Forest Kingdom

Campaign Compendium



Legendary Games

5th Edition Fantasy



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Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with references to the official System Reference Document (SRD) and 5eSRD. If it is in the core 5E rules, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!
Visit us on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.

What You Will Find Inside the Forest Kingdom Campaign Compendium

Step under the shadowed boughs of the forest realm to find a wild world of magic, mystery, monsters, and more! From the misty boreal taiga of the cold northern reaches to wondrous glades of enchanting fey beauty, the ***Forest Kingdom Campaign Compendium*** from Legendary Games offers a wealth of amazing expansions for your wilderness campaign! This book is in many ways a love letter to old-school gaming, blazing a trail into the wilderness and carving out a kingdom of your own from the unforgiving wild. It goes deeper than gaming, though, tapping into an ancient root of fantasy from every culture. The forest is a place of mystery and danger, where the wild things are lurking in the shadowed underbrush with hungry eyes, but also where the fair folk flit and fly through sun-dappled glades. From Grimm's fairy tales to Tolkien's lovely Lothlorien, menacing Mirkwood, and forlorn Fangorn, there are few places for adventure more iconic than among the tall trees and verdant vales of the forest!

This compendium provides you an encyclopedic reference for campaigns venturing into the rugged borderlands, from monsters and treasures to ready-to-use heroes and character options like feats, spells and archetypes. You'll also find exciting adventures into the untamed boreal vast and a wealth of great material for incorporating the fey into your campaign and playing around with the curious influence the faerie realms and their denizens can have on the world of mortals. We've reached back to those early influences and pulled them together with an amazing team of authors and artists to create a book you'll be proud to own and use whether you play in a published adventure path or take your own home game into the woods in search of adventure.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. The path to creating this book started in the early days of Legendary Games with the publication of *Cold Mountain* back in 2013 (though that adventure's roots go all the way back to the days of *Dungeon* magazine in 2006), and we've been looking forward to bringing the whole thing together for you ever since. We give special thanks to all the backers who made this book possible, especially the members of our Royal Court! We love our fans and are dedicated to creating the very best gaming products on the market, and we hope you enjoy using it as much as we enjoyed making it. Game on!



Royal Court Of The Forest

Many marvelous people supported the creation of this fantastic *Forest Kingdom Campaign Compendium,* but we must offer our highest praises and salutations for those generous benefactors who earned a spot among our royal court!

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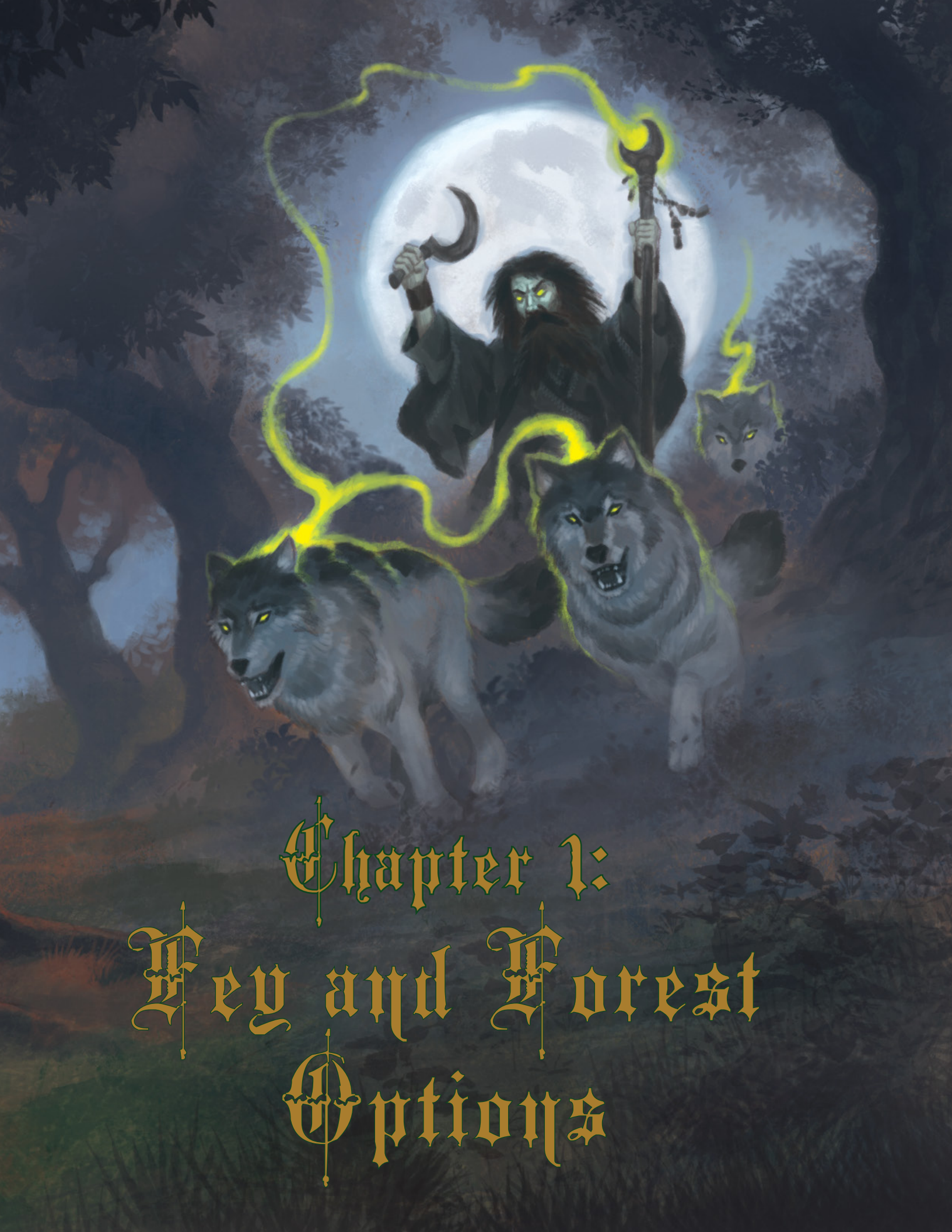
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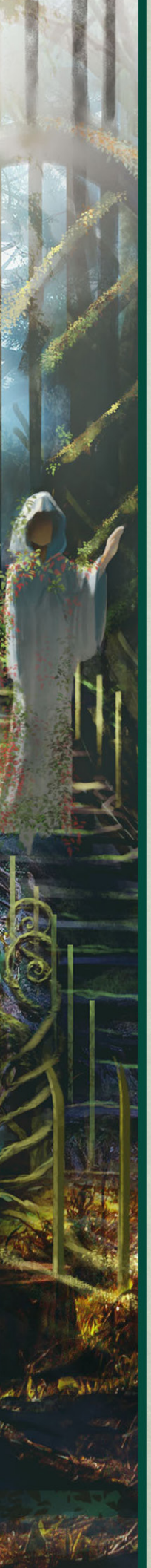
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Chapter 1: Fey and Forest Options



Introduction

Wilderness campaigns have been a staple of fantasy gaming since the earliest days, though once upon a time the wilderness was mostly just a dangerous road you traveled to get to the dungeon and then carry your loot back to town. The idea of the epic journey, however, is as timeless as adventure stories themselves, and in many campaigns the journey itself *is* the adventure, not just something that happens along the way. Entire campaigns can be built around overland travel and exploration of the vast and empty wild beyond the guarded borderlands of civilization. Hacking a kingdom of your own out of the wilderness is a glorious destiny for any hero, who inevitably discovered that just because the wild has not been settled does not mean it is uninhabited. Many dangerous creatures lurk in the hills and vales, in the caves beneath and the cliffs above, and in the misty miles of vast forests that have never known the bite of the lumberjack's axe or saw, nor the tilling of a plow. Your heroes are blazing a trail into a fair green country, and when they do they had best be prepared!

This book is designed for wilderness campaigns, especially those that feature abundant forest terrain. However, it does not stop at the borders of the natural boreal landscape of leaf and tree but goes beyond into the supernatural world where dwell the fair folk, the Faerie Realm that overlays and suffuses the wilderness with its immanent and untrammeled beauty. Whether your heroes are personally touched by the fey or seek to call upon their sparkling and winsome lords and ladies in their courts beyond, or if you'd rather keep most of the options in this book as the exclusive province of NPCs and faerie creatures they encounter to maintain an aura of strangeness and magical mystery, you'll find an abundance of options, including archetypes and class options.

The following class options are ideal characters wishing to focus on wilderness adventures in and around the borderlands of the endless woods and hollow hills, or set among the petty states and fledgling kingdoms that the boldest of adventurers seek to hack out of the unforgiving lands of the wild. In most cases the abilities they gain also retain some utility in other situations, but they will be most effective in campaigns where a significant portion of the PCs' time is spent in natural settings, especially in the forest.

Bard Colleges

The following options are available to bards at 3rd level for the Bard College class feature.

College of Fey Magic (Bard College)

Bards of this college have studied under moonlight from a fey tutor. Perhaps they have fey ancestry themselves. Bards of this tradition are masters of influence and magic.

Mesmerism

Starting at 3rd level, once per turn when you cast a spell, you can expend one Inspiration Die. Roll the die and subtract it as a penalty on the target's initial saving throw against being charmed.



Fey Influence
When you are 3rd level, any time you apply your proficiency bonus to a Charisma check, that bonus (if any) is doubled against non-fey.

Additional Magical Secrets
At 6th level, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

Fey Resistance
Starting at 14th level, you gain advantage on saving throws against spells and magical effects.

Jester (Bard College)
A jester is a humorist par excellence, a joking prankster whose ribald tales bring laughter and whose capering antics spread glee, but whose tongue is sharp as a dagger and whose japes and insults put acid to shame. A jester never takes herself or any situation too seriously, but those who mistake her for a prancing fool may find she always gets the last laugh.

Antagonize
At 3rd level, you learn how to use your wit to antagonize others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed. If the creature is in a rage or frenzy (such as a barbarian's rage), your Bardic Inspiration die cannot be used to subtract from the creature's damage roll.

Ridiculous Weaponry
Also at 3rd level, you can add your proficiency bonus to attack rolls with improvised weapons. You can juggle light and thrown weapons and hand-held objects as though you had an extra free hand, switching freely between the items or weapons.

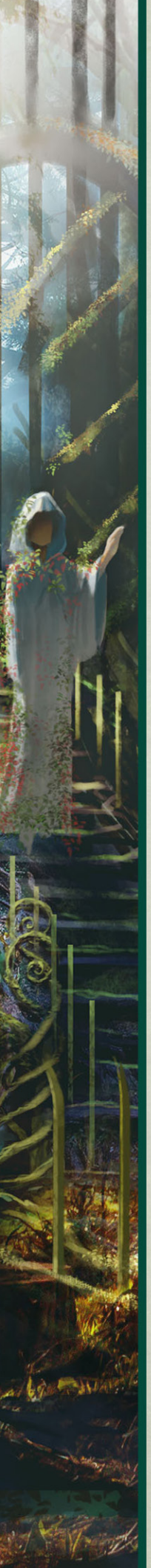


Trickster
Starting at 6th level, when you make a contest in combat, such as shoving a creature, you may add double your proficiency bonus when it applies.

The Joke's on You
Starting at 14th level, you can confound your enemies as an action. For one round, an enemy that has advantage instead has disadvantage, and instead of disadvantage, you have advantage against them. On your turn, you can use a bonus action to maintain this trait for another round, to a maximum of 1 minute in total. If you are wounded, you must make a concentration check as though you were maintaining a spell or the effect ends. You must finish a short or long rest before using this trait again.

Cleric Domains

Hunt (Cleric Domain)
In some ways, clerics of the Hunt domain hearken back to earlier times. They are expert trackers and hunters, not esoteric priests, calling upon the spirits of legend and the land. Despite representing an older tradition, there are plenty of huntsmen in the current day. They have much in common with druids and rangers.



Hunt Domain Cleric Spells

Level	Spells
1st	*protection from evil and good, hunter's mark*
3rd	*locate animals or plants, pass without trace*
5th	*conjure animals, spirit guardians*
7th	*freedom of movement, locate creature*
9th	*dispel evil and good, scrying*

Bonus Proficiency
When you choose this domain at 1st level, you gain proficiency with martial weapons.

Tracker
You gain proficiency in the Survival skill. Whenever you make a Wisdom (Survival) check, you add double your proficiency bonus.

Channel Divinity: Channel Spirit
Starting at 2nd level, you can use your Channel Divinity to call on a guiding spirit. This requires performing a quick seance that takes 15 minutes. You take on powerful characteristics of the spirit. While under its influence, you have advantage on saving throws against being charmed, frightened, or possessed. Pick one ability, such as Strength, to be enhanced. For the duration, you



have advantage on all ability checks and saving throws related to that ability. You also take a penalty to a different ability of your choice; for the duration, you have disadvantage on all ability checks and saving throws related to that ability. The effect last for 8 hours, or until you use a bonus action to end the effect.

If you are at least 6th level, while using this feature you are immune to being charmed, frightened, or possessed.

Pack Leader
Starting at 6th level, when you conjure a beast with a spell, add your proficiency bonus to its AC, attack rolls, and damage rolls, as well as any ability checks or saving throws with which it is proficient.

Hunter's Strike
At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 weapon damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Master Hunter
Starting at 17th level, once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Druid Circles
The following options are available for the Druid Circle class feature.

Circle of the Forest Kingdom (Druid Circle)
Druids of the forest kingdom have a connection to the deep and dark wilderness and its fey inhabitants. They are strange in habits and outlook, often living far away from ordinary mortals. Their connection to the green is primal, and while druids of the deep wilderness can be kind, they can also be unfathomably cruel.

Bonus Cantrip
When you choose this circle at 2nd level, you gain druidcraft as a bonus cantrip.

Feybark
Starting at 2nd level, you can cast *barkskin* at will on yourself without using a spell slot.

Circle Spells
Your mystical connection to the forest kingdom infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to your aspect. Choose that aspect—deep wilderness, greenweaver, or true child of the forest—and consult the associated list of spells. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Deep Wilderness (Aspect)
You have eyes without number or name; you know where your enemies and allies sleep, and you may find things better left lost. All that your potent sight requires is a little time … and sacrifice.

Deep Wilderness Druid Spells

Level	Spells
3rd	*locate animals or plants, locate object*
5th	*clairvoyance, speak with plants*
7th	*arcane eye, locate creature*
9th	*legend lore, telepathic bond*

Greenweaver (Aspect)
Your communion with the green goes far deeper than that of other spellcasters. You truly become one with the green, with your roots extending into the supernal soil of the faerie realms.

Greenweaver Druid Spells

Level	Spells
3rd	*barkskin, pass without trace*
5th	*plant growth, speak with plants*
7th	*blight, conjure woodland beings*
9th	*commune with nature, tree stride*

True Child of the Forest (Aspect)
Some seek command over plants and beasts; you are a much more subtle master, preferring to seduce and guide rather than to assert some rude, fumbling control. At one with the teeming





and wild green, you exude potent pheromones from every pore, slowly becoming more spirit than flesh with every sunrise. A beautiful and inhuman creature capable of manipulating the weak-willed with ease, you are most comfortable when tending to the minds of the brutish, simple animals around you as if they were a part of your private garden: with care, perhaps, but little sympathy.

True Child of the Forest Druid Spells

Level	Spells
3rd	*locate animals or plants, suggestion*
5th	*plant growth, vampiric touch*
7th	*compulsion, dominate beast*
9th	*dominate person, telepathic bond*

Plant Shape

Starting at 6th level, when you use Wild Shape, you can take the form of a plant creature with a CR no higher than one-third your druid level, abiding by all other restrictions on your Wild Shape.

Nature's Ward

When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Green Majesty

Starting at 14th level, you can cast *speak with plants* at will.

Circle of Shapeless and Primal Terror (Druid Circle)

You walk, unseen and unmolested, through

the tangled, twisted forests and the clanging, stinking cities where timid humans huddle and press against one another in the delusion of warmth and safety. These oily cesspools of sweat and glass, sawdust and rust are not safe from your predations: instead, you are living proof that the darkness at the heart of the woods is forever lurking outside the door, baying in the cold wind and scratching at the windowpane.

Bonus Cantrips

At 2nd level, you learn *chill touch* and *ray of frost* as druid cantrips.

Circle Spells

Your mystical connection to the forest kingdom infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to your aspect. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Shapeless and Primal Terror Druid Spells

Level	Circle Spells
3rd	*detect thoughts, suggestion*
5th	*major image, vampiric touch*
7th	*blight, greater invisibility*
9th	*mislead, modify memory*

Mind-killer

You are truly terrifying to look upon, for you are death unmasked. Starting at 6th level, as an action, you can spend a use of your Wild Shape to force all creatures within 30 feet of you who can see you to make a Wisdom saving throw against your spellcasting DC. On failed saving throw, a creature is frightened until the end of its next turn, and paralyzed while it is frightened in this way. A creature who makes their saving throw is immune for 24 hours.

Predator's Cry

Starting at 10th level, you can use an action to fill the hearts of creatures around you with abject, mortal horror. All creatures within a 30 foot radius who can hear you must make a Wisdom saving throw against your spellcasting DC. On a failed saving throw, a creature must drop whatever it is holding and becomes frightened for 1 minute. While frightened by this feature, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the effect ends for that creature. You must finish a long rest before using this feature again.

Unseen Voice

Starting at 14th level, as long as you are in darkness or dim light, you possess telepathy with a range of 100 feet.

