and we will share the spoils of victory!"

The ten remaining **frost giants** (SRD pg. 315) of the Luna Valley have come together to battle eight **fire giants** (SRD pg. 315) who want to pillage the treasures of their colder kin. Ever have the two giant clans been at odds, and with the frost giants

weakening in the time of the melt, the fire giants have picked now to strike. This the fire giants' final assault and the frost giants' last stand.

If you want to speed up this combat, each round on the frost giants' turn roll a d10. On a result of 7 or above, one of the fire giants being fought by the frost giants falls. On the fire giants' turn, roll a d20. On a result of 5 or above, a frost giant the fire giants are fighting falls.

The fire giants or frost giants flee when reduced to two giants on a side.

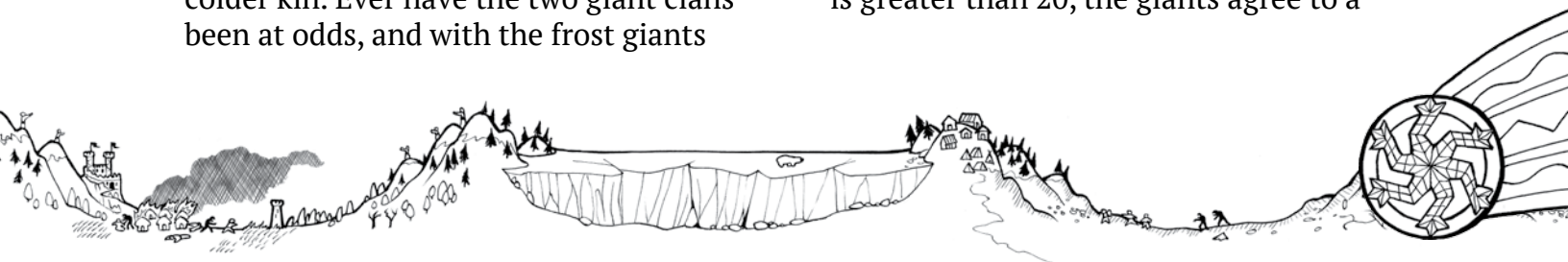
The characters have a choice to make. They can try to flee, try to kill all the giants, or aid one of the clans.

If the Characters Try to Flee

Two fire giants are ordered by their leader, King Fergalt, to chase them down and take their magic items. If the characters hand over one permanent magic item each, they are free to go, otherwise the giants attack and fight until reduced to 30 hit points before running to regroup with the rest of their clan. If the characters kill these two fire giants, the fire giants lose the battle with the frost giants. If the fire giants who chase the characters live, the fire giants win the battle.

If the Characters Try to Kill All the Giants

If the characters take on all the giants (a poor idea that would likely end in their deaths), each round on initiative count 0 roll a d20 and add the number of giants who have fallen to the total. If the result is greater than 20, the giants agree to a



temporary truce and work together to defeat the characters.

If the Characters Aid One Giant Faction

If the characters try to help one of the giant clans and that side wins the battle, the characters are rewarded.

If the characters help the frost giants and they win the battle, Queen Czesare (or one of her other giants who will take the throne if the queen falls) promises the characters they will no longer be harassed by her people, and they will come to the aid of the people of Tomar's Crossing should the village ever be in trouble. This pays off in the Raid on Tomar's Crossing encounter (see "Encounter Aftermath" below).

If the characters help the fire giants and they win, King Fergalt (or one of his other giants who will take the throne if the king falls) invites the characters to come raid a nearby cavern filled with the treasures of the frost giants. The giants take most of the booty for themselves, but they give the characters 4d6 x 1,000 gp worth of coins, five consumable magic items sized for giants, and two permanent rare magic items. This treasure does not count as part of the overall treasure the characters get during the adventure (see "Treasure" in Chapter 2, page 55). If the characters try to ask for a greater cut, the fire giants deny them. If they ask again, the fire giants attack them.

Encounter Aftermath

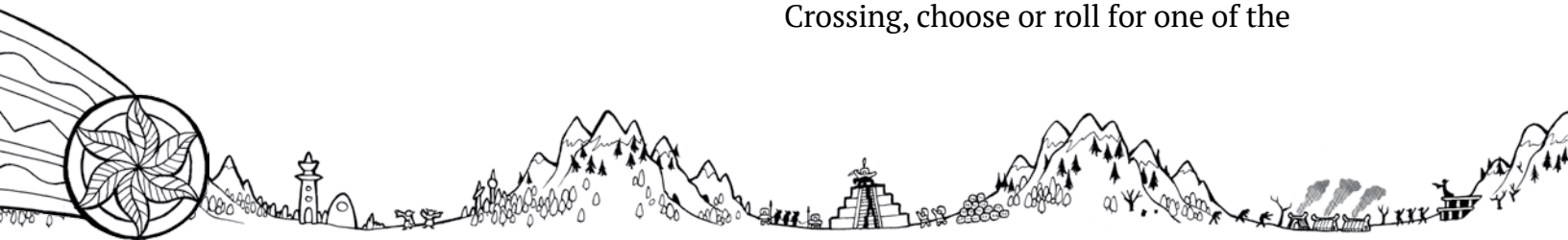
The following actions can change the course of the adventure:

- ✦ If the **frost giants win** the battle, any random encounters with fire giants are treated as no encounter. If the frost giants won and were aided by the characters, any frost giants they meet are friendly for the rest of the adventure (see "Random Encounters" in Chapter 2). In addition, the frost giants come to the aid of Tomar's Crossing in the Raid on Tomar's Crossing encounter as promised.
- ✦ If the **fire giants win** the battle, any random encounters with the frost giants are treated as no encounter. After winning the day, the fire giants leave the Luna Valley, meaning any random encounters with fire giants are also treated as no encounter (see "Random Encounters" in Chapter 2).
- ✦ If a **group of giants gets away** and has a bone to pick with the characters, they might be the group that leads the attack in the Raid on Tomar's Crossing encounter.

Raid on Tomar's Crossing

When the time is right, you can run this encounter the next time the PCs are in Tomar's Crossing or when they are out in the wilderness. If they are in Tomar's Crossing, the battle begins as they go about some mundane tasks. If they are out in the wilderness, Kadra Tourmaline or another spellcaster who lives in the town and knows the characters teleports to them and asks them to come quickly to help since the village is under attack!

To determine which group raids Tomar's Crossing, choose or roll for one of the



Tomar's Crossing Raiders

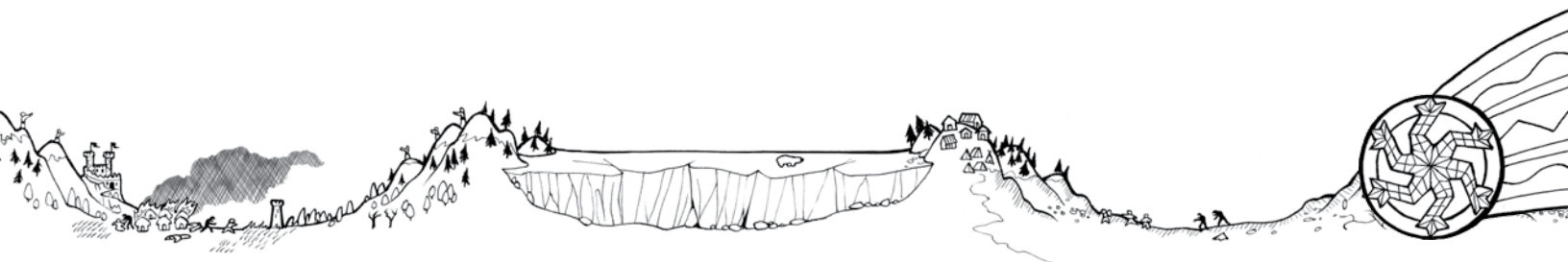
d8	Raiders	What the PCs Face
1	Summer's Embrace attacks the village. Do not use this result if the characters formed an alliance with Summer's Embrace.	15 druids and 15 wolves
2	Frost giants or fire giants attack the village. Do not use this result if it doesn't align with the results outlined in Giant War.	6 frost giants or 5 fire giants
3	A group of humanoid bandits attacks the town. It could be the Black Skulls from previous adventures or another group the characters have encountered.	8 bandit captains and 60 bandits
4	A group of ogres raids the town. This could be members of the Gruk'uk tribe or another group the characters have encountered.	2 oni and 10 ogres
5	A band of goblinoids raids the town. This could be members of the Baryl Harb clan or another group the characters have encountered.	4 winter hobgoblin leaders , 8 winter bugbears , 16 winter hobgoblins , and 25 winter goblins
6	The Cult of Chaos attacks the town.	15 cult fanatics and 45 cultists
7	A horde of plague zombies wanders into the town.	150 plague zombies
8	A pack of winter wolves raids the town.	15 winter wolves