Feyfriend Circle (Druid Circle)

Deep involvement with the fey is something that can come about not only by blood or birth, but also within those deeply affected by the fey and their interactions with mortals. As described above, interactions with the fey and their world can be illuminating and captivating, and it is only natural for some characters (especially those already with an affinity for nature) to invest their longing for the fey and communion with them into their life and work as adventurers. The Feyfriend Circle are druids that share a special bond with the realms beyond the veil. They draw on their powers to influence moods and bend minds to their will.

Fey Shape

When you choose this circle at 2nd level, you gain the ability to use Wild Shape to assume the shape of a fey you have seen before with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table in the SRD, but must abide by the other limitations there). Starting at 6th level, you can transform into a fey with a challenge rating as high as your druid level divided by 3, rounded down. Your actions are still limited by what the form you take is physically capable of and otherwise follow the same rules for your regular Wild Shape.

Bonus Spells

Your connection to the fey grants you the ability to cast certain spells. Once you gain access to a spell at the listed level, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.



Feyfriend Bonus Spells

Level	Circle Spells
3rd	*charm person, sleep*
5th	*alter self, suggestion*
7th	*fear, pass without trace*
9th	*compulsion, confusion*

Fey Sense
You have a better grasp of understanding fey than most do. Starting at 6th level, whenever you make a Charisma, Intelligence, or Wisdom check when interacting with fey, your proficiency bonus is doubled if it applies to the check. Additionally, you are immune to enchantment and illusion spells that specifically affect humanoids.

Giant Shape
Starting at 10th level, you gain the ability to use Wild Shape to assume the shape of a giant you have seen before. You can transform into a giant with a challenge rating as high as your druid level divided by 3, rounded down. You can stay in a giant shape for a number of minutes equal to half your druid level (rounded down). Your actions are still limited by what the form you take is physically capable of and otherwise follow the same rules for your regular Wild Shape.

Faces of the Fey
At 14th level, you can now transform into a fey or giant with a challenge rating as high as your druid level divided by 2, rounded down. The time you can remain transformed for either form remains the same.

Fighter Martial Archetypes
The following archeypes are available to fighters at 3rd level.

Knight-Surgeon (Martial Archetype)
A knight-surgeon is a fighter trained in the arts of healing, whether on the battlefield or away from it. This vital function is especially important when divine spellcasters are not available, or in low-magic settings. Knight-surgeons also receive a small amount of mystic training, enabling them to treat various conditions.

Healer Expertise
At 3rd level, your proficiency bonus (if any) is doubled for Wisdom (Medicine) ability checks.

Steel Will
Also starting at 3rd level, you have advantage on saving throws against being frightened.

Lay on Hands
Starting at 7th level, your mystic touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your fighter level × 5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Additional Fighting Style
At 10th level, you can choose a second option from the Fighting Style class feature.



Aura of Courage
Starting at 15th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

Cleansing Touch
Beginning at 18th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain expended uses when you finish a long rest.

Woodlands Cavalier (Martial Archetype)
A fighter who belongs to the order of the woodlands has pledged himself to protecting the wild country and those that dwell under the forest boughs. They may have pledged themselves to a forest king or a fairy queen, or simply appointed themselves as guardians of the green places of the world. A woodslands cavalier does not attack animals, plants, or fey unless they are being overtly hostile. He does his best to protect natural areas from exploitation and the ravages of invaders and despoilers.

Rider
Starting at 3rd level, whenever you add your proficiency bonus to a Wisdom (Animal Handling) check, your bonus is doubled. You always safely dismount, unless you are unable to take actions.

Forest Guardian
Starting at 3rd level, when you make an Intelligence or Wisdom check related to a forest terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in forest terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move





stealthily at a normal pace.

- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Summon Mount

Starting at 7th level, you can cast *find steed*, without expending a spell slot or having the spell prepared. You must finish a long rest before using his feature again.

Dragoon

Starting at 10th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell. If you are on a mount, your mount gains these benefits as well.

Greensight

Starting at 15th level, you can use an action to gain the ability to see through thick plant matter within 60 feet as though it were transparent. Leaves, vines, greenery, and undergrowth offer no concealment, though solid wood still blocks your line of sight. This feature lasts for 1 minute. You may use this feature a number of times equal to your Wisdom modifier (minimum 1). You must finish a long rest to regain uses of this feature.

Fey Lorica

Starting at 18th level, you have resistance to the damage of spells, and you cannot be charmed by fey or elemental creatures.

Ranger Archetypes

The following options are available for the Ranger Archetype class feature at 3rd level.

Variant Rangers: If you are playing a variant ranger that gains another archetype feature at 5th level, these archetypes gain Extra Attack at 5th level like a core ranger.

Explorer (Ranger Archetype)

An explorer is a far-ranging traveller but he never wanders. He strikes out purposefully into the great unknown by land or sea, set to expand the boundaries of the known and to bring back the secret routes that lead the way to glory.

Explorer Spells
Explorers gain a special selection of spells. You gain access to these spells at the levels specified. Once you gain access to an explorer spell, you always have it prepared. Explorer spells don't count against the number of spells you can prepare each day. If you gain an explorer spell that doesn't appear on the ranger spell list, the spell is nonetheless a ranger spell for you.

Level	Ranger Spells
3rd	*comprehend languages*
5th	*pass without trace*
9th	*tongues*
13th	*freedom of movement*
17th	*Telepathic bond*

Navigator
Starting at 3rd level, any time you add your proficiency bonus when using cartographer's tools or nagivator's tools, you add twice your proficiency bonus (if any).

Polyglot
At 7th level, you gain an additional language proficiency. You gain an additional language at 11th level.

Additional Favored Terrain
At 7th level, you gain an additional favored terrain for Natural Explorer. You gain an additional favored terrain at 11th level.

Unlimited Horizons
At 15th level, when you roll a 1 on the d20 for a saving throw, you can reroll the die and must use the new roll. You can use this trait after you have already used another reroll, such as a halfling's Lucky trait, but only once per round.

Fey Hunter (Ranger Archetype)
There are those whose lives (or those of friends or loved ones) have been torn asunder by the callous or simply careless actions of the fey, so much so that they have dedicated their lives to destroying the fey who caused such pain to them. While any character could find themselves in such a position (including a disowned by-blow of some fey romance carrying the unwanted bloodline of their unearthly parent), a fey hunter specializes in eliminating menaces from the Fey Realms and resisting the many charms and deceptions of the fey. Though fey hunters need not slay every fey they meet, alliances between the fair folk and their hunters are fleeting and uneasy.

Fey Foe
You are specialized in the tracking and hunting of fey creatures. Once you choose this archetype, if your favored enemy is not fey then it becomes fey and you learn one language of your choice that is spoken by fey.

Sealed Mind
At 3rd level, you become vigilant against the wiles of the fey. You gain proficiency in Wisdom saving throws.

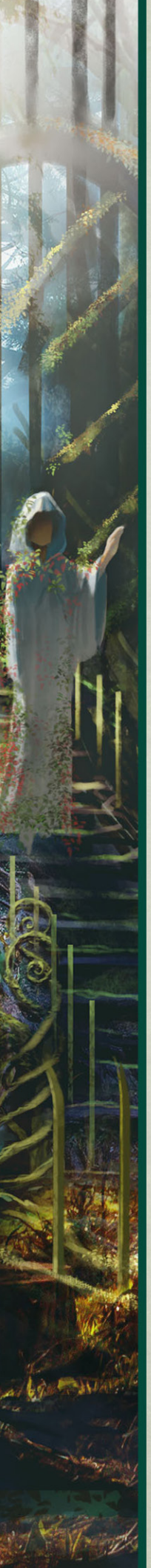
Rally Against Fey
When an ally within 30 feet of you fails a saving throw against an enchantment spell, you can use your reaction to allow that ally to reroll the saving throw and take the higher result. You cannot use this feature on yourself.

Lift the Veil
Starting at 11th level, your strikes cut away at the magic surrounding your prey. When you take the Attack action, you can use your bonus action to immediately end any one spell of 3rd level or lower affecting your target. Additionally, as an action, you may expend a spell slot of 2nd level or higher to gain truesight to a range of 60 ft. The duration requires concentration and lasts until the end of your next round (2nd level slot), 1 minute (3rd level slot), 10 minutes (4th level slot), or 1 hour (5th level slot).

Master Fey Hunter
At 15th level, your attacks and spells against fey creatures ignore any resistances they possess. Additionally, you can now end spells of 5th level or lower when using your Lift the Veil feature.

Hidden Guardian (Ranger Archetype)
Hidden guardians represent an old ranger tradition. They tend to be secretive and only train family members, but maintain contact with others of their kind, forming a loose organization. Hidden guardians seek to fight evil as best they can, but know that discretion is sometimes the better part of valor. More powerful hidden guardians learn how to better protect their minds.





Lay on Hands

Starting at 3rd level, your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your ranger level × 5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Additional Fighting Style

At 7th level, you can choose a second option from the Fighting Style class feature.

Impregnable Mind

Starting at 11th level, you have advantage on saving throws against divination spells or any magical effect that would sense your emotions or read your thoughts. You have resistance to psychic damage.



No Mind

Starting at 15th level, you are immune to psychic damage and any effect that would sense your emotions or read your thoughts, divination spells, and the charmed condition. The spell even foils *wish* spells and spells or effects of similar power used to affect your mind or to gain information about you.

Unicorn Charger (Ranger Archetype)

A unicorn charger is the living embodiment of purity and attunement with nature. Most often female, unicorn chargers form a chaste yet passionate devotion to the horned guardians of the forest and fey realms and their wild spirit of freedom and purity. This immanent communion allows them to confer the semblance and powers of a true unicorn on another mount. The mount of a unicorn charger is elevated in mind, heart, and spirit to a creature of surpassing grace and loveliness, yet also courage and ferocity when threatened by those with evil in their hearts. A unicorn charger and her mount form a potent alliance to drive back the forces of darkness and to bring light and healing wherever they tread.

Ex-Unicorn Chargers: Some unicorn chargers may not fulfill their roles as guardians of good. At the GM's option, a unicorn charger that permanently acquires a non-good alignment or goes against the natural world may lose their powers. If this becomes a permanent loss, the ranger should choose another archetype. On the other hand, the GM may allow the unicorn charger to act as a force of corruption, profaning their duty and allegiance and becoming as impure as others are pure.

Unicorn Mount

At 3rd level, you acquire the ability to cast *find steed* without expending a spell slot or having the spell prepared. Your steed boasts a unicorn-like horn that as an Action deals 1d8 piercing damage and uses its Strength and proficiency bonus.

If you are at least 7th level, you can choose to summon a powerful steed. It has the statistics of a unicorn, but only has the multiattack, hooves, and horn Actions. It cannot perform Legendary Actions.

If you are at least 17th level, your steed has all the Actions of a unicorn, but still cannot perform

Legendary Actions. Three times per day, it can use its action to magically regain 11 (2d8 + 2) hit points.

You must finish a long rest before using this feature again.

Lambent Smite

Starting at 3rd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a fey or fiend.

Aura of Courage

Starting at 11th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.



Sorcerous Origins

It is one thing to simply claim descent from the fey as a matter of flavor for your character history; it is another to actually carry with you the power of the fey themselves. Many sorcerers claim descent from the fey, or that their powers derive from ancient favors bequeathed by fey lords. While wild magic is typically associated with fey lineage, many sorcerers boast a stronger connection to their forbears that manifest in ways as varied and diverse as the fey themselves.

The following Sorcerous Origins offer lineages attuned to specific types of fey. At the GM's discretion, a sorcerer with a generic fey Origin (wild magic or otherwise) may awaken their true, specific Sorcerous Origin, with the powers of the specific Origin replacing the old. Such an awakening may happen after a particularly harrowing encounter with the fey, through a meeting with the sorcerer's fey kin, or simply as part of the evolution of the sorcerer's powers.

Sorcerous Origin: Dryad

In your blood runs the magic of the dryads, whether through direct descent or through family entanglement in the affairs of the fey. You have a special influence over plants and the forests that other sorcerers cannot hope to match. You are less capricious than many other sorcerers with ties to the fey, the dryad influence lending itself more to shyness and subtlety.

Plant Empathy

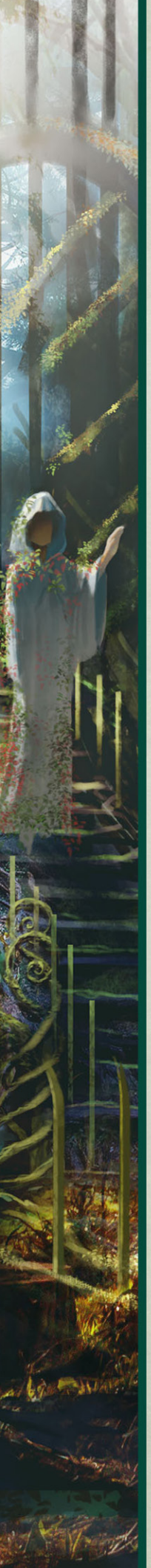
The call of the green permeates your magic. You can speak, read, and write Sylvan. In addition, you gain the following spells at the listed sorcerer level. These spells do not count against the number of sorcerer spells you know.

Dryad Sorcerer Bonus Spells

Level	Spells
1st	*charm person, goodberry*
3rd	*entangle, pass without trace*
5th	*plant growth, speak with plants*
7th	*freedom of movement, grasping vine*
9th	*commune with nature, tree stride*

Child of Wood

When your connection to the wooded fey



manifests, patches of your skin become as hard and resilient as wood. Starting at first level, when you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Additionally, you learn the druidcraft cantrip. If you already know this cantrip, you learn a different druid cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

Land's Stride

At 6th level, moving through nonmagical difficult terrain cost you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the entangle spell.

Green Binding

Starting at 14th level, you can ensnare your enemies in thick vines. As an action, make a melee spell attack against a creature within your reach. On a hit, the creature is restrained and is visibly bound until the end of your next turn.

On subsequent turns, you can concentrate to maintain this effect to extend its duration until you break concentration or move more than 60 feet away from the restrained creature. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

Once this effect ends, the conjured plants wilt away.

Soul of the Forest

At 18th level, your connection with nature reaches its apex and you become one with the forest. On your turn, you can use 10 feet of your movement to step magically into one living tree within your reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Sorcerous Origin: Nereid

Your ancestry bears traces of the fey of the waters. An ancestor may have survived a nereid's kiss, or been her unwilling guest. Love of water is second nature to you, and those not of the sea often find you cold and distant.

Touched by the Waters

You can speak, read, and write Aquan. Additionally, you gain a swimming speed of 30 feet and can hold your breath for ten minutes before running out of breath.

Slipstream

Starting at 1st level, when you cast a spell of 1st level or higher, your speed increases by 5 feet per level of spell used until the end of your next turn (minimum of 5 feet). This additional movement grants you the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat).

Drench

At 6th level, you can manipulate the ambient water present in the air. As an action, you can extinguish all nonmagical flames within 30 feet of you. You may use this ability a number of times equal to your Charisma modifier (minimum 1). You regain expended uses when you finish a long rest.

Fleeting Glance

At 6th level, you blend in with the waters around you. While submerged in water, you are heavily obscured to creatures outside of the water and lightly obscured to creatures within the same body of water. While in the rain, you are lightly obscured.

Nereid's Grace

Starting at 14th level, while using your swim speed, your movement is unaffected by difficult terrain. While you are underwater, spells and magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.

Soul of the Water

At 18th level, you become one with the sea. Your swimming speed increases to 60 feet or becomes equal to your land speed, whichever is higher.

In addition, while it is raining or when you are underwater, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or move out of the water.

Sorcerous Origin: Norn

As the norns reweave a mortal's fate, traces of their manipulation may alter the destiny of that mortal's descendants. Though few mortals

claim actual descent from the norn, these manipulations can give rise a fey bloodline. Norn influence often shows itself in fair hair and skin hues, growing ever paler as the bloodline asserts its power. You glimpsed visions of possible futures from an early age, making you seem cryptic and odd to those not similarly afflicted.

Destined
The wheel of fate turns favorably for you. Any time you or another creature would roll a d4 and apply the result to an attack roll, ability check, or saving throw that you make, the die is rolled twice and you may choose either result.

Shift Fate
At 1st level, when another creature you can see makes a saving throw, you can use your reaction to grant that creature advantage on the saving throw. You can do so after the creature rolls but before any effects of the roll occur. Once you do so, you must finish a long rest before you can use this feature again.

Pluck the Threads
Starting at 6th level, you can subtly manipulate the destinies of those around you. You can use your action and spend 2 sorcery points to roll a 1d4 and apply the number rolled as a bonus or penalty (your choice) to your next attack roll, saving throw, or ability check. You then apply this same number as a bonus or penalty (the opposite of your first choice) to the next attack roll, saving throw, or ability check made by a creature you can see.

Heart of Winter
At 14th level, your blood chills in your veins. You gain resistance to cold and fire damage.

Fated Soul
At 18th level, you become immune to cold damage. Additionally, you can manifest and cut short the thread binding a creature's fate. As an action, you may spend 5 sorcery points to force a creature you can see to make a Constitution saving throw against your sorcerer spell save DC. On a failed save, the creature takes 20d6 damage. On a successful save, the creature takes half as much damage. This damage can't be reduced in any way and, in addition, a creature who is killed from this damage can be restored to life only by means of a wish spell or divine intervention.

Sorcerous Origin: Nymph
Your family bears a trace of the grace and charm of a nymph, perhaps the legacy of seduction, perhaps lingering effects from a nymph that acted as a muse. Even if not outwardly beautiful, you retain a touch of the unearthly about you, and your presence carries weight with others. You tend to be flighty and capricious though not cruel.

Fey Kissed
You gain fey insights into the arts of beguilement and conversation. You can speak, read, and write Sylvan. Additionally, whenever you make a Charisma check when interacting with humanoids, your proficiency bonus is doubled if it applies to the check.

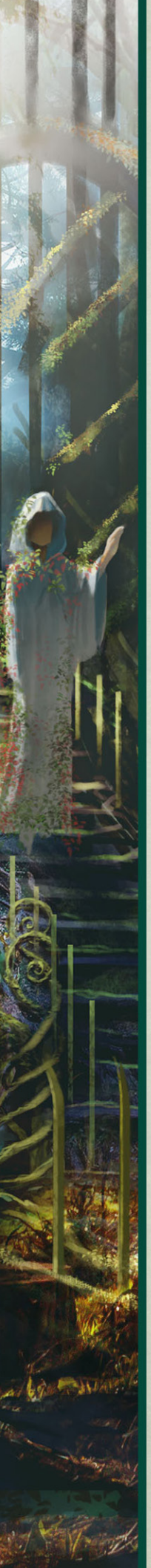
Nymph's Charm
Your beauty begins to manifest in ways many find undeniable. Starting at 1st level, you have advantage on saving throws against being charmed and magic can't put you to sleep. In addition, whenever you charm a creature, that creature had disadvantage on all ability checks that involve looking away from you.

Unearthly Grace
At 6th level, whenever you cast an enchantment spell of 1st level or higher, you gain a bonus to your AC and saving throws equal to your Charisma modifier (with a minimum bonus of +1) until the end of your next turn.

Additionally, when you succeed a saving throw to resist being charmed by another creature, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed on a Wisdom saving throw against your sorcerer spell save DC or be charmed by you for 1 minute or until the creature takes any damage.

Enchanting Gaze
Starting at 14th level, whenever a creature you can see and that can see you moves within 20 feet of you, you may use your reaction to force the creature to make a Wisdom saving throw against your sorcerer spell save DC. This save is made with advantage if you or your companions are in combat with the creature. On a failed save, the creature becomes charmed by you for 1 minute, or until you lose concentration. Whenever the charmed creature takes damage, it may repeat the saving throw to end the effect. On a successful save, the creature is immune to your Enchanting Gaze for 24 hours.





Soul of the Nymph
At 18th level, your beauty transcends beyond the limits of ordinary mortals. Your Charisma score increases by 2 and your maximum for that score is now 22.

Sorcerous Origin: Satyr
The blood of satyrs runs through your veins. For you, the natural world resounds with countless melodies few can hear, often moving you to song or dance. Your instincts move you to surrender to your passions, restraint requires discipline you often lack.

Unnatural Revelry
The spirit of the satyr allows you to enjoy rampant hedonism without consequence. Starting when you choose this origin at 1st level, you suffer no adverse health effects from excessive drinking, such as hangovers or weight gain (although you can still become intoxicated). Additionally, you gain proficiency with the flute or another wind instrument.

Laughing Touch
At 1st level, you can use your action to make a melee spell attack to cause a creature to burst out laughing. The laughing creature cannot take actions until the end of its next turn. Once affected, you can't use this feature on that creature again for 24 hours. A creature is immune to this effect if it's immune to being charmed.

Faun's Form
At 6th level, your body transforms, giving you the ram's horns and goat's legs of a satyr. You can use your horns to make a ram attack that you are proficient with, which deals 1d6 bludgeoning damage, adding your strength modifier to the attack and damage rolls. Additionally, your land speed increases by 10 feet and you can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Beguiling Melody
Starting at 14th level, when you cast an enchantment spell of 1st level or higher, you can use your bonus action to substitute the playing of a wind instrument for the verbal and somatic components of that spell. When you do so, you reduce the number of sorcery points needed to use Metamagic with that spell by one (minimum of zero). You may use this ability a number of times equal to your Charisma modifier (minimum 1). You regain expended uses when you finish a long rest.

Soul of the Faun
At 18th level, the spirit of the faun runs wild within you. Your horns grow, increasing their damage die to 2d4 and they are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

In addition, your speed increases by another 10 feet and spells and magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.

Warlock Patrons and Pact Boons
The following options are available for the Otherworldly Patron and Pact Boon class features.

The Black Woods (Otherworldly Patron)
Your patron is of the deepest wilderness. You may have connections to monsters like the Jabberwock, legendary hags, or one of the fey in the deepest, darkest places. Your patron may be an unidentified presence, perhaps a manifestation of the woods themselves.

People confuse the term "natural" with "sane" or "healthy" all the time; the most natural thing in the world, after all, is to be eaten alive by a bear. You've seen the secret prehuman paths below the world and between the trees, where nameless things grow fat and dark on the still-twitching bodies of bursted horrors and gods-most-foul. You can stride along those blood-warm, twisted and organic roads, plunging down into places outside all mortal comprehension … and back, again.

The black woods howl within you.

Expanded Spell List
The Forest lets you choose from these additional spells when you learn a warlock spell. They are considered warlock spells for you.

Level	Spells
1st	*entangle, fog cloud*
2nd	*pass without trace, spike growth*
3rd	*plant growth, speak with plants*
4th	*dominate beast, phantasmal killer*
5th	*dominate person, tree stride*



Howls and Screeches
Starting at 1st level, you can cast *speak with animals* at will, without expending a spell slot. For the purposes of prerequisites, you are considered to have the Beast Speech invocation.

Baleful Glance
Starting at 6th level, as a reaction, you can apply disadvantage to one attack roll made by a creature you can see within 60 feet against you. Creatures that are immune to being frightened are immune. You must finish a short or long rest before using this feature again.

Umbral Ward
When you reach 10th level, you can't be charmed or frightened by fiends or fey, and you are immune to poison and disease.

Palisade of Thorns
Starting at 14th level, you can cast *wall of thorns* without expending a spell slot or having the spell prepared. When you use this invocation, you can choose to concentrate on the spell; if you do, on your next turn, you can use an action to double the length of the wall or the diameter of a sphere, ending your concentration, and affecting creatures as though you just cast the spell. You must finish a long rest before using this invocation again.

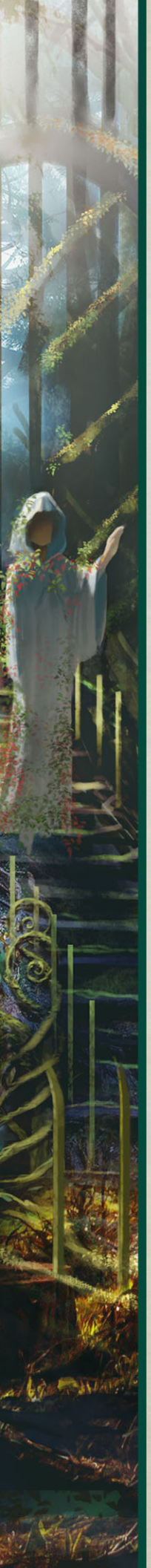
Pact of Thorns (Pact Boon)
You can cast *barkskin* on yourself at will, without expending a spell slot. In addition, on your turn you can grow or retract thorns from your hand. The thorns turn your fist into a weapon that deals 1d4 piercing damage. You are proficient with this attack. You can, if you wish, turn both your hands into spiked weapons that have the light property.

New Warlock Invocations

Blazing Eyes and Mad Howls of the Jabberwock
The strange trauma which gifted you with occult power is tied -- in some way you cannot yet fully comprehend -- to the legendary magic of that terrible dragon of wind, insanity and flame which haunts the deepest of this world's dark woods ... and the far-off nightmares of all Fair Folk. When you cast *eldritch blast*, you may manifest it as a blast of energy from your eyes, ignoring cover and not suffering from disadvantage from having a hostile creature within 5 feet of you.

If you have and use the Dreadful Word invocation, you may choose to burble. This blast of strange noises and shouted nonsense in all the languages known to you – and several languages you do not know – affects all creatures other than you within a 30-foot-radius spread, rather than the usual range and area.

When you use this invocation, your eyes grow huge, bright and strange, like those of the Jabberwock, often looking in different directions. Your teeth and nails lengthen, becoming sharper and more ragged as your voice takes on a raspy and sing-song quality, and your limbs become gangly and thin, with knobby and awkward joints, as your gut distends into a pot-belly. This changes last until the end of your next turn. During this time, if you



are struck by a vorpal weapon, you are frightened for 1 round, and you are unable to look directly at anyone wielding a vorpal weapon, causing that creature to gain three-quarters cover against you.

Cloak of Coiling Thorns

Prerequisites: Pact of Thorns, 12th level

When you Dash or Disengage, you may leave a *wall of thorns*[SRD] which fills the spaces through which you move. The thorns last for 1 round. You can't do so again until you finish a long rest.

Frumious Quills of the Bandersnatch

The incandescent fury and wickedly-barbed quills of a raging, fairy-tale monster churn deep inside you ... and, with a roar, you can let them rip-forth in a tremendous cascade. When you use *eldritch blast*, you can impale your target, changing the damage type to magical piercing. A creature that takes damage must make a Dexterity saving throw; on a failure, the target is stuck with 1d4 quills. As long as the target has quills impaled in them, the creature has disadvantage on attack rolls and ability checks. Removing a quill requires a Wisdom (Medicine) check against your spellcasting DC; success removes one quill, plus an additional quill for every 5 points by which the check succeeds. Once removed, a quill swiftly fades back into ash and nothingness.

This invocation cannot be used in conjunction with an invocation that changes the base damage of *eldritch blast* to a damage type other than piercing.

Horrid Shrieks of the Jubjub Bird

Prerequisite: 12th level

The sharp and hateful screams of something enormous, vicious and far too stupid to die echo incessantly in your head. With only a little bit of effort you can slice open your soul and let those razor-sharp cries tear out into the aching world. As an action, you can scream, causing all creatures witin 60 feet of you that are capable of hearing you to make a Constitution saving throw. On a failed saving throw, a creature is stunned for 1 minute. At the end of each its turns, a creature can make a new saving throw; on a success, it is no longer stunned. When you use this invocation, until the end of your next turn, you sprout incandescent feathers of many shifting, unsightly and otherworldly colors -- especially a grotesque, livid purple -- upon your elongated neck, back and arms. The rest of your limbs become patchy and pale, gruesomely emaciated and scaly.

After you scream, the next time you take acid, cold, fire, lighting, or thunder damage within 1 minute, you have resistance against that damage until the next of your next turn. If you take damage from more than one of those types from an attack, spell, or effect, you have resistance against all the damage types from that effect.

You must finish a long rest before using this invocation again.

Howling Beasts

Prerequisite: 7th level

You can cast *conjure animals* once using a warlock spell slot. You can't do so again until you finish a long rest.

Thorny Blast

Prerequisite: *eldritch blast* cantrip, Pact of Thorns

You can cast *eldritch blast* as a flying tendril of phantasmal thorns. The damage type becomes magical piercing. A target that is hit must make a Strength saving throw; on a failed saving throw it is restrained for 1 minute. A creature restrained by the thorns can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

This invocation cannot be used in conjunction with an invocation that changes the base damage of *eldritch blast* to a damage type other than piercing.

Feats

The following feats, inspired by fairy tales and fanciful stories, are designed to represent creatures that have been radically changed by an encounter with the Faerie Realms. The strange and weirdling touch of such a surreal yet supernally beautiful and wonderfully wild place can change a person forever, in ways greatly unexpected by ordinary mortals. The particular nature of how a character should qualify for such feats is up to each individual GM to establish.

Fairy Blessing

Through your service to one of the fey, whether in passionate love or chaste friendship and alliance, you have been granted a token of faerie favor. You gain the following benefits:

- Increase your Wisdom or Charisma by 1, to a maximum of 20.
- Creatures with the fey type regard you as equivalent in social status to a fey yourself. Thus, you may enter places only fey may go, request audiences of fey nobility, and so forth. This may not extend to creatures that are enemies of your fey ally, depending on the foe's sense of honor.
- Your proficiency bonus, if any, is doubled when making Charisma checks agaisnt fey creatures.
- You have advantage on saving throws against being charmed or frightened by a spell or magical ability.



True Love's Kiss

Prerequisite: non-evil alignment

True Love's Kiss can break the darkest curse; as the most powerful of magic lives in the hopeful heart of every dreamer. You gain the following benefits:

- Increase your Wisdom or Charisma by 1, to a maximum of 20.
- Choose any one character – PC or NPC, subject to GM approval – as your true love; alternatively, the GM might select a specific character, without your knowledge, as your true love. The selected character does not necessarily have to choose you as his or her true love in the event he or she also selects this feat: a mother might have true love for her young son, but the son might gain the benefits of this feat for another at a later time. As an action, you can kiss your true love, removing all curses and ending any one spell affecting them. Additionally, as long as you live, your true love automatically stabilizes from dying.

You may replace this feat and its benefits when you gain a level, in the event that your true love dies, or you become evil.

Spells Of The Forest

The following spells are available to the members of the listed classes. At the GM's option, appropriate spells can be substituted for spells of the same level for cleric Domains, druid Circle Spells, and so forth.

Spell Lists

Bard Spells

3rd level
Silverlight

4th level
Dream Dalliance
Out of Sight
Shadow of Doubt

6th level
Dirge of the Victorious Knights
Mantle of Doubt

Cleric Spells

1st level
Unwelcome Halo

2nd level
Burst of Radiance

3rd level
Silverlight

4th level
Burst with Light
Shield of Dawn

Druid Spells

2nd level
Burst of Radiance

3rd level
Silverlight

5th level
Wall of Light

Paladin Spells

1st level
Unwelcome Halo

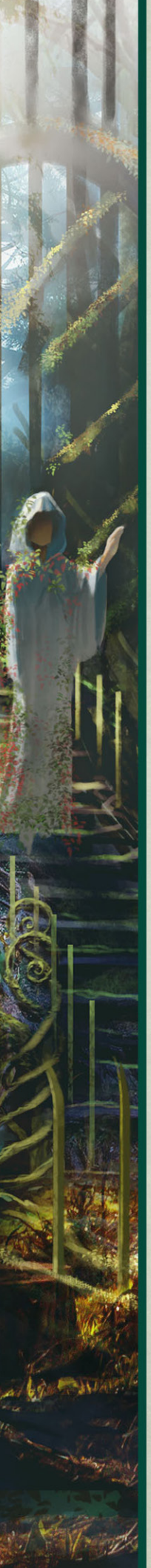
3rd level
Silverlight

4th level
Shield of Dawn

Sorcerer Spells

1st level
Umbral Blade
Unwelcome Halo

2nd level
Burst of Radiance
Corpse Lanterns
Light Prison
Psychic Leech



3rd level
Dark-Light
Silverlight

4th level
Shadow Barbs

5th level
Wall of Light

Warlock Spells

1st level
Umbral Blade

2nd level
Psychic Leech

3rd level
Dark-Light
Silverlight

4th level
Shadow Barbs
Shadow of Doubt

6th level
Mantle of Doubt

Wizard Spells

1st level
Umbral Blade
Unwelcome Halo

2nd level
Burst of Radiance
Corpse Lanterns
Light Prison
Psychic Leech

3rd level
Dark-Light
Silverlight
Twine Double

4th level
Shadow Barbs

5th level
Wall of Light

7th level
Subjective Reality

Burst of Radiance

2nd level evocation
Casting Time 1 action
Range 150 feet
Components V, S, M (a piece of flint and a pinch of silver dust)
Duration instantaneous

This spell fills a 10-foot-radius sphere with a brilliant flash of shimmering light. Creatures in the area must make a Dexterity saving throw. On a failed saving throw, a creature is blinded until the end of its next turn; on a success, a creature has disadvantage on attack rolls and ability checks until the end of its next turn, unless it is immune to being blinded. Fiends and undead in the area take 3d6 radiant damage, with no saving throw.

Burst with Light

4th level evocation
Casting Time 1 action
Range 30 feet
Components V, S
Duration Concentration, up to 1 minute

The target becomes filled with intense magical light and must make a Wisdom saving throw. On a failed saving throw, the creature takes 2d8 radiant damage as the light bursts from its wounds and orifices (if the target is an undead creature, it instead takes 4d8 points of damage). In addition, the creature radiates bright light in a 30-foot radius and dim light an additional 30 feet beyond that area.

Creatures adjacent to the target must make a Dexterity saving throw. On failed saving throw, a creature takes half as much damage as the target and is blinded until the end of its next turn; on a success, a creature takes half as much damage (one-fourth as much as the target) and is not blinded.

The caster may use an action to repeat the effect. If the caster does not use an action, the spell ends.

On a successful Wisdom saving throw, the target takes half damage and the effect ends.



Corpse Lanterns

2nd level necromancy
Casting Time 1 action
Range 120 feet
Components V, S
Duration Concentration, up to 10 minutes

You create up to four torch-sized lights within range, each of which glows a sickly pale green. These corpse lanterns shed dim light in a 20-foot radius. The radiance of corpse lanterns provides a strange contrast, giving all creatures in the area disadvantage on Dexterity (Stealth) checks.

In addition, the hue interferes with illusion spells, giving all creatures in the illuminated area advantage on any saving throws against such spells, but not Intelligence (Investigation) checks.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

Dark-Light
3rd level evocation
Casting Time 1 action
Range 60 feet
Components V, S, M (a pinch of earth)
Duration 1 minute

You evoke a powerful light that affects all creatures in a 20-foot-radius sphere that do not possess light or sunlight sensitivity. The targets must make a Constitution saving throw. On a failed saving throw, a creature is blinded; on a success, a creature treats the area as lightly obscured. Creatures who are immune to being blinded are immune. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

Dirge of the Victorious Knights
6th level illusion
Casting Time 1 action
Range Self (120-foot line)
Components V, S, M (a medal from a dead noble martialist or a copy of an opera script, either worth at least 100 gp)
Duration instantaneous

By performing part of an opera, you call forth spectral illusions of mounted knights to trample your foes under the hooves of their glorious steeds. The shadowy knights appear in your square and ride forward in the direction you indicate, forming a line 120 feet long and 10 feet wide. Each creature in the line must make a Dexterity saving throw. A creature takes 5d6 cold damage and 5d6 force damage on a failed save, or half as much damage on a successful one. The knights cannot pass through barriers that block incorporeal creatures or undead.