groups from the Tomar's Crossing Raiders table. This could be a group the characters have crossed paths with before (like the Cult of Chaos) or just a desperate band of raiders.

When the characters join the battle, it's in full swing. Villagers are fleeing everywhere and small battles can be heard all over the village. You can have the characters face all their enemies at once, or divide them into smaller groups that engage the characters in several locations throughout Tomar's Crossing. Once the characters defeat the allotment of enemies indicated on the table, the day is won.

Reinforcements

If the characters formed an alliance with Summer's Embrace or the frost giants, reinforcements come to Tomar's Crossing. Queen Czesare sends two **frost giants** (SRD pg. 315) to aid the characters in battle. Sevasa sends five **druids** (SRD pg. 393) of Summer's Embrace. At the end of the battle, any surviving reinforcements return home.



Maragath's Prize

When the time is right, you can run this encounter, which is the final encounter of *Icefall*. When the adventurers enter an unexplored hex, read or paraphrase the following:

Straight ahead of you is what appears to be a great mound of mud. Closer inspection reveals this enormous mound is actually a large rock, covered in dripping mud. An enormous circular iron door sits on the side of the rock face, covered in Dwarvish runes and an image of a crown. There can be no doubt. This is the entrance to Maragath's Prize.



The door to Maragath's Prize can only be opened with the passphrase "Iron is harder than gold," spoken in Dwarvish. The characters know this information, but Fel'dryzonna does not.

The **comet demon** (page 92 — which appears as a purple beast with one enormous eye, bat wings, and huge black claws) and her demonic force, which includes one **hezrou** (SRD pg. 274) and 10 **dretches** (SRD pg. 273), have already made it to the door and are lying in wait for someone to open it. Fel'dryzonna is keeping her allies close and using her Hidden Army ability to keep the group invisible. They wait for the characters to open the door and then attack.

If the characters spot the demons, they attack. Fel'dryzonna and her demons focus their attacks on one of the characters. If the character falls unconscious, Fel'dryzonna demands the other characters open the door, or she will attack and kill the unconscious character. If the characters open the door, the demons resume the attack. The demons fight until death.

Concluding the Adventure

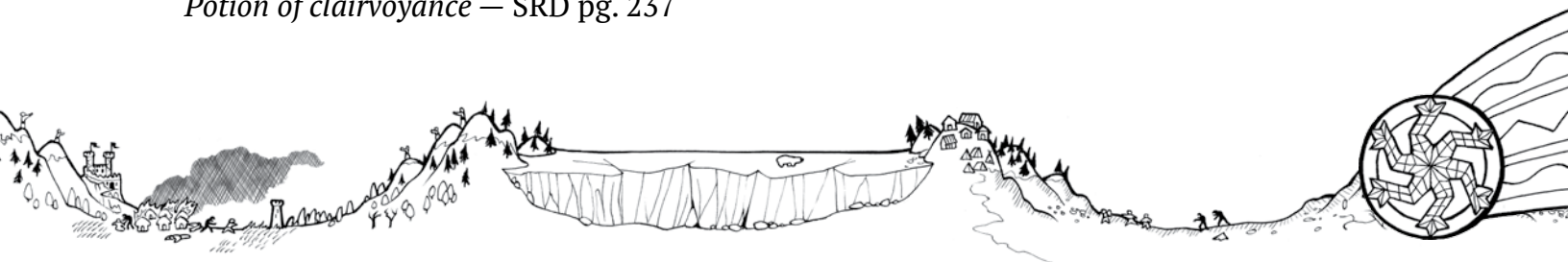
The adventure ends when the characters enter Maragath's Prize. The climactic conclusion to *The Demonplague* occurs in part four, *Xancrown's Prison*.



APPENDIX A: MAGIC ITEMS

SRD Consumable Magic Items

- Ammunition +1, +2, +3* — SRD pg. 211
- Arrow of slaying* — SRD pg. 212
- Bag of beans* — SRD pg. 213
- Bead of force* — SRD pg. 214
- Dust of disappearance* — SRD pg. 222
- Dust of sneezing and choking* — SRD pg. 223
- Elemental gem* — SRD pg. 224
- Marvelous pigments* — SRD pg. 233
- Necklace of fireballs* — SRD pg. 234
- Oil of etherealness* — SRD pg. 235
- Oil of sharpness* — SRD pg. 235
- Oil of slipperiness* — SRD pg. 235
- Philter of love* — SRD pg. 236
- Portable hole* — SRD pg. 236
- Potion of animal friendship* — SRD pg. 237
- Potion of clairvoyance* — SRD pg. 237
- Potion of climbing* — SRD pg. 237
- Potion of diminution* — SRD pg. 237
- Potion of gaseous form* — SRD pg. 237
- Potion of giant strength* — SRD pg. 237
- Potion of growth* — SRD pg. 237
- Potion of healing* — SRD pg. 237
- Potion of heroism* — SRD pg. 238
- Potion of invisibility* — SRD pg. 238
- Potion of mind reading* — SRD pg. 238
- Potion of poison* — SRD pg. 238
- Potion of resistance* — SRD pg. 238
- Potion of speed* — SRD pg. 238
- Potion of stone giant strength* — SRD pg. 237
- Restorative ointment* — SRD pg. 238
- Sovereign glue* — SRD pg. 245
- Spell scroll* — SRD pg. 245
- Universal solvent* — SRD pg. 251