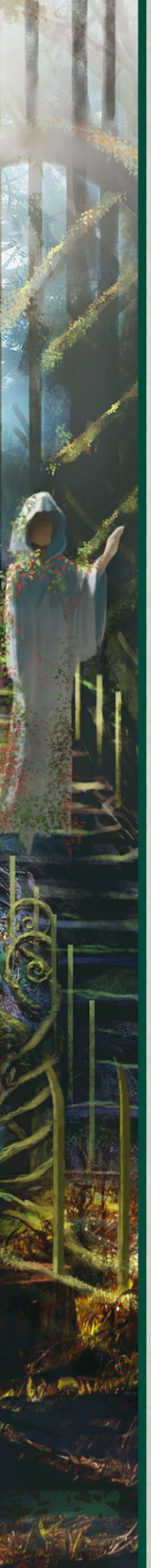
At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the cold damage increases to 6d6. When you cast this spell using a spell slot of 8th level or higher, the force damage increases to 6d6.

Dream Dalliance
4th level illusion
Casting Time 1 action
Range 60 feet
Components V, S
Duration Permanent

You create a comforting phantasm, which leeches onto the psyche of a nearby target. The creature can attempt a Wisdom saving throw to prevent the phantasm from entering its psyche; on a failed saving throw it takes up permanent residence in the target's mind. The phantasm fills its target's dreams with happy visions, comforting manifestations of loved ones, and incredible vistas, feeding the target a perfect fantasy life it never wishes to leave. After the target's next night's sleep, the target must succeed at a Wisdom saving throw to wake up; otherwise, it remains asleep for the rest of the day and following night. Each night it must succeed at a new saving throw or remain asleep for days or weeks on end as it slowly starves to death (presuming it normally needs to eat to survive). Loud noises, jostling, and even pain won't rouse the slumbering target. Dealing damage awakens the target, but the target awakens with a level of exhaustion and has







disadvantage on all saving throws against spells and effects that may put it back to sleep until the phantasm has been banished.

The phantasm remains in its host's mind indefinitely, requiring a new Wisdom saving throw to wake up every time the target rests. *Greater restoration* will end the spell.

Light Prison

2nd level evocation
Casting Time 1 action
Range 30 feet
Components V, S
Duration Concentration, up to 1 minute

Rays of light burst forth from your outstretched hand, encircling a target's space with a cage of light. The target must make a Dexterity saving throw. On a failed saving throw, it becomes enclosed in the light prison. A creature enclosed in a light prison can attack, cast spells, and otherwise act normally as long as it stays within the light prison. However, if a creature passes through the walls of a light prison enclosing it, it takes 1d8 radiant damage and is blinded until the end of its next turn. Once a creature passes through the walls of a light prison surrounding it, the effect ends for that creature.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

Mantle of Doubt

6th level illusion
Casting Time 1 action
Range personal
Components V, S
Duration Concentration, up to 1 minute

You wrap your mind in phantasms of crippling doubt that assail any who dare harm you. When a creature within 30 feet attacks you or attempts to affect you with a harmful effect, it must make a Wisdom saving throw as these spectres of uncertainty force themselves into its mind. Ongoing effects trigger the mantle only if the creature consciously directs them against you. A given creature need only roll a saving throw against your mantle of doubt at most once per round. If the creature's attack or effect against you causes psychic damage or the charmed or frightened condition, that creature's saving throw is made with disadvantage. A creature that fails its saving throw against your mantle of doubt is frightened for 1 minute and takes 2d10 psychic damage. A creature that is frightened may make a new saving throw at the end of each of its turns; on a success, that condition ends for that creature.

Out of Sight

4th level enchantment
Casting Time 1 action
Range personal
Components V, S, M (a strip of black cloth)
Duration Concentration, up to 10 minutes

The spell inhibits the memories of creatures that perceive you. While creatures can perceive you normally, when a creature stops observing you, it must attempt a Wisdom saving throw. If it fails, it loses all memory of its awareness of you and your actions while you were under the effects of this spell. The spell's duration measures how long the *out of sight* effect lasts on you, but the memory alteration is instantaneous and can be reversed only by magic such as *modify memory*.

The creature is still aware of any other changes to itself or its environment. For instance, a guard will remember running, and may notice a newly unlocked door, but will not emember that he was chasing after you. Creatures that cannot be charmed are immune to this spell.

Psychic Leech

2nd level enchantment
Casting Time 1 action
Range 30 feet
Components S
Duration Concentration, up to 10 minutes

One creature you can see must make a Wisdom saving throw. On a failed saving throw, the target experiences feelings of ennui and lethargy, gaining one level of exhaustion for the spell's duration. While the target is within the spell's range, you gain advantage on Strength and Dexterity checks and saving throws and attack rolls. On a successful saving, the target only suffers one level of exhaustion until the end of their next turn and you receive no advantage. This spell has no effect if it targets a creature that already has exhaustion.

Shadow Barbs

4th level illusion
Casting Time 1 action
Range Self
Components V, S, M (a link from a spiked chain)
Duration Concentration, up to 10 minutes

When you cast this spell, you create a shadowy

spiked chain that shimmers and pulses with darkness. The chain exists as long as you carry it; if you ever drop the chain, give it to another, or are disarmed, it immediately vanishes and the spell's duration ends.

You can use your action to make a melee spell attack with the shadowy chain. On a hit, the target takes 1d8 piercing damage and 5d6 necrotic damage.

The chain magically casts dim light in a 10-foot radius.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the necrotic damage increases by 1d6 for every two slot levels above 4th.

Shadow of Doubt

4th level illusion
Casting Time 1 action
Range 30 feet
Components V, S
Duration Concentration, up to 1 minute

You create a shadowy aura of doubt fueled by a foe's own inner flaws. The target must make a Wisdom saving throw. On a failed saving throw, the target perceives bright light as dim light and dim light as darkness. Fleeting mental shadows of regrets and anxieties distract the spell's target; the target can't use reactions and on its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

Shield of Dawn

4th level evocation
Casting Time 1 action
Range Self
Components V, S, M (a piece of pale amber or a shimmering insect wing)
Duration 10 minutes

You create a disk of sunlight on one arm, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The sunlight provides you with a shimmering shield or a blazing shield, as you choose. The shimmering shield grants you resistance to radiant damage, and the blazing shield grants you resistance to necrotic damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with light. The attacker takes 2d8 radiant damage.

You can only have one instance of this spell in effect at a time. It does not stack with similar damaging aura spells such as *fire shield*.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 and the radius of bright and dim light each increase by 10 feet for every two slot levels above 4th.

Silverlight

3rd level invocation
Casting Time 1 action
Range 60 feet
Components V, S, M (1 silver piece)
Duration 10 minutes

A 20-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 40 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

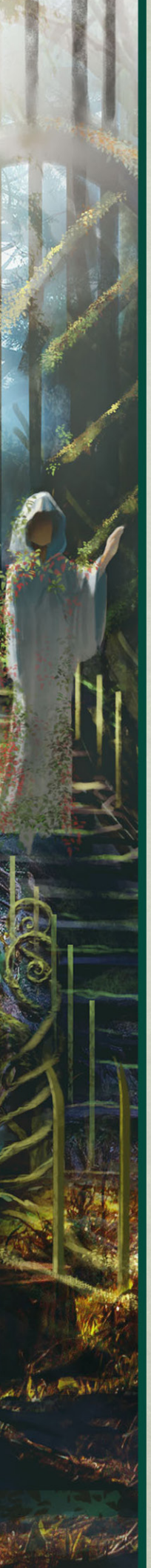
A creature that has damage immunities or resistances that can be overcome by silvered weapons, such as a werewolf, that begins its turn within the bright light of its spell treats the area as lightly obscured and must make a Constitution saving throw; on a failed save, it is poisoned until the end of its next turn.

Subjective Reality

7th level illusion
Casting Time 1 action
Range Self
Components V
Duration Concentration, up to 1 minute

Choose one object or creature you can see within 120 feet. You alter your perceptions to become convinced the target is an illusion. For you, the





target becomes transparent and does not create sound or smell. Until the spell ends, you can move through the target's space unimpeded and the target can move through you. The target's nonmagical attacks cannot harm you, and you have resistance to the target's magical attacks and effects. You are immune to any of the target's abilities that require you to be able to hear them. You have advantage on saving throws against the target's spells and abilities.

However, your attacks deal no damage to the target, and your magical abilities do not affect the target at all. You or the target can affect each other normally through intermediaries. For instance, while the target would be immune to the direct effects of your *earthquake* spell, if the spell caused a room's ceiling to collapse, the target would not be immune to the effects of the collapse.

Twine Double

3rd level illusion
Casting Time 1 action
Range Touch
Components V, S, M (cloth and twine)
Duration 10 minutes

You shape an illusory duplicate of yourself. The duplicate is a creature, partially real and formed from cloth and twine, and it can take actions and otherwise be affected as a normal creature. The double looks exactly like you except its eyes are balls of twine (DC 10 Intelligence [Investigation] check to recognize double's strange eyes). It wears clothing and gear that appear exactly like what you are wearing at the time of casting. Its copies of your magic items are nonfunctional but radiate magic and have the same auras as your items. Its aura is identical to yours. It is an animated object, a creature of the construct type, that has half your hit point maximum, cannot attack, has no special abilities, and has a +0 bonus on all saves and checks.

The twine double is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. You know what the double is experiencing, and when controlling it telepathically you can see and hear everything it sees and hears, though events at your location may drown out the sensory inputs from the double.

If you cast this spell again, any currently active duplicates you created with this spell are instantly destroyed.

Umbral Blade

1st level illusion
Casting Time 1 action
Components V, S, M (a pair of miniature swords)
Range Touch
Duration Concentration, up to 1 minute

You touch one weapon, imbuing it with subtle and deadly magic. A shadowy afterimage trails behind the targeted weapon, potentially damaging foes even when the weapon misses. For the duration, when the wielder of the weapon uses the Attack action, they gain an additional single attack with it. On a hit, instead of its usual damage, the shadowy afterimage deals 2d6 necrotic damage.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for every two slot levels above 1st.

Unwelcome Halo

1st level evocation
Casting Time 1 action
Range 60 feet
Components V, S
Duration 10 minutes

This spell causes one creature you can see to glow as if surrounded by a halo of light. The target must make a Wisdom saving throw. On a failed saving throw, the halo sheds bright light in a 20-foot radius from the creature, and dim light for additional 20 feet. This light effectively gives away the creature's location, and imposes disadvantage on Dexterity (Stealth) checks when the creature is able to hide at all.

At the end of each of the creature's turn, it may make a new saving throw; on a success, the spell ends.

Wall of Light

5th level evocation
Casting Time 1 standard action
Range 120 feet
Components V, S, M (a chip of mica)
Duration Concentration, up to 10 minutes

An immobile, blinding curtain of white light that blocks line of sight springs into existence. You can make the wall up to 60 feet long, and 20 feet high, or a ringed wall up to 20 feet in diameter and 20 feet high. The wall blocks line of sight. The wall sheds bright light to a range of 60 feet in all directions and dim light for an additional 60 feet.

A creature that is adjacent to the wall must close their eyes or make a Constitution saving throw; on a failed save, the creature is blinded until the end of their next turns. A creature

that passes through the wall is automatically blinded, even if its eyes are closed. An undead that fails a saving throw has their maximum hit points reduced by 5; this reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. An undead that passes through the wall must make a saving throw to avoid this effect even if its eyes are closed.







Chapter 2: Magic Items

This chapters contains a collection of magic items designed to fit right into a campaign where exploration, kingdom building, and contact with fey are strong themes. You'll find items that will suit everyone from adventurers delving into the wild unknown to established rulers commanding armies in a cutthroat war. Whether you need clever items for lowly bandits to use in their unsuccessful quest to defeat the PCs, a battle standard to summon an army of fallen warriors, the personal treasury of an insane fey queen, or even a way to make a city fly, this book contains the items you need to make your campaign memorable. Some items may be in the hands of the PC's foes, such as crafty kobolds, scheming hags, or even an ancient lich. Others may have been left behind by individuals who fell victim long ago to unknown dangers.

The items are listed by alphabetically and then by rarity in the table below, and their descriptions are broken up by item type thereafter. Items marked with an asterisk (*) require attunement.

Item Name	Rarity
aeromancer's heart	artifact
*battle standard of the fallen**	very rare
*beast talisman**	very rare
black dragon spit	uncommon
boots of the false trail	rare
bottled wisp	common
*burning skull mace**	very rare
cauldron of autumnal bounty	legendary
*crown of affirmation**	very rare
*cyclops monocle**	rare
dragon statuette	uncommon
*drowning rat charm**	rare
dryad's wreath	rare
faerie flute	rare
fairy ring mushroom	rare
*falling star**	very rare
*feareating ring**	rare
fractured phylactery	artifact
*frumious frock**	very rare
*gloves of the deft pickpocket**	rare
green girdle of invulnerability	very rare
hag's eye (blue)	uncommon
hag's eye (brown)	uncommon
hag's eye (green)	uncommon
hag's eye (hazel)	uncommon
hag's eye (red)	uncommon
instant signal towers	rare
map of the trailblazer	very rare
owlbear dander	rare
plow of abundant harvest	very rare
*quickstep boots**	rare
*rod of feytouched summoning**	rare
*scepter of forgotten time**	rare
*scout's spyglass**	rare
*shield of the encroaching forest**	very rare
skittering centipede scout	rare
staff of summer's might	legendary
staff of the fey queen	legendary
stickytongue mask	very rare
survivalist's arrow	common
sword of vernal light	legendary
*war god's greatsword**	very rare
*war trident of the lizard king**	very rare
wolfsbane tonic	rare

Magic Items by Rarity

Common: *bottled wisp, survivalist's arrow*

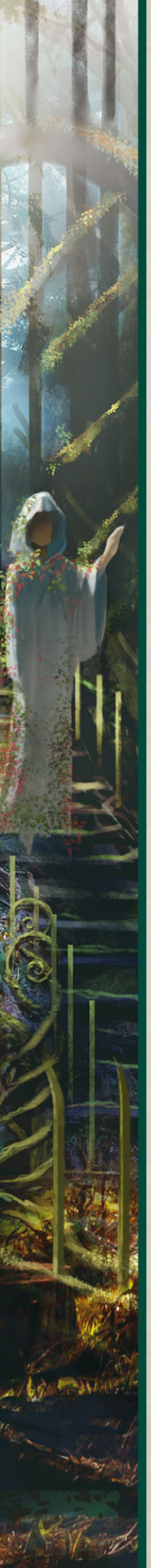
Uncommon: *black dragon's spit, dragon statuette, hag's eye (all),*

Rare: *boots of the false trail, cyclops monocle, drowning rat charm, dryad's wreath, faerie flute, fairy ring mushroom, feareating ring, gloves of the deft pickpocket, instant signal towers, owlbear dander, quickstep boots, rod of feytouched summoning, scepter of forgotten time, scout's spyglass, skittering centipede scout, wolfsbane tonic*

Very Rare: *battle standard of the fallen, beast talisman, burning skull mace, crown of affirmation, falling star, frumious frock, map of the trailblazer, plow of abundant harvest, shield of the encroaching forest, staff of the fey queen, stickytongue mask, war god's greatsword, war trident of the lizard king*

Artifact: *aeromancer's heart, fractured phylactery*





Armor And Shields

Shield of the Encroaching Forest

Armor (shield), very rare (requires attunement)

This *+1 shield* is covered in vines and looks more like a thriving plant than a tool for battle. The shield quietly creeps along the ground, and despite its size does not interfere with Stealth checks.

You can use an action to command these vines to provide additional protection for 1 minute, during which time the vines automatically deflect the first ranged weapon attack each round that targets the wielder or any adjacent creature. The wielder cannot suppress this deflection to save the effect for a possible later ranged attack; however, ineffectual ranged attacks, such as throwing non-damaging objects, does not trigger this deflection. The vines cannot deflect spell attacks or projectiles from unusually large ranged weapons, such as siege weapons.

In addition, the shield allows you to transform yourself and up to 5 allies into trees for up to one hour. If any of the transformed trees take any damage, the effect ends early. Each of these abilities can be used once, and recharge at the next dawn.

Weapons

Burning Skull Mace

Weapon (mace), very rare (requires attunement)

This *heavy mace* is made from a troll's skull and it flames automatically when grasped and wielded. You gain a +1 bonus to attack and damage with this magic weapon, and it deals an additional 1d6 fire damage with each hit. The wielder can command the skull to float off the mace's haft and attack on its own as a *spiritual weapon* for 1 minute, with an attack bonus equal to the wielder's proficiency bonus +3. The skull is immune to all damage while it is animated. Each successful hit by the animated skull deals 1d8+5 points of damage plus 1d6 points of fire damage. While the skull is detached, the haft can be wielded as a *+1 mace*. Once animated, the skull cannot be animated again until the next dawn.

Falling Star

Weapon (dagger), very rare (requires attunement)

Falling Star is a relic that is sacred to the Goddess of Luck. You gain a + 1 bonus to attack and damage with this magic weapon. When you hit a fiend or undead with it, that creature takes an additional 2d6 radiant damage. Additionally, it returns to you after you have thrown it. You may also make an attack that targets every creature in a 10 foot square, applying one attack roll to each creature, and you regain the ability to do so again after a short rest.

Survivalist's Arrow

Weapon (arrow), common

This modest but precisely crafted arrow is a boon to those stuck in unfamiliar wilderness. When shot up into the air, it lands unharmed on the ground, its tip pointing in the direction of the nearest source of fresh water within 10 miles. If there is no water within 10 miles, it instead lands point upward. If the arrow hits a creature, it deals an additional 1d6 piercing damage, and then becomes nonmagical.

Sword of Vernal Light

Weapon (any sword), legendary (requires attunement)

This shining silvered sword sheds light as a torch. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

As an action, you can use an action to speak the command word to make it shine like daylight. Allied creatures add 1d4 to their attack rolls while in the area of the light. The command word doesn't function again until you finish a long rest.



Symbol of Office. As you carry the sword in public, at state events, and into battle, your kingdom gains +2 Stability, your armies gain a +1 bonus to Offense Modifier, and the bonus is doubled for an army you lead personally.

War God's Greatsword

Weapon (greatsword), very rare (requires attunement)

A *war god's greatsword* is an *adamantine greatsword* that gains additional power as its wielder defeats worthy foes. Whenever you kill a foe with a CR at least 1 higher than your character level, the sword gains one charge. The sword can hold up to 5 charges. You can unleash any number of charges as an action to frighten all enemies within a 30-foot radius. Those that fail a DC 14 Wisdom saving throw are frightened for 1d4+1 rounds; those that succeed are frightened for only 1 round instead. For each additional charge the wielder expends, the save DC is increased by 1 and the duration of the frightened effect on a failed save is increased by 1 round.

The sword gains power from its connection to the prowess of its current wielder. Whenever a new creature wields the sword, it loses all of its charges. A creature must truly die for the sword to gain power—as such, it does not gain power from slaying summoned creatures. Except in extraordinary circumstances decided by the GM, the sword cannot gain power from a particular creature more than once.

War Trident of the Lizard King

Weapon (trident), very rare (requires attunement)

This war trident is a symbol of rulership over a lizardfolk tribe. A war trident is a martial melee weapon, deals 1d12 points of piercing damage, and has the Heavy and Two Handed weapon properties. It is too heavy to be effectively thrown. You gain a +2 bonus to attack and damage with this magic weapon.

You can use your reaction when you are damaged by an attack, and channel the spirits of the lizardfolk ancestors that inhabit the war trident. Doing so allows you to enter a blood rage lasting 1 minute or until the battle ends, whichever comes first. While enraged, you gain temporary hit points equal to your character level, you have advantage on any Strength ability checks, and the War Trident of the Lizard King temporarily grants a +3 bonus to attack and damage instead of its normal bonus. While you are enraged, enemies have advantage to hit you with melee attacks. The weapon can grant this ability once, and regains the rage ability to after the next dawn.

When wielded, clawed coils snake out from a *war trident of the lizard king* along your arm securely, causing your opponents to have disadvantage on disarm attempts against you. You can dismiss this effect at any time without needing to use an action, allowing the trident to be put away or dropped as normal.

Rings

Feareating Ring

Ring, rare (requires attunement)

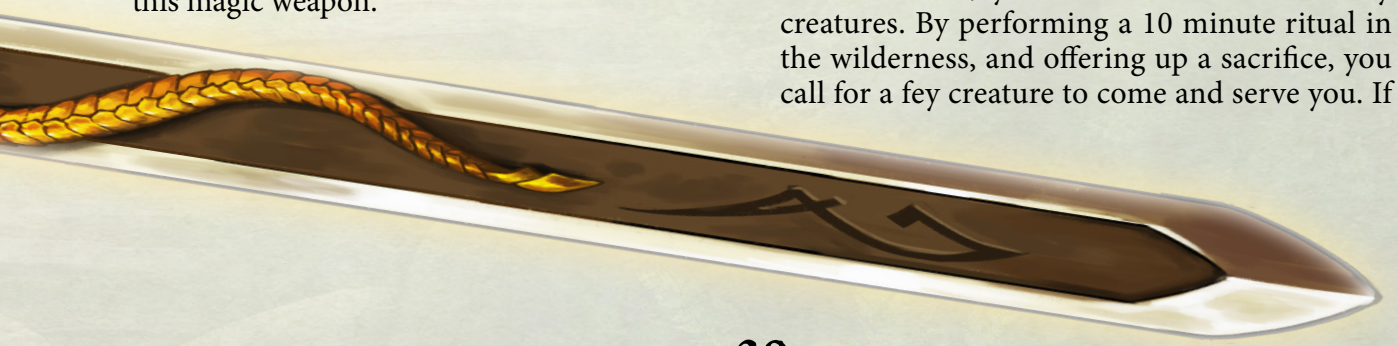
This ring lets you feed upon the fear of your enemies. When you damage a creature that is frightened, you can use a reaction to gain a number of temporary hit points equal to the target's HD. You cannot use this ability again until the next dawn. In addition, you gain advantage on saving throws to resist effects that would confer the fear condition.

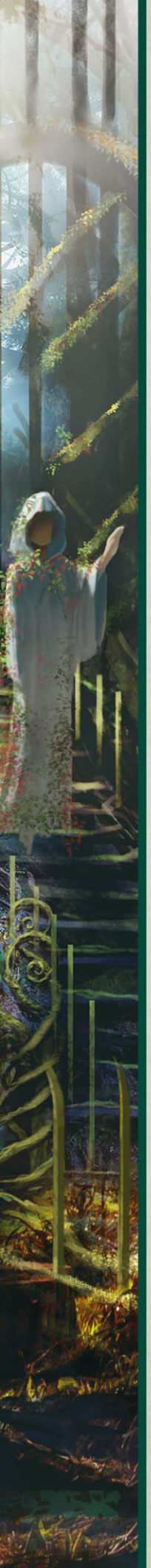
Rods, Staves, And Wands

Rod of Feytouched Summoning

Rod, rare (requires attunement by Druid or Wizard)

With this rod, you can summon certain fey creatures. By performing a 10 minute ritual in the wilderness, and offering up a sacrifice, you call for a fey creature to come and serve you. If





you offer up a sacrifice of rare herbs and flowers worth 10 gp, you may use this ritual to cast the *conjure animals* spell. If you instead sacrifice an object of natural beauty (such as gems or worked precious metals) worth 50 gp, you can instead cast the *conjure fey* spell. You can only do so once until the rod recharges at the next dawn. You must concentrate on your spell as normal, but the rod dismisses the summoned creature and removes the possibility of a hostile fey or creature.

Scepter of Forgotten Time

Rod, very rare (requires attunement)

The head of this jeweled silver scepter contains a floating hourglass. When wielding the rod, you gain advantage on initiative checks. Once per day as an action, you can distort time in a 30-foot radius centered on the scepter. This distortion renders your time sped up, and everyone else's time slowed down. You are considered under the effects of the spell *haste*, and everyone else within the 30 foot radius (including allies) are affected by the spell *slow*. To onlookers it appears as if time has slowed down for everyone, and sped up for you. Creatures can resist the *slow* spell by making a DC 16 Wisdom saving throw.

Once per day, you can also attempt to send a creature into the future with a successful melee spell attack. An affected target must make a DC 16 Charisma saving throw. On a failure, the creature is simultaneously frozen in time and disappears from the time stream occupied by other creatures. The creature and all of its equipment cannot be the target of any spells or effects, and the durations of all effects affecting the creature are suspended and do not elapse or resume until the creature rejoins the time stream. The time-shunted creature can take no actions, other than attempting a new Charisma saving throw each round to return to the normal time stream. When it successfully saves, or after 13 rounds, the target automatically returns to the normal flow of time in the same location as when it left the time stream. If that space is occupied, the creature is shunted to the nearest open space. Upon returning, the creature must make a new initiative roll.

Staff of Summer's Might

Staff, legendary (requires attunement by a sorcerer, warlock, or wizard))

This is made of gleaming red-orange crystal. When you attack a creature with this staff or with a spell that requires an attack roll and roll a 20 on the attack roll, you can curse the creature as a bonus action at any range. This otherwise functions as casting the spell bestow curse from the staff.

The staff has 20 charges and regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, it regains 1d6 charges.



Symbol of Office. As long as you carry the staff in public, at state events, and into battle, your kingdom gains +2 Stability and all the kingdom's armies gain a +1 bonus to Defense Value. This bonus is doubled for an army you lead personally.

Spells. While holding this staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: bestow curse (5th-level version, 5 charges), disintegrate (6 charges), enhance ability (4th-level version, 4 charges), scorching ray (3rd-level version, 3 charges), or sunburst (8 charges).

Staff of the Fey Queen

Staff, legendary (requires attunement by a Bard, Cleric, Sorcerer, Warlock or Wizard)

This elegant staff of living wood is constantly changing its own form. Its branches clutch a flawless spherical emerald that crackles with dark energy. Shadows dance across its branches, giving form to masterful drawings and poetry for brief instants before vanishing. You gain advantage on all Charisma checks made when interacting with fey, and all hostile fey treat you as indifferent unless you directly antagonize them or attack them. This staff reduces the light level in a 60 foot radius to dim light if it is any brighter.

This staff holds 20 charges for the following properties. It regains 2d6+2 charges at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses the ability to cast spells. On a 20, you regain 1d6+1 charges.

Spells. While holding the staff, you can use an action to expend 1 or more charges to cast the following spells from it, using your spellcasting DC and spell attack bonus: *charm person* (1 charge), *misty step* (2 charges), *fear* (3 charges), *geas* (5 charges), *conjure fey* (6 charges), *mass suggestion* (6 charges).

Wondrous Items

Battle Standard of the Fallen

Wondrous item, very rare (requires attunement)

The *battle standard of the fallen warrior* calls the spirits of those fallen in battle to rally for one last fight. By planting the standard firmly into the ground as an action, you call this army to battle. After the battle has finished, the spirits dissipate.

The army of the fallen contains semi-corporeal manifestations of warrior's spirits, which flock to your aid. While holding the banner, you gain the ability to cast *spirit guardians* once, requiring concentration as normal, and regain the ability to do so after a long rest. Holding the banner occupies two hands, unless you are large size or larger. Once it is activated, you may plant the banner on the ground as an action, at which point the spell is centered on the banner instead of on you. If the banner is knocked over (requiring a DC 10 Strength check), or you are disarmed, the spell ends.

Beast Talisman

Wondrous item, very rare (requires attunement by a Druid that can use the Wild Shape ability)

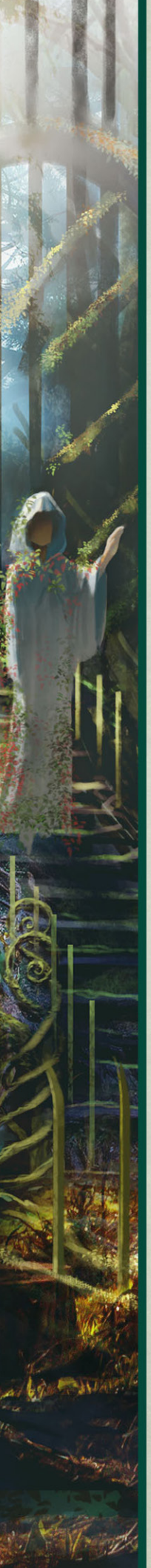
Beast talismans are tools that druids can use to form a greater connection with animals of a certain kind, such as bird, canine, feline, fish, or reptile. Each *beast talisman* is made from an iconic body part of its associated type of animal, such a bird's feather or a feline's claw, hung from a leather cord. You may use your wild shape ability one additional time after every long rest, but you must use it to transform into an animal of the appropriate type. You also gain advantage on handle animal checks to influence animals of that type. You also gain the ability to cast *speak with animals* at will, but only with animals of the type affiliated with the talisman.

Black Dragon's Spit

Wondrous item, uncommon

Kobolds invented *black dragon's spit* to protect their lairs from intruders, and they often use it in combination with traps like pits and snares. *Black dragon's spit* appears to be a nondescript piece of black fabric, 10 feet square. When placed on the ground, a DC 16 Wisdom (Perception) check is required to notice it. Whenever a creature of size Small or larger steps on the fabric, it explodes into a 20-foot-radius burst of acid dealing 14 (4d6) points of acid damage (DC 13 Dexterity saving throw for half damage) to all creatures in the area, and leaves a 20 foot radius pool of acid on the ground that persists for 1 minute. Creatures in or entering the pool take 3 (1d6)





point of acid, and an additional 3 (1d6) points of damage if they end their turn in the pool.

Boots of the False Trail

Wondrous item, rare

Boots of the false trail allow you to disguise your footprints as those of a different creature. You can choose any kind of creature that has the same number of legs as you do and is within two size categories, as long as you are familiar with the appearance of its footprints. Your footprints appear to be prints typical of an average creature of that race. You can elect to leave tracks that appear to be made by shoes as well. If you choose to disguise your footprints as those of a creature of a different size category, the ungainly shape of the boots makes it impossible for you to run or charge, but you can otherwise move normally. You can change the footprints that you leave as an action. Unlike most boots, the *boots of the false trail* can change their form to fit any creature with feet. For example, they will turn into horseshoes to fit on a horse. A creature need wear only one pair of boots to use them; they need not wear boots on every foot, as the magic of the boots affects all tracks the creature leaves. The *boots of the false trail* can fool spells or abilities that grant knowledge based on tracks and tracking, but not spells or abilities that specifically reveal falsehoods (such as *true seeing*) or ones that allow for scrying on a specific target.

Bottled Wisp

Wondrous item, common

The eerie light inside this vial appears to be a glowing potion at first, but it regularly shifts and coalesces into a leering skull. A *bottled wisp* is the distilled essence of a will o' wisp. When the *bottled wisp*'s holder uncorks the vial, he releases the skull, which shines light as *dancing lights*. You may control it as a move action, as per the *dancing lights* spell. The wisp has a 10 foot aura of fear around it, which imposes disadvantage on saving throws against effects that cause the frightened condition. After one minute, the wisp disappears, and the effects of its aura end. The ingredients required to craft a bottled wisp can be harvested from the remains of a dead will o'wisp with a successful DC 15 Intelligence (Arcana) check.

Cauldron of Autumnal Bounty

Wondrous item, legendary (requires attunement by a spellcaster)

This copper cauldron is large enough to hold a human-sized creature. You can glimpse any ally that is injured or killed by watching the surface of clear water in the cauldron and can target that creature with healing spells by targeting the water. The ally must have consumed food or drink prepared in the cauldron since last finishing a long rest. You can use an action to speak the command word once while the cauldron is empty to cause the cauldron to produce a stew with the effects of heroes' feast. That command word doesn't work again until you finish a long rest.

Symbol of Office. As long as the cauldron is used to prepare a meal for at least one ruler each day and no state dinner is held without including food from the cauldron, that kingdom gains +2 Loyalty that month.



Crown of Affirmation

Wondrous item, very rare (requires attunement)

The *crown of affirmation* makes those around its wearer more pliable when the wearer speaks, and less able to communicate when they do not agree. The wearer gains advantage on Charisma (Persuasion) checks to gain assistance from others. When the wearer uses a Charisma (Deception) check to make an unreasonable, far-fetched, or impossible lie, the crown grants advantage on that check (potentially negating disadvantage if the story would otherwise be hard to believe). When ordinary persuasion does not suffice, the wearer can use *mass suggestion* and *modify memory* once per day each (a DC 15 Wisdom saving throw is required to resist either spell).

When the wearer cannot convince others, by skill with words or magic, to agree, the crown instead encourages them to remain silent. Any creature within a 50-foot radius around the wearer and within the crown's line of effect must succeed at a DC 17 Charisma saving throw to knowingly express disagreement with the wearer. Creatures who fail cannot communicate disagreement with the wearer while they remain within the radius, or for one minute thereafter. Creatures who succeed are immune to this ability for 24 hours. Those immune to the charmed condition are immune to this specific effect.

A creature wearing the crown of affirmation can tour a region as a downtime activity. Doing so can allow you to make a roll (unmodified by the crown) to improve the attitude of a faction towards you and your companions, or towards another faction. If you are the ruler of a region, your government constitutes a faction, as do your subjects.

Cyclops' Monocle

Wondrous item, rare (requires attunement)

This monocle lets the wearer see an instant into the future, helping to avert disaster. You can act normally in a surprise round. In addition, when you roll a natural 1 on any ability check, you can reroll the check once. You regain the ability to reroll a check after a long rest

Dragon Statuette

Wondrous item, uncommon

The curious activation condition of this small depiction of a dragon sometimes leads superstitious folk to make sacrifices to it, believing it to be mystical, intelligent, or even divine in nature. If a creature spends one minute covering the *dragon statuette* in the fresh blood of a sentient creature, each creature within 20 feet of the statue gains inspiration.

Drowning Rat Charm

Wondrous item, rare (requires attunement)

This *drowning rat charm* is a choker made from a mummified rat biting its own tail. You gain the ability to steal the breath of others by hitting them. You can make an attack, and if it deals damage, the target must make a DC 14 Constitution saving throw. If the target fails, it can hold its breath for 1 minute less until it benefits from a long rest. You then gain the ability to hold your breath for an additional minute. If the affected creature was already holding its breath and runs out of time, they begin suffocating. Creatures that are already suffocating cannot be affected by this ability. An affected creature that can breathe water gains a level of exhaustion instead of losing a minute's worth of holding their breath. You can use this ability three times, and regain all uses of this item after a long rest. You lose any benefits of this item if it is removed by you or anyone else.