SRD Permanent Magic Items

Amulet of health — SRD pg. 211

Amulet of proof against detection and location — SRD pg. 211

Amulet of the planes — SRD pg. 211

Bag of devouring — SRD pg. 213

Bag of holding — SRD pg. 213

Bag of tricks — SRD pg. 214

Bead of force — SRD pg. 214

Belt of cloud giant strength — SRD pg. 215

Belt of dwarvenkind — SRD pg. 214

Belt of fire giant strength — SRD pg. 215

Belt of frost giant strength — SRD pg. 215

Belt of hill giant strength — SRD pg. 215

Belt of storm giant strength — SRD pg. 215

Boots of elvenkind — SRD pg. 215

Boots of levitation — SRD pg. 215

Boots of speed — SRD pg. 215

Boots of striding and springing
— SRD pg. 215

Boots of the winterlands — SRD pg. 215

Bowl of commanding water elementals
— SRD pg. 216

Bracers of archery — SRD pg. 216

Bracers of defense — SRD pg. 216

Brazier of commanding fire elementals
— SRD pg. 216

Brooch of shielding — SRD pg. 216

Broom of flying — SRD pg. 216

Candle of invocation — SRD pg. 216

Cape of the mountebank — SRD pg. 216

Carpet of flying — SRD pg. 217

Censer of controlling air elementals
— SRD pg. 217

Chime of opening — SRD pg. 217

Circlet of blasting — SRD pg. 217

Cloak of arachnida — SRD pg. 217

Cloak of displacement — SRD pg. 217

Cloak of elvenkind — SRD pg. 217

Cloak of protection — SRD pg. 217

Cloak of the bat — SRD pg. 218

Crystal ball — SRD pg. 218

Crystal ball of mind reading — SRD pg. 218

Crystal ball of telepathy — SRD pg. 218

Crystal ball of true seeing — SRD pg. 218

Cube of force — SRD pg. 218

Cubic gate — SRD pg. 219

Decanter of endless water — SRD pg. 219

Deck of illusions — SRD pg. 219

Deck of many things — SRD pg. 220

Dimensional shackles — SRD pg. 222

Efficient quiver — SRD pg. 223

Efreeti bottle — SRD pg. 223

Eversmoking bottle — SRD pg. 224

Eyes of charming — SRD pg. 224

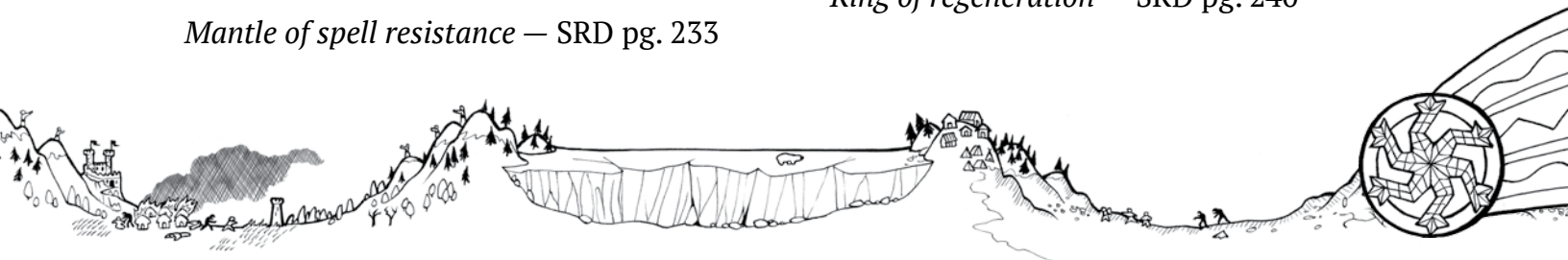
Eyes of minute seeing — SRD pg. 224

Eyes of the eagle — SRD pg. 224

Feather token — SRD pg. 224



- Figurine of wondrous power (obsidian steed)* — SRD pg. 226
- Figurine of wondrous power (silver raven)* — SRD pg. 226
- Gauntlets of ogre power* — SRD pg. 227
- Gem of seeing* — SRD pg. 227
- Gloves of missile snaring* — SRD pg. 227
- Gloves of swimming and climbing* — SRD pg. 227
- Goggles of night* — SRD pg. 227
- Handy haversack* — SRD pg. 228
- Hat of disguise* — SRD pg. 228
- Headband of intellect* — SRD pg. 228
- Helm of brilliance* — SRD pg. 228
- Helm of comprehending languages* — SRD pg. 229
- Helm of telepathy* — SRD pg. 229
- Helm of teleportation* — SRD pg. 229
- Horn of blasting* — SRD pg. 229
- Horn of Valhalla (brass)* — SRD pg. 229
- Horn of Valhalla (bronze)* — SRD pg. 229
- Horn of Valhalla (iron)* — SRD pg. 229
- Horn of Valhalla (silver)* — SRD pg. 229
- Horseshoes of a zephyr* — SRD pg. 229
- Horseshoes of speed* — SRD pg. 230
- Immovable rod* — SRD pg. 230
- Instant fortress* — SRD pg. 230
- Iron bands of binding* — SRD pg. 231
- Iron flask* — SRD pg. 231
- Lantern of revealing* — SRD pg. 232
- Mantle of spell resistance* — SRD pg. 233
- Manual of bodily health* — SRD pg. 233
- Manual of gainful exercise* — SRD pg. 233
- Manual of golems* — SRD pg. 233
- Manual of quickness of action* — SRD pg. 233
- Medallion of thoughts* — SRD pg. 233
- Mirror of life trapping* — SRD pg. 234
- Necklace of adaptation* — SRD pg. 234
- Necklace of prayer beads* — SRD pg. 234
- Pearl of power* — SRD pg. 235
- Periapt of health* — SRD pg. 235
- Periapt of wound closure* — SRD pg. 235
- Pipes of haunting* — SRD pg. 236
- Pipes of the sewers* — SRD pg. 236
- Portable hole* — SRD pg. 236
- Ring of air elemental command* — SRD pg. 239
- Ring of animal influence* — SRD pg. 238
- Ring of djinni summoning* — SRD pg. 238
- Ring of earth elemental command* — SRD pg. 239
- Ring of evasion* — SRD pg. 239
- Ring of feather falling* — SRD pg. 239
- Ring of fire elemental command* — SRD pg. 239
- Ring of free action* — SRD pg. 239
- Ring of invisibility* — SRD pg. 240
- Ring of jumping* — SRD pg. 240
- Ring of mind shielding* — SRD pg. 240
- Ring of protection* — SRD pg. 240
- Ring of regeneration* — SRD pg. 240



- Ring of resistance* — SRD pg. 240
Ring of shooting stars — SRD pg. 240
Ring of spell storing — SRD pg. 241
Ring of spell turning — SRD pg. 241
Ring of swimming — SRD pg. 241
Ring of telekinesis — SRD pg. 241
Ring of the ram — SRD pg. 241
Ring of three wishes — SRD pg. 241
Ring of warmth — SRD pg. 241
Ring of water elemental command
— SRD pg. 239
Ring of water walking — SRD pg. 241
Ring of X-ray vision — SRD pg. 241
Robe of eyes — SRD pg. 242
Robe of scintillating colors — SRD pg. 242
Robe of stars — SRD pg. 242
Robe of the archmagi — SRD pg. 242
Robe of useful items — SRD pg. 242
Rod of absorption — SRD pg. 243
Rod of alertness — SRD pg. 243
Rod of lordly might — SRD pg. 243
Rod of rulership — SRD pg. 244
Rod of security — SRD pg. 244
Rope of climbing — SRD pg. 244
Rope of entanglement — SRD pg. 244
Scarab of protection — SRD pg. 245
Slippers of spider climbing — SRD pg. 245
Sphere of annihilation — SRD pg. 246
Staff of charming — SRD pg. 246
Staff of fire — SRD pg. 246
Staff of frost — SRD pg. 246
Staff of healing — SRD pg. 247
Staff of power — SRD pg. 247
Staff of striking — SRD pg. 247
Staff of swarming insects — SRD pg. 247
Staff of the magi — SRD pg. 248
Staff of the python — SRD pg. 248
Staff of the woodlands — SRD pg. 248
Staff of thunder and lightning — SRD pg. 249
Staff of withering — SRD pg. 249
Stone of controlling earth elementals
— SRD pg. 249
Talisman of pure good — SRD pg. 250
Talisman of the sphere — SRD pg. 250
Talisman of ultimate evil — SRD pg. 250
Tome of clear thought — SRD pg. 250
Tome of leadership and influence
— SRD pg. 251
Tome of understanding — SRD pg. 251
Wand of binding — SRD pg. 251
Wand of enemy detection — SRD pg. 251
Wand of magic detection — SRD pg. 252
Wand of magic missiles — SRD pg. 252
Wand of paralysis — SRD pg. 252
Wand of polymorph — SRD pg. 252
Wand of secrets — SRD pg. 252
Wand of the war mage +1, +2, +3
— SRD pg. 253
Wand of web — SRD pg. 253
Wand of wonder — SRD pg. 253



Well of many worlds — SRD pg. 254

Wind fan — SRD pg. 254

Winged boots — SRD pg. 254

Wings of flying — SRD pg. 254

New Magic Items

Ring of Animal Transformation

Ring, uncommon (requires attunement)

This thick wooden ring is flecked with diamond dust and carved with images of an animal. While wearing this ring you can *cast polymorph* on yourself to turn into the creature pictured on the ring without expending any material components. Use the rules of the spell, except that you retain your original form's Intelligence, Wisdom, and Charisma scores. Once you have used this property you cannot use it again until you complete a short or long rest.

The GM can choose or roll on the Animal Types table to determine the type of beast pictured on the ring.

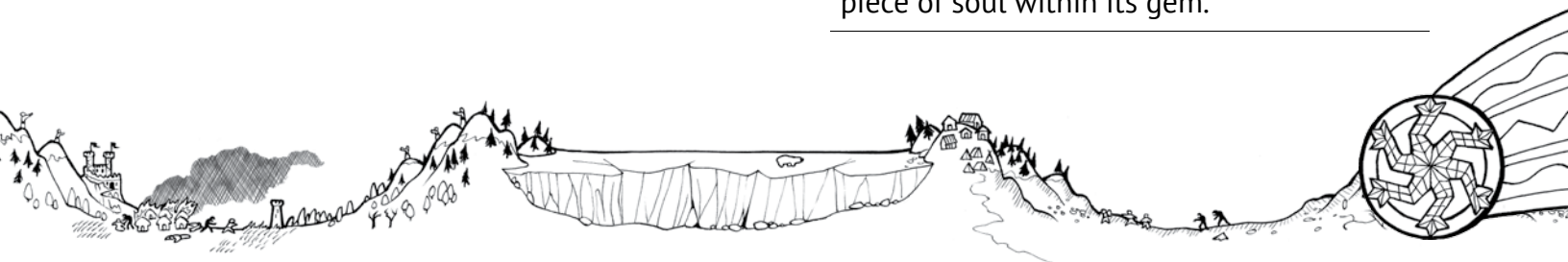
Animal Types

d20	Creature	Page
1	Baboon	SRD 362
2	Badger	SRD 362
3	Bat	SRD 362
4	Cat	SRD 364
5	Crab	SRD 365
6	Deer	SRD 365
7	Eagle	SRD 366
8	Frog	SRD 367
9	Hawk	SRD 377
10	Hyena	SRD 377
11	Jackal	SRD 377
12	Lizard	SRD 378
13	Octopus	SRD 379
14	Owl	SRD 380
15	Quipper	SRD 382
16	Rat	SRD 382
17	Raven	SRD 382
18	Scorpion	SRD 383
19	Spider	SRD 384
20	Weasel	SRD 387

Ring of Soul Collection

Ring, rare (requires attunement)

When placed next to the ear, a quiet, mournful moan can be heard issuing from this ring; a black band with a small skull-shaped ruby. When you kill a creature while wearing this ring, a small piece of its soul is absorbed into the ring and a flickering light dances within its skull gem. You can release the piece of the soul within the gem to gain advantage on an ability check, attack roll, or saving throw. When the ring is found, there is a 50% chance it already holds a piece of soul within its gem.



Ring of Terror

Ring, very rare (requires attunement)

This iron band is flecked with onyx pieces and is always cold to the touch. While you wear the ring, creatures you score a critical hit against must succeed on a DC 17 Charisma saving throw or be frightened of you for 1 minute. Creatures who fail this saving throw can repeat it at the end of their turns, ending the frightened condition on a success.

Rod of Aberrations

Rod, legendary (requires attunement)

This rod is warm to the touch and covered in living human skin. Along the length of the rod eyes of all colors stare endlessly. Between the eyes are mouths of all shapes, silently closed. At either end of the rod hang short squid-like tentacles that can suddenly elongate.

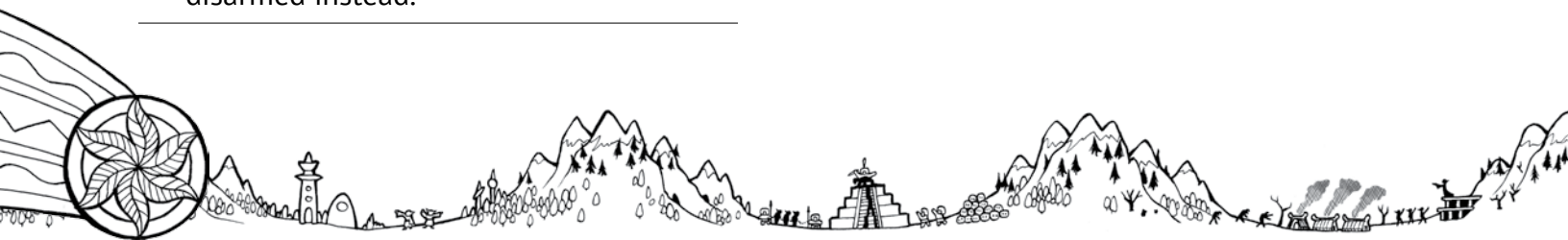
While holding this rod you gain the following benefits:

- * You gain darkvision out to a range of 120 feet.
- * You can see invisible creatures and objects, as well as see into the Ethereal Plane, out to a range of 120 feet.
- * The tentacles on the rod function as +3 *whips*. As an action you can use one of the whips to disarm a creature by making a Dexterity ability check contested by the target's Strength or Dexterity ability check (whichever is greater). If you win the contest, the target is disarmed and the object you disarmed lies at your feet. If you have a free hand when you disarm the target, you can grab the object you disarmed instead.

Rod of Spiders

Rod, very rare (requires attunement)

A length of ivory shaped like a bone. Decorative onyx spiders that look all too real make this rod a grisly sight. While holding the rod, you gain a climb speed equal to your speed, you can move as if you were wearing *slippers of spider climbing*, and you have resistance to poison damage. As an action while holding the rod you can cast the *web* spell (save DC 17). You must complete a short or long rest before you can cast the spell with this rod again.



Staff of Lordly Might

Staff, legendary (requires attunement)

This staff has a head carved of onyx and a shaft of gold. It functions as a quarterstaff that grants a +3 bonus to attack and damage rolls made with it. The staff has properties associated with six different buttons that are set in a row along its length.

Six Buttons. You can press one of the staff's six buttons as a bonus action. A button's effect lasts until you push a different button or until you push the same button again, which causes the rod to revert to its normal form.

Button 1: the staff becomes a *frost brand* greatsword as the top half of the staff transforms into an enormous blade.

Button 2: the staff's onyx head transforms into an enormous hammer, turning the staff into a magic maul that grants a +3 bonus to attack and damage rolls.

Button 3: the staff's onyx head lengthens and transforms into a pointed tip, transforming the staff into a magic pike that grants a +3 bonus to attack and damage rolls.

Button 4: the staff floats on top of liquid like a piece of driftwood. The staff can float with up to 4,000 pounds of weight attached to it.

Button 5: the onyx head of the staff sheds bright light in a 60-foot-radius sphere and dim light for an additional 60 feet.

Button 6: the staff will suck up 50 gallons of any liquid its head is placed in. Pressing this button again causes the staff to release all the liquid at once out of its head.

Detect Magic. While holding the staff you can use your action to cast the *detect magic* spell from it. This property can't be used again until the next dawn.