Dryad's Wreath

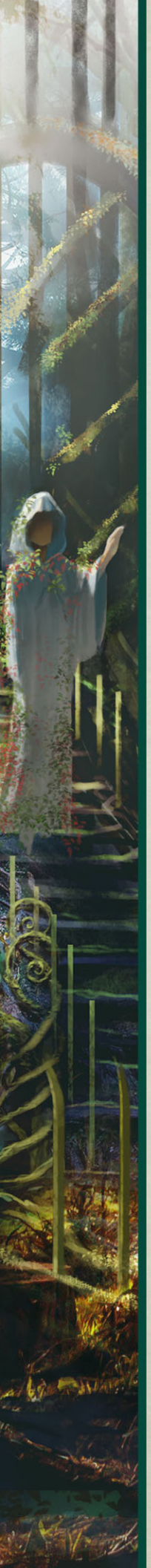
Wondrous item, rare

The *dryad's wreath* allows you to attune to a tree, and draw upon its power to influence plants in the area around it. The attunement ritual takes 10 minutes. Once you are attuned, and as long as you are within 900 feet of it, you gains the following abilities.

- You can use *speak with plants* at will, and *spike growth* once per day without the need for material components.
- Once per day as a standard action, you *teleport* yourself to the side of your bonded tree.
- You can also use tree stride once per day as a dryad does.

You know how many unnatural creatures, such as undead, constructs or aberrations, are within the 900-foot radius around the tree, though you do not know their locations.





If you ever travel more than 900 feet from the tree, you become sickened. You may choose to sever the connection with a tree at any time as an action. After severing the connection, you can attune to another tree after 24 hours.

Faerie Flute

Wondrous item, rare

You can use the *faerie flute* to summon a swarm of diminutive faeries to your aid. To summon the faeries, you must succeed at a DC 13 Charisma (Performance) check as an action. You can then direct the faeries by speaking to them in Sylvan, or by succeeding on a DC 14 Charisma (Performance) check as a standard action.

The faerie swarm can work together to lift and carry an object or a willing creature weighing 50 pounds or less. When carrying a creature or object, the swarm has a 15 foot movement speed. A carried creature cannot move on its own, but is otherwise unhindered in its actions. When the swarm is not carrying anything, it has a 40 foot speed.

Against your foes, the swarm is less benevolent. Treat the faeries as a **swarm of bats**. The swarm can also use its action to surround a single creature and pull a prank on it, stealing one item unless the target succeeds on a DC 12 Dexterity saving throw, or causing the creature to have disadvantage to attack rolls and ability checks for 1 round. The swarm remains for 5 rounds, or until it is dispersed. You can summon the faeries once, and regain the ability to do so after a long rest.

Fairy Ring Mushroom

Wondrous item, rare

This mushroom from the realm of the fey can quickly sprout a fairy ring. When you plant it in fertile ground as an action, a fairy ring pops up in a 20-foot-radius around the planted mushroom. Anyone other than you who starts their turn within this ring must succeed at a DC 17 Charisma saving throw. On a failure, they begin dancing as per the spell *irresistible dance*. Dancing creatures cannot cross the boundary of the ring willingly, and the ring makes it more difficult for others to remove them as well. Those attempting to remove afflicted creatures must attempt a saving throw against or be afflicted themselves. The fairy ring persists for 9 rounds, after which time the *fairy ring* vanishes in a puff of spores that grow into rings of ordinary edible mushrooms within one week.

Frumious Frock

Wondrous item, very rare (requires attunement)

The *frumious frock* is made of sleek tawny fur that radiates heat. You gain resistance to fire damage. When you are reduced to half of your maximum hit point total, you are overcome by a wild fey influenced fury for 5 rounds. During this fury, the *frumious frock* bursts into flames and hundreds of barbed quills emerge, with dozens of these quills twisting together into a viciously barbed tail. You gain the benefits of *haste* as well as a tail melee attack that deals 1d10 points of piercing damage and 2d6 points of fire damage (the tail attack has the finesse trait). While in this fury, your resistance to fire becomes immunity to fire damage. Any creature starting their turn adjacent to you during your fury takes 3 (1d6) fire damage. Once the duration of the fury elapses, you gain a level of exhaustion. Unlike a creature using *rage*, you can cast spells or perform other actions requiring concentration



while in a fury. You can enter the fury once, and regain the ability to do so after a long rest.

Gloves of the Deft Pickpocket

Wondrous item, rare (requires attunement)

The *gloves of the deft pickpocket* allow items to disappear from one glove, only to appear in the other. Both gloves must be worn to have any effect; however, the gloves can be worn by you and another creature (each glove requires attunement if used in this way). Any creature wearing a *glove of the deft pickpocket* gains advantage on Dexterity (Sleight of Hand) checks. In addition, the wearer(s) can pass items from one glove to another as an object interaction, as long as the gloves are within 30 feet of each other, and have line of sight to each other. Only items small enough to fit in the palm of a glove can be passed, and the gloved hand receiving the teleported item must be free.

Green Girdle of Invulnerability

Wondrous item, very rare (requires attunement)

This silky green garment is worn under all other clothing. Attacks that would cause you to lose hit points on rounds after initially hitting (such as a bearded devil's glaive attack) fail to do so. In addition, you take no penalties from injuries aside from inability to use severed extremities while they remain severed. Any extremity severed while the girdle is worn can be reattached by holding it to the stump for 10 minutes. Beheading and dismemberment do not automatically kill you as long as you wear the girdle (unless the damage is sufficient to fatally reduce your hit points). Unlike other severed extremities, your severed head can still perceive, speak, and otherwise function, although if separated from your body, you move and attack as if you had the blind and deafened conditions. In addition, you automatically stabilize whenever you are dying at the start of your turn.

Hag's Eye

Wondrous item, uncommon

A *hag's eye* looks like a perfectly preserved human eyeball, watery and slightly yellow with an enlarged iris. *Hag's eyes* have different effects depending on their color. When added to a potion, a hag's eye dissolves completely, leaving no trace. Identifying a potion tainted



with a *hag's eye* requires a DC 14 Intelligence (Arcana) check.

Brown: The drinker becomes extremely thirsty, and must succeed at a DC 14 Constitution save or gain a level of exhaustion. The exhaustion persists until he drinks 10 gallons of water, at which time the creature removes the level of exhaustion.

Hazel: The drinker must succeed at a DC 14 Wisdom saving throw or fall asleep for one hour.

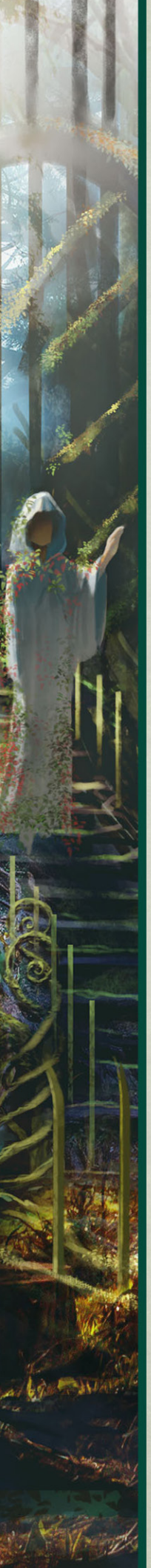
Blue: The drinker must roll a Wisdom save. On a failure, the *hag eye's* creator gains the ability to Scry on the subject as per the spell *scrying*, unless the drinker makes a DC 14 Wisdom saving throw. Modifiers apply as per the spell if any conditions apply.

Green: The potion becomes especially appetizing. Anyone offered the potion must succeed at a DC 14 Charisma save or drink it immediately. Creatures immune to the charmed condition are immune to this ability.

Instant Signal Towers

Wondrous item, rare

This pair of miniature signal towers allow the sending of simple messages over great distances. The flame on each signal tower can be lit with a red or blue flame by speaking the appropriate



command word as a standard action. When one tower is lit, it remains lit for an hour. While it is lit, the other tower glows the same color as the flame. The towers' range is unlimited, though they cannot receive messages when they are on different planes.

These items are invaluable for kingdoms and can help reduce dangers that threaten it by quickly disseminating information instantly.

Map of the Trailblazer

Wondrous item, very rare

The *map of the trailblazer* is ideal for individuals mapping out uncharted territory. It grants its holder advantage on Intelligence (Nature) checks, as well as on any ability checks related to cartography. The *map of the trailblazer* folds up into a standard sized map case, but it can expand to an enormous size. If the holder would draw a line off the edge of the map, the paper extends itself to create more room to draw. The map divides the landscape into hexes, which are each 6 inches across. By speaking the appropriate command word and touching one of these hexes, the cartographer can cause the map to enlarge that hex to be 5 feet across. Speaking the command word again causes the map to revert to its normal state, and shrinks any details on that hex proportionally.

Once per week, the holder can ask the map a single question about the hex that you are in. This question must be one of the questions listed in the spell description of *commune with nature*.

In addition, you gain benefits from knowledge of her surroundings. If you have marked a location on the map, you gain a benefit while in that hex based on the type of location. The location types are landmark, plant, resource, ruin, and settlement. The location must exist for you to gain the benefit—you cannot simply mark false locations to gain benefits. You can only benefit from one location type, but if multiple benefits would apply to your hex, you can choose which benefit to take when you enter the hex. This benefit can be changed (if others could apply) if you take 1 minute to study the map.

Landmark: You gains advantage on saving throws to resist exhaustion, as well as onCharisma saving throws.

Plant: You gain advantage on Wisdom (Medicine) and Wisdom (Survival) checks.

Resource: You gain advantage on Intelligence (Investigation) rolls related to the resource, as well as any Wisdom (Insight) rolls when questioning people about that resource.

Ruin: You gain advantage on saving throws against traps, as well as advantage on Wisdom (Perception) checks.

Settlement: You gain advantage on Charisma (Persuasion) checks to interact with locals.

Owlbear Dander

Wondrous item, rare

Owlbear dander is a fine powder. Rumors tell that the same deranged arcanist who created the first owlbear was also the first to manufacture this substance. A pouch of *owlbear dander* can have a potent effect on the body and mind of anyone who inhales it. The powder comes in one-dose pouches, which can be thrown as a ranged touch attack with a range increment of 10 feet. A creature who inhales the dander must succeed at a DC 17 Constitution saving throw or be overcome by the same bestial rage that fuels an owlbear's violent nature. A creature who fails takes the shape of an **owlbear,** and is compelled to attack anyone near them. At the end of each round, the creature can roll another DC 17



Constitution saving throw to end the effects of the *owlbear dander*. The effects of *owlbear dander* end on their own after 10 rounds if the affected creature has not yet succeeded on the saving throw.

Plow of Abundant Harvest

Wondrous item, very rare

The plow of abundant harvest causes crops to grow particularly well, either producing more food, or concentrating its power into creating food with magical effects. The plow has 4 charges, which replenish each month. By using one charge, you can use the *plant growth* spell in either of its configurations. If you use *plant growth* to enrich the land, there is also a 5% chance that an awakened tree spontaneously arises.

You can create magically enhanced crops. These crops stay magical for one month, or until they are consumed. One charge from the plow can produce enough food for one meal for one creature. A creature who consumes the meal the benefits of a *heroes' feat* spell.

Quickstep Boots

Wondrous item, rare (requires attunement)

These shimmering gray boots channel the nature of quicklings to grant their wearer additional speed. You gain an increase of 10 feet to their walking speed.

You can also dash as a bonus action once, gaining the effects of *blur* until the end of your next turn. You can't use this item power again until the next dawn.

Scout's Spyglass

Wondrous item, rare (requires attunement)

The *scout's spyglass* extends the range of all forms of sight far beyond the abilities of a standard spyglass. This spyglass allows you to magnify objects up to 10 times their size, reducing any penalty for Perception checks regarding distance for up to 10 miles. While you are using the spyglass, any visual sense is doubled, whether natural or magical such as darkvision and *true seeing*. In addition, the spyglass assists the bearer in seeing the truth of what is before her. When looking through the spyglass, you gain advantage on saving throws to disbelieve illusion spells and effects.

Skittering Centipede Scout

Wondrous item, rare

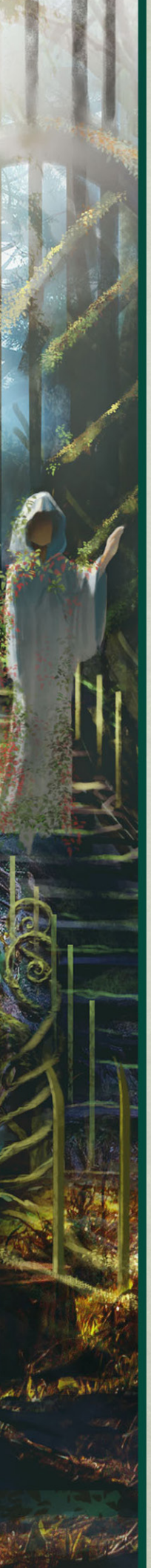
This realistic painted bronze figurine of a centipede coils into an oval that could easily fit around a Medium humanoid's wrist. Once per week as an action you can uncoil the centipede and establish a bond with it that lasts for five minutes, and requires concentration. During this time and when you are within 500 feet of the centipede, you can choose to use its senses (including darkvision and tremorsense 30 feet) in place of your own. If you do, you can hear and see as you were at the centipede's location, and telepathically direct its movements. While doing this, you lose awareness of your own surroundings. If you take any damage or lose concentration, your senses automatically snap back to your own body on the following round.



Stickytongue Mask

Wondrous item, very rare (requires attunement)

A *stickytongue mask* looks like a boggard's face. The mask extends your tongue by 10 feet, making the tip of it particularly sticky. As a



bonus action, you can make a grapple attempt with your tongue. If you are successful, the target gains the grappled condition, and you are restrained but not grappled. A tethered creature can escape the grapple as normal, or by dealing 5 points of slashing damage to the tongue (AC 13), which severs the tongue. A severed tongue regrows after one minute. While using your tongue to grapple a creature, you can attempt to pull the creature closer as an action, contesting your Strength (Athletics) check with the target's Strength (Athletics) or Dexterity (Acrobatics). You can detach the tongue without using an action.

Alternatively, you may use your tongue as a whip that deals no damage. Using your tongue in such a way allows you to attempt trip and disarm contests against targets within 10 feet.

Wolfsbane Tonic

Wondrous item, rare

Lycanthropy is a notoriously difficult condition to cure. *Wolfsbane tonic* is a refined form of the toxic wolfsbane, which can cure the condition, but can just as easily prove fatal. If you consume the tonic, you gain advantage on saving throws to resist the curse of lycanthropy for one hour. Alternatively, you can consume three doses at once to attempt to rid yourself of the curse of lycanthropy. Taking these doses requires a DC 18 Constitution saving throw. The curse of lycanthropy ends if you succeed. On a failure you are poisoned until you benefit from a long rest or magic that removes the poisoned condition. *Wolfsbane tonic* can only be administered to a willing or helpless creature. A newly crafted bottle of *wolfsbane tonic* contains five doses.

Artifacts

Aeromancer's Heart

Wondrous item, artifact (requires attunement)

The *aeromancer's heart* is a weightless, flawless diamond that imprisons a miniature tornado. It represents the crowning magical achievement of a lost race.

Spells. The orb has 7 charges and regains 1d4 + 3 expended charges daily at dawn. If you control the orb, you can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *control weather* (3 charges), *air walk* (1 charge), *call lightning* (1 charge), or *lightning bolt* (1 charge). You can also use an action to cast the *feather fall* and *fog cloud* spells from the orb without using any charges.

As it stands, some of the magical energy of the *aeromancer's heart* has dissipated over time. If that energy were to be restored, perhaps by journeying to meet with the most accomplished mages in the Plane of Air and bargaining for their assistance, or by performing some other fantastical quest, the *aeromancer's heart* would reveal its true power.

A restored *aeromancer's heart* can make a city fly. Activating this power of the *aeromancer's heart* requires a DC 30 Intelligence (Arcana) check. Once activated, the *aeromancer's heart* sends tendrils into the ground that pick up all buildings within one city district block and lift them and 100 feet of ground underneath them into the air. A flying city has a 30 foot movement speed horizontally, and a 10 foot movement speed vertically. It will hover in place unless directed by a pilot who succeeds at a DC 25 Intelligence (Arcana) check to steer it. Failing this check by 5 or more causes the city to move in a random direction.

It is nearly impossible to lay siege to a flying city. Many flying cities have or develop defenses that can target flying creatures, including siege weapons. Because it sits atop a thick and solid slab of ground, creatures aboard the flying city cannot target creatures directly below the flying city unless they are clinging to its underside.

The original creators of the *aeromancer's heart* were aware of the devastation a city could cause by landing on top of buildings and creatures on the ground below, so the magic of the artifact is such that it will only set a city down on flat and featureless ground. An *aeromancer's heart* that is currently causing a city to fly cannot be moved from its position.

Destroying the Aeromancer's Heart

To destroy the aeromancer's heart, it must be part of a flying city that is devoured by one of the lords of the elemental plane of Earth.



Fractured Phylactery

Wondrous item, artifact (requires attunement)

When a lich descends into torpor, progressing from a full lich to an atrophied lich to a demilich, its phylactery slowly falls apart over time. Occasionally, the phylactery of an atrophied lich remains even after its master is destroyed. Such phylacteries become artifacts, powered by the renewed tenacity of their masters to cling to existence, and grant some aspects of a lich's power to a new master.

While attuned to the phylactery, you react to healing energy as if you were undead. Additionally, you gain resistance to cold, lightning, and necrotic damage, as well as immunity to poison damage. If you are undead, you gain Turn Resistance. Additionally, the DC to resist your necromancy spells is 1 higher than normal.

Your touch slows the movements of your enemies. If you succeed at an unarmed melee attack with a free hand, you can affect a target as per the *slow* spell (DC 14) instead of dealing damage. You can use this ability at will, and a touch can replace a normal attack. The bearer can also cast *blight* 3/day.

Legends tell that repeated use of a fractured phylactery can cause it to repair over time, granting even further powers to its bearer, and eventually causing the lich itself to return. More than one foolish adventurer has been slain by a fully restored lich who will stop at nothing to reclaim its most prized possession.

Destroying the Fractured Phylactery

Casting the *Fractured Phylactery* into the Positive Energy Plane destroys it for good.


Chapter 3:
Faerie Forests

Fey as a creature type have always been present in fantasy roleplaying games, from nature spirits like Greek dryads and nymphs to the Celtic flair of banshees and leprechauns and the Germanic slant like brownies and nixies. However, their mere presence as entries in monster books doesn't really do justice to the conceptual influence of fairy creatures in adventures. Of course, fey can be found in any kind of terrain from the arctic wastes to the desert sands, but the forest is certainly their iconic domain. Here the fey are typically cast as allies, able to offer wise counsel if properly flattered, or sometimes whimsical antagonists more out to humiliate the heroes than cause actual harm. Less often, we see fey that are aloof, standoffish, and even cruel, tied to elaborate codes of conduct and quick to take offense to any perceived transgression, while others are truly evil, a terrifying subversion of the sweetness and light of their fairy kin.

Even with this variety within the fey family, the implications of what fairies can mean in a fantasy world often goes unexplored, as they are just another minor monster among hundreds of others, and this chapter is devoted to exploring what it means for the fey to be present as a part of the mortal world. Fey are intensely magical creatures, but they also are spirits of wild nature, creatures of raw emotion and unbridled impulse, and creatures that look almost human but with a curious turn of mind that makes them wholly alien at the same time. They are creatures not fully of this world, or perhaps more precisely they are creatures of another version of this world so idealized and yet just *off* that reality itself could not bear it, utterly beautiful and yet nearly unendurable in its intensity. When fey enter our world, the world of mortals, they should bring some of that magic and that strangeness with them. Their peculiar presence should infuse the world wherever they roam and should make it feel truly different and marvelously odd in how they interact with the physical world and the mortal races that inhabit it. Whether your heroes stumble into a twisted thicket of merry fairy pranksters toying with the flora and fauna of the natural world, or they come upon a bazaar of the bizarre where fey traders ply their otherworldly wares to tempt the unwise or unwary, or they seek out alliance and aid from fey from friendly house spirits to darkling princes of corrupted fairylands in a solemn pact unbreakable, you'll find an amazing assortment of advice and options for making the touch of the fey truly memorable in your campaign.

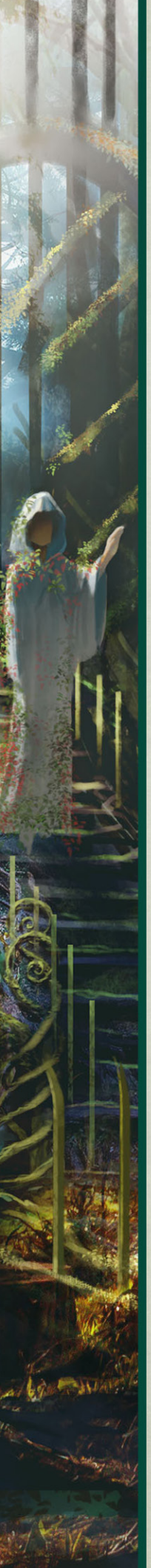
Fey Influence on the Mortal World

Other planes beyond the standard, material world have long been a common feature of mythology, fantasy literature, and RPGs alike. Yet, despite their ubiquity as a metaphysical concept, planes can be a difficult thing to visualize. On a basic level, this difficulty concerns things lacking a tangible metric by which to describe their relationship. How do you define and differentiate two infinite spaces? How do you explain metaphysical distance as opposed to physical distance? These aren't easy things, yet in fantasy literature, in real world religion and philosophy, and in the many worlds

The Concept of Fey: Western vs. Eastern Traditions

Much of the conceptualization of fey in popular RPGs derives from a distinctive Western and Central European literary tradition, with an occasional infusion of Slavic mythology. Eastern European traditions are equally as rich, however, as are the mythological analogs of the European fey present in Chinese and Japanese traditions, and elsewhere.

The kami in Japanese mythology and the concept of a spirit realm correspond, roughly speaking, with western fey and a fey realm. An entertaining exploration of this folklore is Hayao Miyazaki's animated film, *Spirited Away*, which serves as a very good introduction to fey analogs in East Asian mythology; it also features an excellent example of a major fey impulse, as described in this product. While a full exploration of this mythology falls outside the scope of this supplement, a wide variety of resources exist to explore the rich animism-influenced tales of kami, talking animals, and monsters beyond the western-centric RPG milieu.



of role-playing games, they appear again and again. Both the idea of planes and some notion of distinction and distance between the mortal world and a place or multiple places beyond it, are commonly accepted and rarely dithered over.

One linked concept that we often see is a connection between the mortal world and another plane, be it a doorway, a point of tangential connection, or a region of overlap between them. Some of these points of connection or overlap can be described as a thinness between the planes. In such places, transit between the two distinct worlds becomes possible, and the proximity of both realities may result in one or both influencing the other. We see this concept across myth and literature, with a common usage being the identification of physical locations in the real world as doorways to another, usually with holy (or unholy) associations, and statuses as sites of religious pilgrimage. In especially hallowed or unhallowed locations, the presence of the gods becomes especially poignant to the point of tangibility, and their servitors may watch or mingle there with mere mortals.

Especially in the case of real world religions, specific physical locations and their particular traits demarcate points of thinness between the mortal realm and another plane entirely. Deep forests isolated from civilization, high holy mountains, open stretches of far ocean, and deep cave systems have engendered religious reverence and an association with the divine or the profane. The caves at Cumae/Avernus gained the attention of the wider Roman religious world and especial reverence in the Orphic mysteries as the literal mouth to the Underworld.

Such thinness might not be constant, however, and even when linked to specific places, the metaphysical closeness of two planes might depend on other causes as well. Metrics could include such factors as astronomical alignments of the planets and stars, time of year and seasonality, and specific calendar dates predicated on historical or liturgical events. The closeness of worlds could cause effects of their own. Magic might be influenced by the orbit of real, physical moons linked to given divinities, tangibly observed and felt as much as the tug of a moon on the tides, or by a system wherein a more abstract constellation of "orbiting" planes influences the world's magic, weather, and future events like the gravitational tug of distant, possibly unseen, planes.

Selecting Literature for Further Reading

The Collected Works of Arthur Machen
The Collected Works of Lord Dunsany
The Mabinogion
Grimm's Fairy Tales
Народные Русские Сказки (Russian Fairy Tales) by Alexander Afanasyev
Japanese Children's Fairy Tales – Yei Theodora Ozaki
Japanese Childrens Favorite Stories Book One by Florence Sakade and Yoshisuke Kurosaki

In the preceding examples, the closeness of the planes occurred within a system that could be observed and predicted. These planes drew near or far on their own trajectories regardless of the actions or status of any individual, barring the will of a deity or similarly powerful entity. In some mythologies, however, the relative proximity of a plane matters less on the plane itself and more on the nature of the person seeking to go there from the mortal world. Could a plane be more or less accessible—"nearer"—for someone of a given alignment? A given character class? A specific sorcerer bloodline? A character's in-game lineage or nobility?

One example of such variable proximity is found in the Russian legend of Kitezh. No longer extant, the city's people prayed to God for salvation against the invading Mongols. In response to their faith and prayers, they vanished beneath the waves of Lake Svetloyar, denying the approaching armies of Batu Khan their prize of conquest. Whatever its historicity, the city lives on in legend, and only those of the purest hearts may reach it wherever it now exists, locked away beyond an invisible road or sheltered below the waves. Kitezh yet influences the world from beyond its veil, providing ephemeral glimpses of its reflection in the waters as if it still stood upon the shore, echoes of chiming bells heard distantly beneath the waves, and visions of the lights of religious processions at night where no city remains in the mortal world.

Even when a metaphysical gulf separates a place from the mortal realm, it may yet influence in subtle ways beyond its own borders. Drawing from these various examples, and especially

from those relating to a world of the fey (or by whatever name a given mythology applies to the concept), we hereby present the concept of the fey impulse.

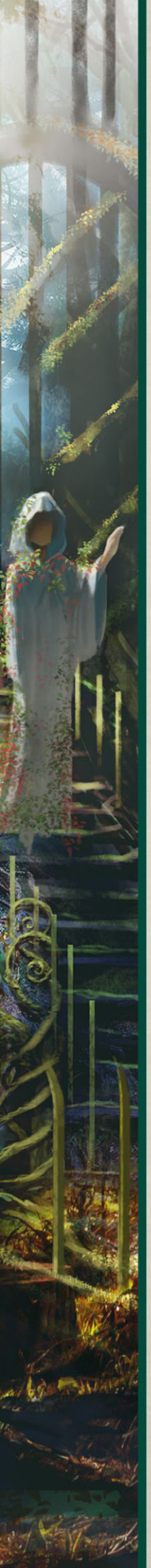
Fey Impulses

Sudden intrusions of magical faerie influence that warp the environment and creatures therein, fey impulses blur the lines between the mortal realm and that of the fey like the sudden surge of an invisible tide pushed forward by the waxing and waning of distant, unpredictable moons. Fey impulses may herald ephemeral storms of altered reality intruding into the mortal realm and produce wildly varying changes.

A fey impulse might occur when and where the boundaries between the Material and Faerie planes have an inherent instability and have thinned, either as a result of the ebb and flow of fey influence in that location, or from the actions of a powerful fey creature, artifact, or spellcaster that has frayed the border between the worlds. A fey impulse can also result from years of psychic residue left in a location by extreme emotions from ancient and powerful fey. Whatever their cause, they pose a significant challenge since these impulses can sweep living creatures into an emotional wake, causing them to temporarily lose control of their own responses.

Effects on Faerie Creatures: In addition to their effects on non-fey creatures described below, the closeness of the fey realms caused by a fey impulse energizes fey creatures and inflames their natural passions. This applies to fey that are within the area of the impulse, as well as those within a 10 feet times the challenge rating of the fey impulse. These effects apply not





only to actual fey creatures, but also to creatures native to the fey realms, the fey ancestry trait, the archfey patron, as well as any other creature with a close connection to the realms of faerie, such as a faerie dragon. Such creatures are never harmed by fey impulse and gain a +2 bonus on ability checks to see through illusions created by a fey impulse.

Types of Fey Impulses: There are three types of fey impulse: *rumors, ripples*, and *ruptures*. Each type of fey impulse has one or more effects similar to an existing spell—typically an enchantment or illusion. A fey impulse that has an effect not identical to an existing spell is certainly possible, but this requires designing a new spell effect. Any abilities or protections that apply against the spells of fey also apply against fey impulses.

Rumors create false sensations, or change a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear. Because rumors are not real, they cannot produce real effects the way that other types of fey impulses can. Rumors cannot cause damage to objects or creatures but can be effective in confusing and confounding them, and making other dangers more difficult to overcome. When required, a rumor's AC is 10. Rumors infuse affected creatures with delight and contentment, granting them a +2 bonus on saving throws against enchantments and against the charmed and frightened conditions.

Ripples are usually similar to illusions or enchantments. Whereas rumors are purely atmospheric, with little or no direct game effect, ripples involve subtle changes in the fabric of reality. As fey influence begins to push at and exert pressure upon the veil between the worlds, the veil becomes increasingly porous, allowing for overtly physical effects and actual fey creatures to manifest within the mortal world. Like a rumor, a ripple can create images that others can see, but these images can also affect the minds of those who see them or are caught in them. Ripples can also create mental images that only the subjects can perceive—these are personalized mental impressions, not something that they actually see. Third parties viewing or studying the scene don't notice these phantasmal effects of a ripple. Ripples can force subjects to act in some manner or change the way their minds work. All ripples are enchantment effects.

Ripples subtly alter the reality experienced by fey and related creatures, causing fate to bend in their favor. Such creatures gain the benefit of a *bless* spell. However, the disturbed ripples in reality also inflame the intensity of their emotions, causing the benefit to become a penalty like *bane* for the purpose of Wisdom saving throws. Creatures using a Charisma check to influence the behavior of a fey creature within a ripple have disadvantage on the check, and if the check fails the fey creature becomes immediately hostile and attacks. In addition, if a fey creature within a ripple is attacked while under the effects of an enchantment, consult the following table.

d%	Effect
01-25	The enchantment continues unchanged.
26-50	The enchantment is replaced with *confusion* for 1d4 rounds.
51-75	The enchantment is replaced with *heroism* for 1d4 rounds.
76-00	The enchantment is replaced with simultaneous *confusion* and *heroism* for 1d4 rounds

Ruptures: The effects of thinning between the mortal realm and the bright lands generally range from the subtle, either barely noticed or often dismissed, or of trifling consequence, to the severe. A fey impulse of sufficient severity, however, can do more than simply thin the boundary between the planes: it can rupture it. These ruptures can cause a region of the mortal and fey realms to partially transpose; fully swap small regions on a temporary or permanent basis; produce a porous boundary allowing effects and creatures to pass between the realms in an unpredictable manner; and in some extreme cases, produce actual permanent portals and a spreading, creeping emergence of the fey realm in the mortal world. Above and beyond the mechanical effects and appearance of lesser fey through the veil, once the boundary between the planes has been breached, reality itself begins to shift and transpose with that of the fey realms. These breaches comprise the most powerful and pervasive of fey impulses.

Ruptures can be similar to illusions and curses. A rupture can manifest something that is partially or wholly real from the faerie realm. Ruptures can have real effects, and damage dealt

by a rupture is real. Ruptures fill fey and similar creatures with towering confidence and resolve, granting them the benefit of both a *bless* and an *aid* spell as long as they remain within it.

Using Fey Impulses in Play

Fey impulses can function like hazards or traps, and serve a similar role in adventure design. Fey impulses can infuse an area similar to, but not restricted, its associated spell. They are difficult to detect since they cannot be easily observed until the round in which they trigger. When a fey impulse is triggered, all creatures in the vicinity roll initiative and the impulse rolls initiative with a +5 bonus. All characters in the fey impulse's proximity can attempt to notice the fey impulse at the start of the first round (by making the relevant ability check named in the description). Characters who fail to notice it are surprised and don't get to act that round.

During the first round, spellcasters may attempt to quell a fey impulse before it manifests by casting an enchantment or illusion spell of the fey impulse's spell level or higher. If this is done, the spell and fey impulse cancel each other, and the fey impulse does not manifest. A *calm emotions* spell cast to quell a fey impulse immediately cancels a fey impulse of any spell level that imposes the charmed or frightened conditions. A quelled fey impulse is not destroyed, and can manifest again after its reset time. Unless it is quelled beforehand, the fey impulse takes effect on its turn.

A fey impulse can fade from a location over time as the influence of the faerie realms recedes, but so can one spontaneously arise and intensify, from a rumor through a ripple to a rupture, as the bright lands continue an extrusion into the mortal world. Occasionally, a fey impulse can be permanently removed from a location by the performance of a specific act in its region. This specific act is linked in some way to the events that caused the fey impulse, and so is different for each. Frequently, however, the locations and intensities of fey impulses are linked to the seemingly random ebb and flow of the fey world's proximity.

Elements of a Fey Impulse

Fey impulses are presented in the following format.

Fey Impulse Name: The fey impulse's name is listed first.

Type: This line gives the fey impulse's type (rumor, ripple, or rupture).

Area: This line gives the dimensions of the area the impulse infuses.

Challenge or Drawback: Much like for hazards or traps, the GM can choose to award XP for overcoming a fey impulse if the party succeeds despite danger and a significant risk of failure. Fey impulses that are innate hazards include a challenge rating and XP much like monsters as benchmarks for GM who choose to award XP for them. If an impulse is not a challenge but might prove a drawback in a simultaneous or subsequent combat encounter, it is given a drawback rating to be used in adventure planning much like a challenge rating. A recommended XP award half that of an equal challenge rating is provided for GMs who choose to award XP for non-combat encounters.

Trigger: The first paragraph describes conditions that can cause the fey impulse to manifest. If a creature an avoid manifesting the fey impulse, this paragraph also describes those circumstances. For example, a creature that sings a happy song as it crosses a room of fey despair might avoid triggering the impulse.

Proximity: Proximity-triggered fey impulses occur as soon as a creature enters the fey impulse's area.

Touch: A fey impulse triggered by touch does not activate until a living creature touches a specific object or location in its area.

Sense: Sense-triggered fey impulses occur whenever a living creature senses a certain thing within its area, such as hearing a specific song, seeing a discarded doll, or tasting red wine.

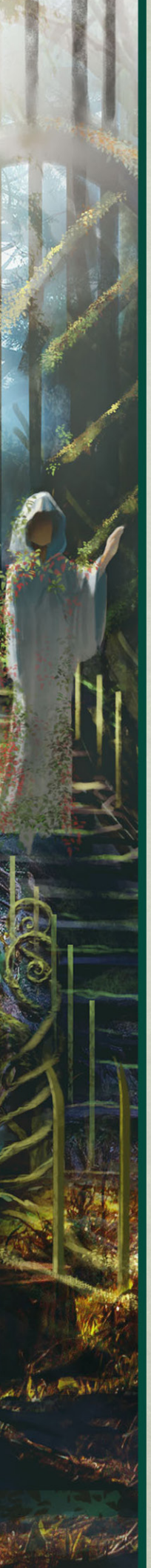
Emotion: Emotion-triggered fey impulses occur whenever a living creature within its area experiences a certain emotion, such as fear or anger.

Timed: A timed fey impulse periodically manifests its effects after a certain duration has passed.

Waking: A fey impulse triggered by waking activates as soon as a sleeping creature awakens in its area.