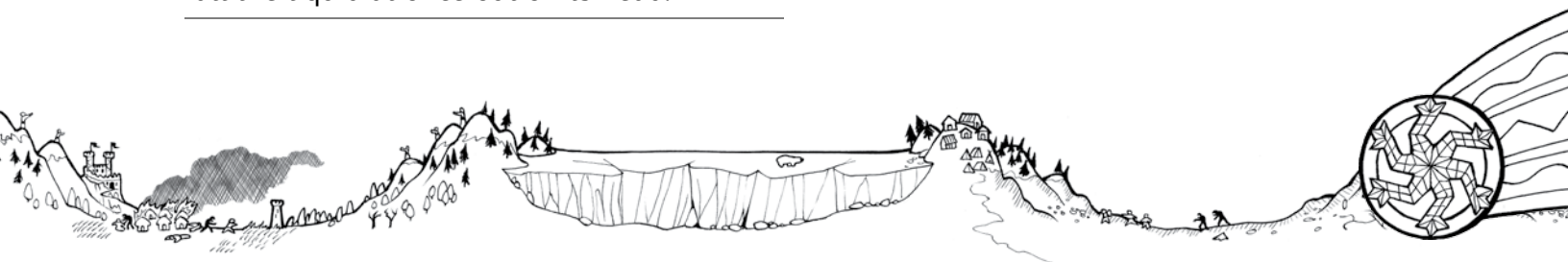
Detect Secret Doors and Traps. While holding the staff you can use your action to search for secret doors and traps. If a secret door or trap is within 30 feet of you, the staff's onyx head pulses with light and points at the one nearest to you. This property can't be used again until the next dawn.

Thunder Strike. When you hit a creature with a melee attack using the staff, you can force the target to make a DC 17 Constitution saving throw. On a failure the target takes an extra 4d6 thunder damage and is knocked 20 feet away from you and lands prone. This property can't be used again until the next dawn.

Wand of Inspiring Music

Wand, uncommon

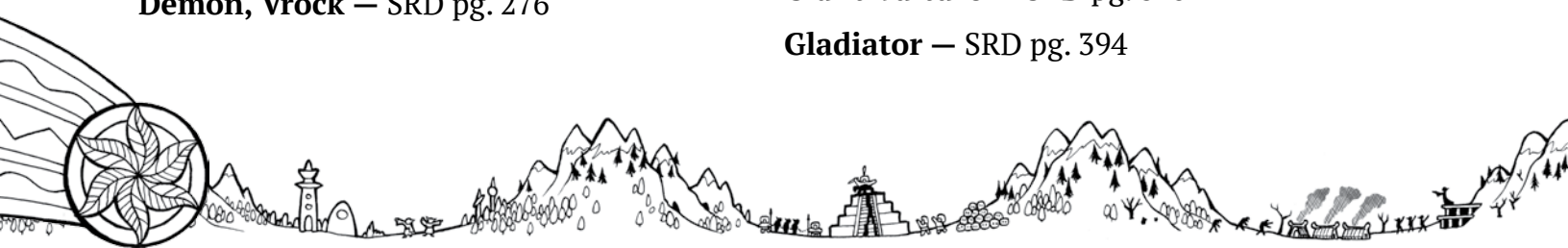
Appearing as a lapis lazuli tipped conductor's baton, this wand emits the sounds of an orchestra softly tuning when first drawn. This wand has 3 charges. While holding it you can use an action to expend 1 charge that calls forth inspiring orchestral music. Any ally within 60 feet of you that can hear the music has advantage on Wisdom and Charisma ability checks and saving throws until the start of your next turn. The wand regains 1d3 expended charges daily at dawn.



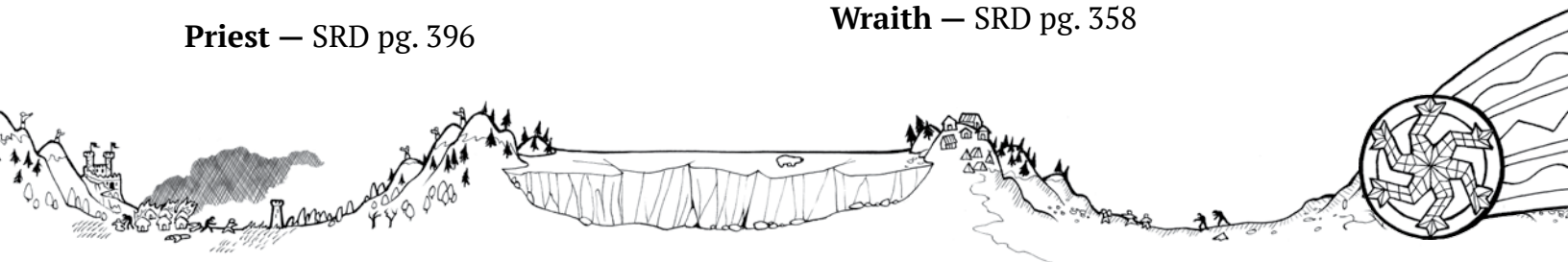
APPENDIX B: FOES

SRD Foes

- Angel, Deva** — SRD pg. 264
Angel, Planetar — SRD pg. 265
Archmage — SRD pg. 390
Assassin — SRD pg. 391
Bandit — SRD pg. 391
Bandit Captain — SRD pg. 392
Behir — SRD pg. 268
Berserker — SRD pg. 392
Blink dog — SRD pg. 363
Cat — SRD pg. 364
Chuul — SRD pg. 270
Commoner — SRD pg. 393
Constrictor Snake — SRD pg. 364
Couatl — SRD pg. 272
Cultist — SRD pg. 393
Cult Fanatic — SRD pg. 393
Demon, Dretch — SRD pg. 273
Demon, Glabrezu — SRD pg. 274
Demon, Hezrou — SRD pg. 274
Demon, Nalfeshnee — SRD pg. 275
Demon, Vrock — SRD pg. 276
Doppelganger — SRD pg. 282
Dragon, Adult Black — SRD pg. 284
Dragon, Black Wyrmling — SRD pg. 285
Dragon, Adult Blue — SRD pg. 286
Dragon, Adult White — SRD pg. 292
Dragon, White Wyrmling — SRD pg. 293
Dragon, All Metallic — SRD pg. 293
Druid — SRD pg. 393
Dryad — SRD pg. 307
Elemental, Earth — SRD pg. 309
Gargoyle — SRD pg. 312
Genie, Djinni — SRD pg. 312
Genie, Efreeti — SRD pg. 313
Ghost — SRD pg. 313
Ghoul — SRD pg. 315
Giant, Fire — SRD pg. 315
Giant, Frost — SRD pg. 315
Giant, Hill — SRD pg. 316
Giant Frog — SRD pg. 371
Giant Scorpion — SRD pg. 373
Giant Spider — SRD pg. 374
Giant Vulture — SRD pg. 375
Gladiator — SRD pg. 394



- Goat** — SRD pg. 376
- Golem, Clay** — SRD pg. 318
- Golem, Flesh** — SRD pg. 319
- Golem, Iron** — SRD pg. 319
- Golem, Stone** — SRD pg. 320
- Gorgon** — SRD pg. 320
- Guard** — SRD pg. 394
- Hag, Green** — SRD pg. 322
- Hag, Night** — SRD pg. 322
- Harpy** — SRD pg. 324
- Hydra** — SRD pg. 326
- Knight** — SRD pg. 395
- Lycanthrope, Werebear** — SRD pg. 329
- Mage** — SRD pg. 395
- Mammoth** — SRD pg. 379
- Mastiff** — SRD pg. 379
- Mummy** — SRD pg. 336
- Ogre** — SRD pg. 339
- Oni** — SRD pg. 339
- Ooze, Black Pudding** — SRD pg. 340
- Ooze, Ochre Jelly** — SRD pg. 341
- Panther** — SRD pg. 380
- Priest** — SRD pg. 396
- Polar Bear** — SRD pg. 381
- Pseudodragon** — SRD pg. 343
- Purple Worm** — SRD pg. 343
- Remorhaz** — SRD pg. 344
- Roc** — SRD pg. 345
- Saber-Toothed Tiger** — SRD pg. 383
- Scout** — SRD pg. 396
- Shambling Mound** — SRD pg. 348
- Sprite** — SRD pg. 351
- Spy** — SRD pg. 397
- Swarm of Poisonous Snakes**
— SRD pg. 385
- Tribal Warrior** — SRD pg. 397
- Troll** — SRD pg. 354
- Tyrannosaurus Rex** — SRD pg. 282
- Unicorn** — SRD pg. 354
- Vampire** — SRD pg. 355
- Vampire Spawn** — SRD pg. 357
- Veteran** — SRD pg. 398
- Wolf** — SRD pg. 388
- Wight** — SRD pg. 357
- Winter Wolf** — SRD pg. 387
- Wraith** — SRD pg. 358



Comet Demon

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft., fly 40 ft.

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

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing damage from non-magical attacks

Damage Immunities fire, poison

Condition Immunities charmed, poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepath 120 ft.

Challenge 15 (13,000 XP)

Innate Spellcasting. The demon's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The demon can innately cast the following spells, requiring no material components:

At will: *fire bolt*

3/day: *counterspell*, *dispel magic*

1/day: *confusion*, *delayed blast fireball*, *meteor swarm*

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

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

Magic Weapons. The demon's weapon attacks are magical.

Actions

Multiattack. The demon makes two claw attacks.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage and if the target is a creature it must succeed on a DC 18 Constitution saving throw or become paralyzed for 1 minute. The target can repeat this saving throw at the end of its turns, ending the effect on a success.

Hidden Army. The demon and each creature it chooses within 20 feet are invisible. If any invisible creature attacks or casts a spell, the invisible condition ends for all creatures. If a creature is more than 20 feet away from the comet demon, the invisible condition ends for that creature immediately.

Legendary Actions

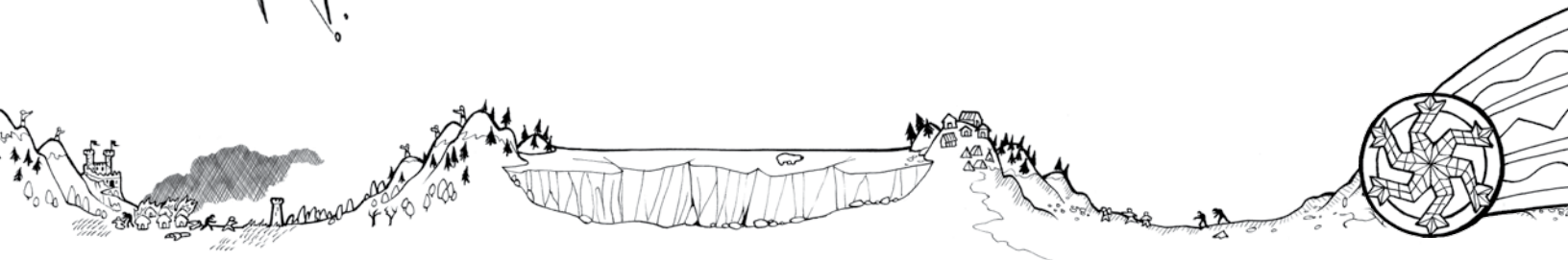
The comet demon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The comet demon regains spent legendary actions at the start of its turn.

Claw. The comet demon makes a claw attack.

Move. The comet demon moves its speed without provoking opportunity attacks.

Starry Eyes (3 actions). The comet demon stares into the eyes of another creature it can see within 60 feet and casts the *dominate monster* spell (spell save DC 18).





Demonic Gravel Beast

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing damage from non-magical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Abyssal and Terran but can't speak

Challenge 5 (1,800 XP)

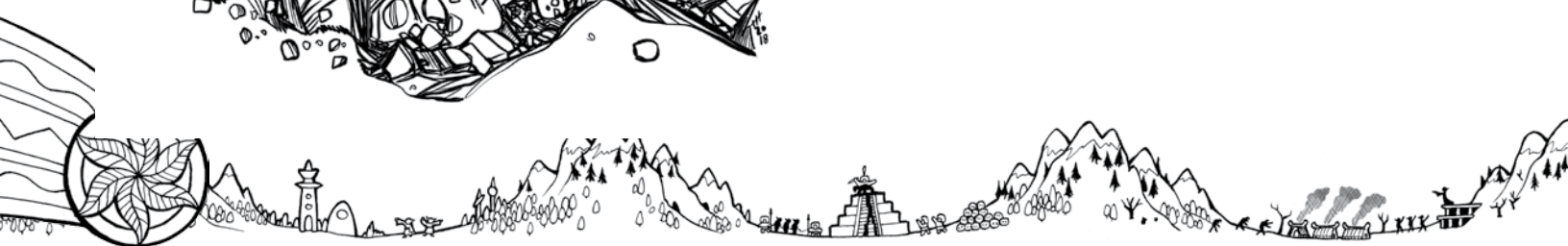
Earth Glide. The demonic beast can burrow through non-magical, unworked earth and stone. While doing so, the demonic beast doesn't disturb the material it moves through.

Actions

Multiattack. The demonic beast makes two slam attacks.

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

Gravel Crash. The demonic beast erupts with heavy gravel. Creatures within 30 feet of the demonic beast must make a DC 16 Dexterity saving throw. Creatures who fail take 16 (3d10) piercing damage and are knocked prone. Creatures who succeed take only half damage and are not knocked prone. Demonic gravel beasts are immune to the Gravel Crash ability of others of its kind.



Demonic Mud Beast

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	5 (-3)	10 (+0)	7 (-2)

Damage Resistances acid, fire, lightning; bludgeoning, piercing, and slashing damage from non-magical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Abyssal, Aquan, and Terran but can't speak

Challenge 5 (1,800 XP)

Mud Form. The demonic beast can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Earth Glide. The demonic beast can burrow through non-magical, unworked earth and stone. While doing so, the demonic beast doesn't disturb the material it moves through.

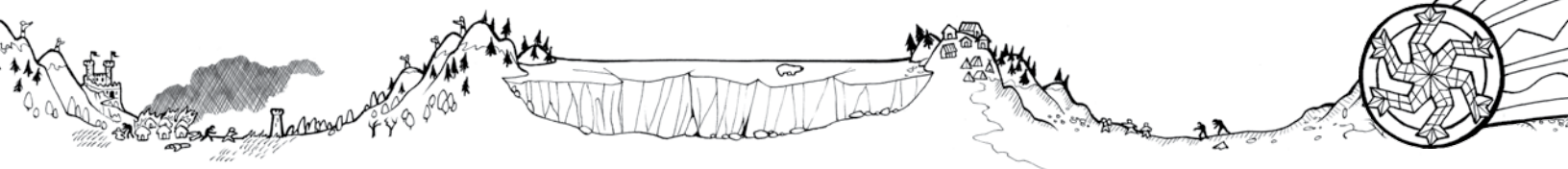
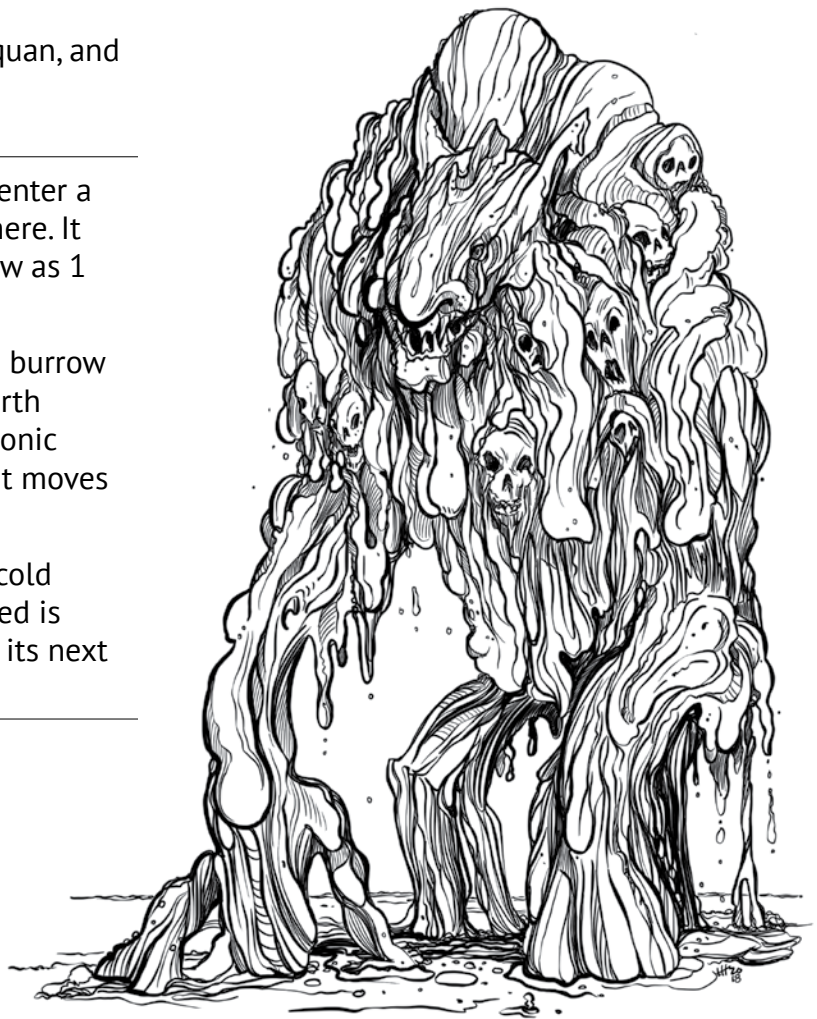
Freeze. If the demonic beast takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The demonic beast makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Hurl Mud. *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage and if the target is a creature it is restrained by the mud. The target can escape the mud and end the restrained condition by using its action to make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check.





Demonic Tree Beast

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing damage from non-magical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Abyssal and Sylvan but can't speak

Challenge 5 (1,800 XP)

False Appearance. While the demonic beast remains motionless, it is indistinguishable from a normal petrified tree.

Actions

Multiattack. The demonic beast makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Sapping Storm (1/day). All creatures within 30 feet of the demonic beast must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.



Necrotic Tangle

Huge plant, chaotic evil

Armor Class 18 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 30 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	5 (-3)

Saving Throws Dex +5, Con +10

Damage Resistances bludgeoning, piercing, and slashing damage from non-magical attacks

Damage Immunities poison, necrotic

Condition Immunities charmed, poisoned

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 10

Languages understands Abyssal but can't speak

Challenge 14 (11,500 XP)

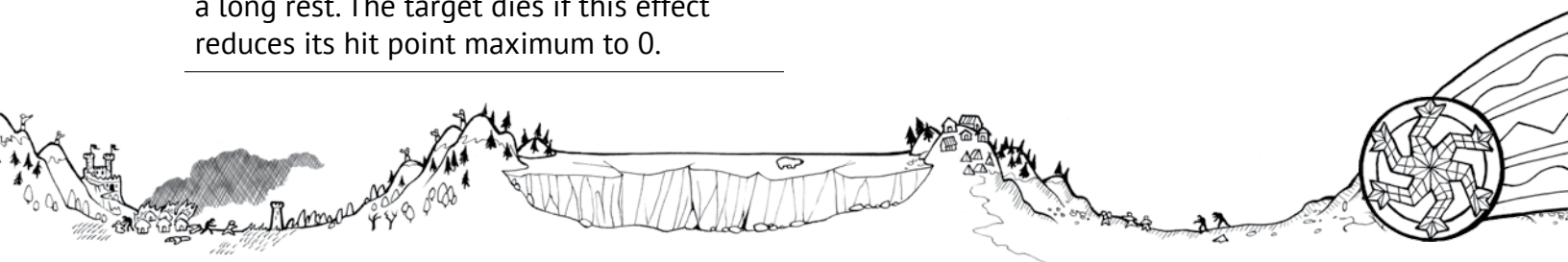
Amorphous. The tangle can move through a space as narrow as 5 feet wide without squeezing.

Actions

Multiattack. The necrotic tangle makes two thorny vine attacks.

Thorny Vine. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and 10 (3d6) necrotic damage and the target is grappled (escape DC 20). While grappled the target is restrained.

Leech Life (Recharge 5-6). Each creature grappled by the tangle must succeed on a DC 18 Constitution saving throw or take 28 (8d6) necrotic damage and have its hit point maximum reduced by an amount equal to the damage taken, and the tangle regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



Plague Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

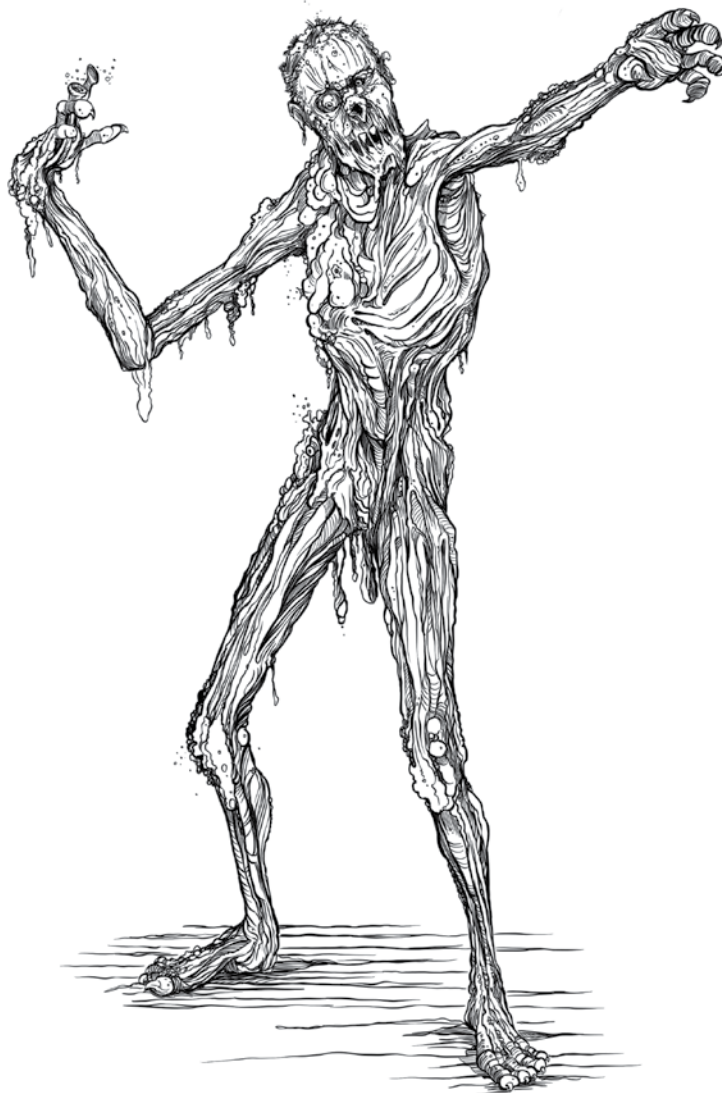
Challenge 1/4 (50 XP)

Noxious Burst. The first time the zombie takes damage during an encounter, all creatures within 5 feet of the zombie must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once the zombie has used this ability, it cannot use it again for another 24 hours.

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

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.



Sevasa

Medium humanoid (human), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	10 (+0)

Skills Animal Handling +9, Nature +5, Perception +9, Survival +9

Senses darkvision 60 ft., passive Perception 19

Languages Common, Druidic, Elvish

Challenge 9 (5,000 XP)

Spellcasting. Sevasa is a 13th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, poison spray, produce flame*

1st level (4 slots): *cure wounds, entangle, faerie fire, speak with animals*

2nd level (3 slots): *animal messenger, heat metal, hold person*

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

4th level (3 slots): *blight, dominate beast, stonewall, wall of fire*

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

6th level (1 slot): *sunbeam*

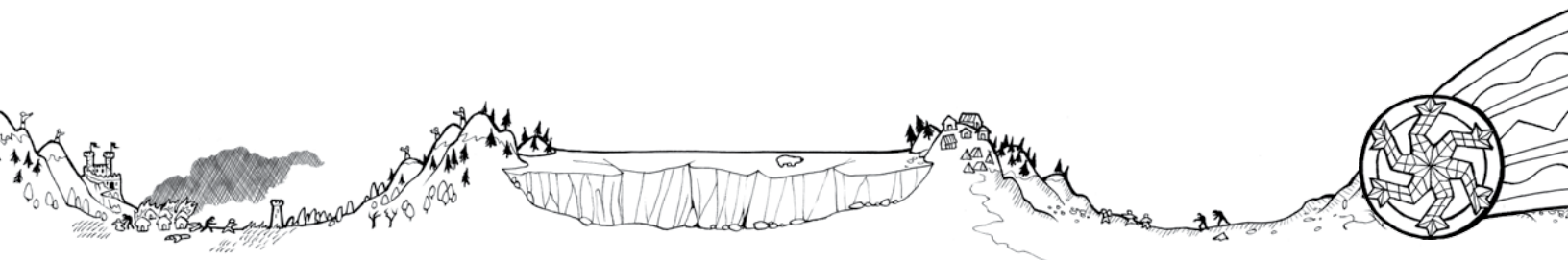
7th level (1 slot): *fire storm*



Actions

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

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



Valok

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 123 (13d8 + 65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +7, Con +8, Wis +4, Cha +2

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands the languages it knew in life but can't speak

Challenge 8 (3,900 XP)

Contagion Gaze. When a humanoid that can see the valok's eyes starts its turn within 30 feet of the valok, the valok can force it to make a DC 16 Constitution saving throw if the valok isn't incapacitated and can see the humanoid. On a failure the humanoid is afflicted with the demonplague.

Unless surprised, a humanoid can avert its eyes to avoid the saving throw at the start of its turn. If the humanoid does so, it can't see the valok until the start of its next turn, when it can avert its eyes again. If the humanoid looks at the valok in the meantime, it must immediately make the save.

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

Actions

Multiattack. The valok makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage and the target must make a DC 16 Constitution saving throw or become poisoned.

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



Valok, Chosen

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	24 (+7)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +11, Con +12, Wis +6, Cha +4

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands the languages it knew in life but can't speak

Challenge 13 (10,000 XP)

Contagion Gaze. When a humanoid that can see the valok's eyes starts its turn within 30 feet of the valok, the valok can force it to make a DC 20 Constitution saving throw if the valok isn't incapacitated and can see the humanoid. On a failure the humanoid is afflicted with the demonplague.

Unless surprised, a humanoid can avert its eyes to avoid the saving throw at the start of its turn. If the humanoid does so, it can't see the valok until the start of its next turn, when it can avert its eyes again. If the humanoid looks at the valok in the meantime, it must immediately make the save.

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



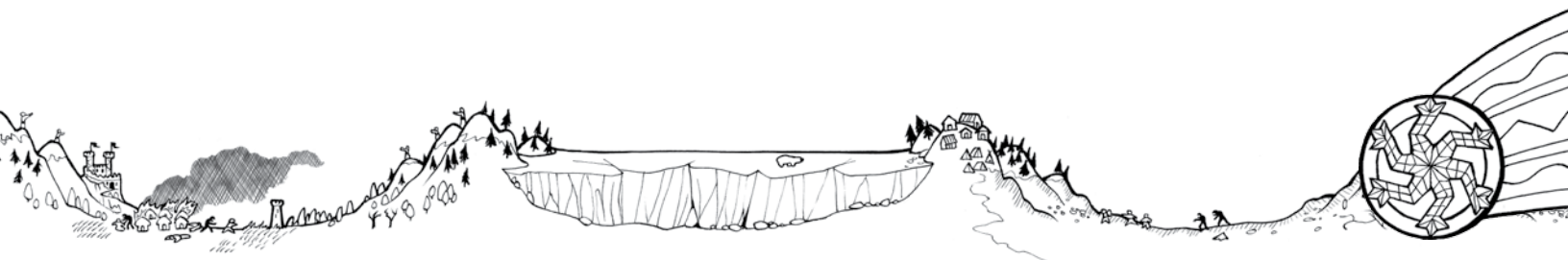
Actions

Multiattack. The valok makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage and the target must make a DC 20 Constitution saving throw or become poisoned.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Plague Breath. The valok breathes decay in a 30-foot cone. Each creature in the area must make a DC 20 Constitution saving throw. A creature who fails take 36 (8d8) necrotic damage, can't make reactions until the start of the valok's next turn, and on its turn spends its next action retching and reeling. A creature who succeeds takes only half damage and suffers no other effects of the breath.



Winter Bugbear

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

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

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Ice Stare. The bugbear picks one creature it can see within 30 feet of it. That creature must succeed on a DC 11 Constitution saving throw or be paralyzed until the start of the bugbear's next turn.



Winter Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Damage Immunities cold

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

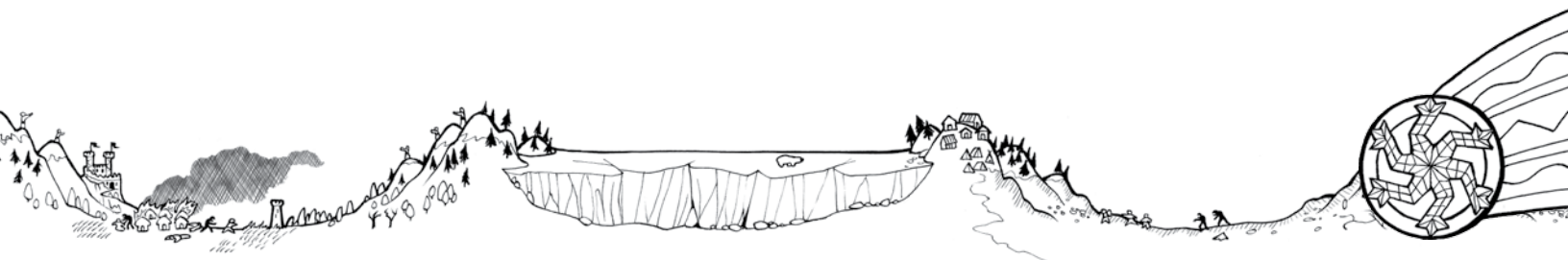
Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Cold Snap. Each creature within 5 feet of the goblin must succeed on a DC 10 Constitution saving throw or take 4 (1d8) cold damage and have its speed reduced by 10 feet until the start of the goblin's next turn. The goblin cannot use this ability again until it completes a short or long rest.



Winter Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Frosty Hold. When the hobgoblin hits with a melee weapon attack, the target must succeed on a DC 11 Constitution saving throw or become restrained until the end of the hobgoblin's next turn. The hobgoblin cannot use this ability again until it completes a short or long rest.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

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

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



Winter Hobgoblin Leader

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (chain mail)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	8 (-1)	8 (-1)	9 (-1)

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 3 (700 XP)

Frosty Hold. When the hobgoblin hits with a melee weapon attack, the target must succeed on a DC 13 Constitution saving throw or become restrained until the end of the hobgoblin's next turn. The hobgoblin cannot use this ability again until it completes a short or long rest.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two melee attacks.

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

Javelin. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