Sleep: A fey impulse triggered by sleeping activates as soon as a creature falls asleep in its area.





This paragraph also describes any act needed to permanently remove the fey impulse from the area, if applicable, as well as any set of conditions under which the fey impulse becomes ready to trigger again. If a fey impulse resets automatically, that means that it will automatically manifest every time a living creature enters its area, or after a timed interval. Unless noted otherwise, the fey impulse manifests only once and then dissipates.

Notice: The second paragraph indicates the ability check and DC required to notice the fey impulse in the round before it manifests. The sensory input for what a successful check notices—such as a faint laughter, a smell of roses, or twinkling sun beams—is also described.

Effect: The third paragraph details the fey impulse's exact effects, including a description of how the fey impulse manifests. Unless otherwise stated, most fey impulses have a duration of instantaneous; once triggered, they have their effect and then stop functioning (although the consequences of the effect may last for some time). Some fey impulses have a duration measured in rounds or longer. Such impulses continue to have their listed effect on their turn each round.

Creating a Fey Impulse

To make a fey impulse like the examples below, follow these steps.

Step 1—Determine Base Challenge Rating: A fey impulse's base challenge rating is equal to 1 + the level of the spell it duplicates. Add an additional +1 if the spell is 6th- or 7th-level, or +2 if it is 8th- or 9th-level.

Step 2—Determine Actual Challenge Rating or Drawback Rating: Select the elements you want the fey impulse to have and add up the adjustments to its challenge rating to arrive at the fey impulse's final challenge rating (see Table 1: Challenge Rating Modifiers of Fey Impulses). If the impulse inflicts no lasting harm or penalties, its challenge rating is replaces with an equivalent drawback rating and its XP award is halved relative to that challenge rating.

Step 3—Determine Spell Level: A fey impulse's spells are cast at a spell level at least equal to half its actual challenge rating. Note that this might be below the spell's usual minimum.

Step 4—Calculate Attacks and Save DCs: A fey impulse's attack modifier (if one is needed) is equal to 2 + the level of the spell. If a fey impulse's spell effect allows a saving throw to resist or negate the effect, the save DC is equal to 10 + the level of the spell.

CR Modifiers of Fey Impulses

Feature Type	CR Modifier
Notice DC	
12 or lower	-1
13-15	+0
16-18	+1
19-21	+2
22-24	+3
25+	+4
Reset Time	
1 minute	+2
1 hour	+1
1 week	-1
Bypass	
Common	-2
Uncommon	-1
Trigger	
Triggered by touch	-2
Triggered by sense or emotion	-1
Damage	
Damaging Effect	+1 per 10 points of avg. damage
No negative effect	-1 per spell level

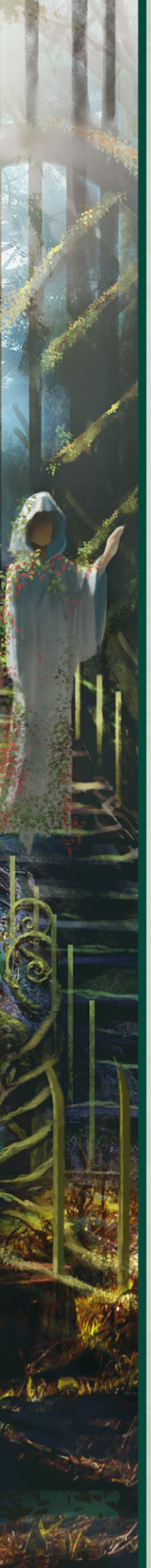
Note: If a fey impulse presents no legitimate challenge or danger to PCs, encountering it should bring fewer (or zero) experience points than normal. Repeatedly visiting the same harmless impulse should result in zero experience points.

Rumors

Reflections of the Fey Wilds

Rumor
Area: 10-foot-radius pool
Trigger: touch





Drawback: 1/4 (25 XP)

EFFECTS

Once the surface has been touched, a character can notice a flash of bright color on the surface of the pool with a successful DC 10 Wisdom (Perception) check.

The reflections of the immediate surroundings shift to show the sky and terrain on the other side of the veil between the mortal world and the faerie realm for 1d3 minutes. Creatures that succeed at a DC 11 Intelligence (Investigation) check recognize the effect as illusory, as per the *silent image* spell. Creatures that fail their saves have disadvantage on Wisdom (Perception) checks for 1d3 rounds.

The rumor resets automatically after 1 day.

Enchanting Echoes

Rumor
Area: 5-foot-radius around old campfire
Trigger: proximity
Challenge: 1/2 (50 XP)

EFFECTS

Once anyone approaches the campfire, a character can notice a growing sense of excitement with a successful DC 15 Wisdom (Insight) check.

All creatures that approach the old campfire and fail a DC 10 Intelligence (Investigation) check hear the music of pan-pipes echoing from deeper in the forest, as per the *minor illusion* spell. Creatures hearing the echoes are effectively deafened for 1d3 rounds on a failed save, as they hear nothing but the pipes.

The rumor does not reset.

Bridge Troll

Rumor
Area: 50-foot-radius of moss-covered bridge
Trigger: proximity
Challenge: 1 (200 XP)

EFFECTS

Once anyone begins to cross the bridge, a character can notice a faint giggling with a successful DC 15 Wisdom (Perception) check. Throwing a gold coin into the stream quells the fey impulse and prevents it from activating again while the thrower is on the bridge.

Unattended objects of creatures in the area that fail to pay the toll are thrown into the stream. This continues to occur while creatures remain in the area unless an attack destroys the *unseen servant* effect. The fey impulse attempts an attack (+3 bonus) against each creature that crosses the bridge and does not pay; a successful hit steals a random item from the creature's inventory and hurls it off the bridge.

The rumor resets automatically after 1 day.

Unseen Presence

Rumor
Area: 15-foot-radius of forest glade
Trigger: proximity
Drawback: 1 (100 XP)

EFFECTS

Once anyone enters the glade, a character can notice a profound feeling of being watched from the forest with a successful DC 10 Wisdom (Insight) check.

All creatures within the forest glade that succeed on a DC 10 Wisdom (Perception) check begin noticing flashes of movement, and the sounds of rustling leaves, snapping twigs, and tiny running feet at the forest edge around them for 1d3 minutes. Any creature that hears the sounds, or inspects the trampled grass at the tree line can make a DC 12 Intelligence (Investigation) check to realize that these effects are illusory, as per *minor illusion* cast as a 2nd-level spell. The distraction provided by these swiftly moving enemies causes creatures to suffer disadvantage on attack rolls for 1d3 minutes if they failed their ability checks.

The rumor resets automatically after 1 hour.

Waking Feyscape

Rumor
Area: 100-foot-radius of an old ash tree
Trigger: proximity
Drawback: 2 (225 XP)

EFFECTS

When anyone wakens within 100 feet of an old ash tree, a character can notice a strong smell of flowers with a successful DC 10 Wisdom (Perception) check.

Creatures that awaken in the area find

themselves surrounded by brightly-colored mushrooms. The vegetation around them has grown in size, and is unusually colored. For the next 8 hours while creatures remain in the area, strange floral scents assault their senses and trees droop with bizarre-looking fruits that nevertheless taste amazingly good if eaten. Creatures that interact with this strange terrain and succeed at a DC 14 Intelligence (Investigation) check recognize the effect as illusory, as per the *hallucinatory terrain* spell.

The rumor resets automatically after 1 day.

World Windows

Rumor
Area: 30-foot-cube painting gallery in rural mansion
Trigger: proximity
Drawback: 3 (350 XP)

EFFECTS

When a creature enters the gallery, a character can notice a warm breeze against the skin with a successful DC 10 Wisdom (Perception) check.

Wooden objects in the area, including the doors, furniture, picture frames, and any carried or worn wooden items, appear to sprout leaves and flower buds. For the next 6 minutes, the paintings in the gallery shift their scenes and begin to move in their frames as if they are windows into a different world. Creatures that succeed at a DC 15 Intelligence (Investigation) check can recognize these effects as illusory but the illusion that controls the scenes in the paintings truly reflects what is occurring in the faerie realm at that place. This illusion functions as *programmed illusion* except it is a 5th-level spell.

The rumor resets automatically after 1 hour.

Ripples

Faerie Passion

Ripple
Area: 30-foot-radius deep forest glade
Trigger: proximity
Challenge: 2 (450 XP)

EFFECTS

When a creature enters the glade, a character can notice the sound of bird song and the buzzing of bees with a successful DC 12 Wisdom (Perception) check.

All creatures within the hidden glade hear fey creatures in the throes of passion all around them, and must succeed at a DC 12 Wisdom save or be charmed with a single creature within sight as a 2nd-level *charm person* spell for 1 round. Each charmed creature must attempt spend its movement and action approaching and passionately kissing or caressing the object of this desire. If the target would not normally have lustful feelings toward any creature within sight, it has advantage on its saving throw.

The fey impulse resets automatically after 1 day. Casting *calm emotions* during the onset period or duration of the effect and succeeding at a DC 12 spellcasting ability check permanently removes the ripple.

Ford Ward

Ripple
Area: 60-foot-radius river ford
Trigger: proximity
Challenge: 3 (700 XP)

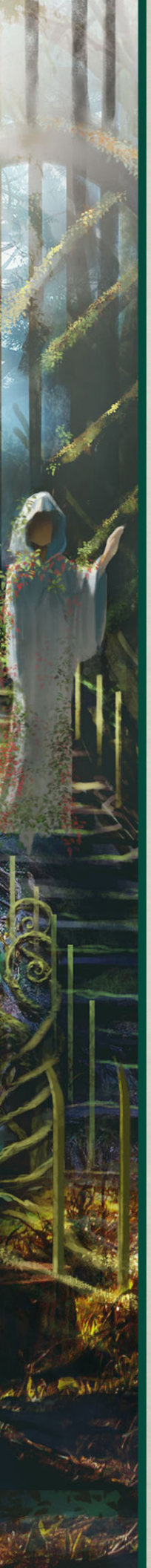
EFFECTS

When a creature enters the ford, a character can notice a shimmering in the air with a successful DC 15 Wisdom (Perception) check.

The area becomes warded against objects made of steel or iron that isn't silvered for 1 hour. Attempting to cross running water while carrying steel or iron that isn't silvered causes the water to rise up in an eruptive wave, pushing the creature back 5 feet and knocking it prone (DC 12 Strength save negates). Plants reach out and snag creatures carrying steel or iron that isn't silvered, functioning as *entangle* (DC 12 Strength save) that affects only creatures carrying steel and iron. Steel or iron objects that aren't silvered within the ripple burst into showers of oddly colored sparks every 1d6 x 10 minutes. These objects sizzle and burn the flesh of creatures touching them in a manner similar to *heat metal* (DC 12 Constitution save partial) that deals damage for 3 rounds, though with an equal chance of dealing acid, cold, fire, or lightning damage (determine randomly).

The fey impulse resets automatically after 1 day.





Haunting Melody

Ripple
Area: 60-foot-radius forest stone circle
Trigger: proximity
Challenge: 3 (350 XP)

EFFECTS

When a creature enters the stone circle, a character can notice a brief singing of a musical scale DC 15 Wisdom (Perception) check.

For 3 minutes, a beautiful voice sings an eerily familiar tune (with lyrics in Sylvan) that listeners cannot place. Following the voice leads them in circles, drawing nearer and then further away at random. Those who sit and listen to the song for its duration gain a +1 bonus on ability checks and on Constitution saves for the next day. Whenever an affected creature attempts a Wisdom saving throw during that day, it must roll d4 and subtract the result from the saving throw. Treat this impulse as a 3rd-level spell.

The fey impulse resets automatically after 1 day.

Joyous Revelry

Ripple
Area: 30-foot-radius abandoned ballroom
Trigger: proximity
Drawback: 3 (350 XP)

EFFECTS

When a creature enters the ballroom, a character can notice the sound of distance music and laughter with a successful DC 15 Wisdom (Perception) check.

All creatures in the abandoned ballroom suddenly find themselves in the midst of a dance, with couples whirling around them while delightful music plays. Creatures that watch the dance for at least 1 round must succeed at a DC 12 Intelligence (Investigation) check to recognize the effect as illusory, as per the *major image* spell, and resist the accompanying *enthrall* spell. Creatures failing the check are also compelled to dance or celebrate, and can move no farther than half their speed each round. Attacks against these creatures have advantage. Each creature can end the effect on itself as a reaction each round with a successful DC 12 Wisdom save.

The fey impulse resets automatically after 1 day. Casting *calm emotions* during the onset period or duration of the effect and succeeding at a DC 12 spellcasting ability check permanently removes the ripple.

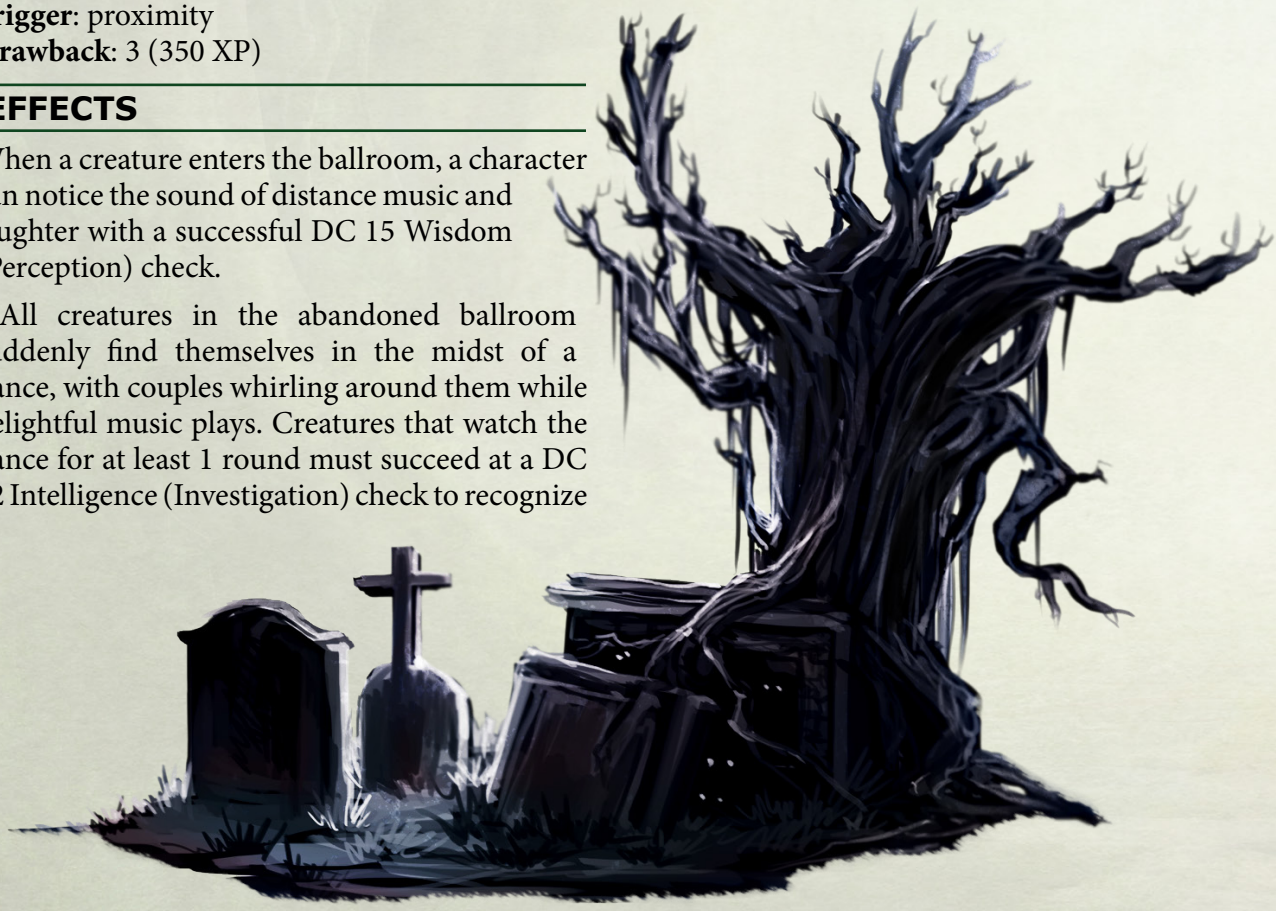
Primal Pools

Ripple
Area: 30-foot-radius mud pools
Trigger: proximity
Drawback: 3 (350 XP)

EFFECTS

When a creature enters the glade, a character can notice a feeling of deep relaxation with a successful DC 12 Wisdom (Insight) check.

Wounds heal quickly due to the infusion of primal, vital energies from the other side of the



veil. For 1 hour, living creatures in the affected area increase their current and maximum hit points by their level, and automatically become stable if reduced to 0 hit points. Animals, fey, plants, and creatures with fey blood (including sorcerers descended from fey) or special connections to the fey (such as foundlings, warlocks with the archfey patron, and clerics of fey gods) also regain 1 hit point every round for 1 hour. However, these primal energies also inflame unstable passions and cloud reason and planning for 1 hour in the area. Creatures within the impulse are have disadvantage on saves against enchantment spells and against being charmed or frightened. When the Help action is used on a creature in the impulse, that action has only a 50% chance of working. Treat this impulse as a 3rd-level spell.

The fey impulse resets automatically after 1 day.

Hanging Tree

Ripple
Area: 30-foot-radius around the hanging tree
Trigger: emotion (sadness)
Drawback: 4 (550 XP)

EFFECTS

When a creature experiences sadness for any reason within 30 feet of the hanging tree, a character can notice the jeers of a muttering crowd with a successful DC 15 Wisdom (Perception) check.

All creatures in the area must succeed on a DC 14 Intelligence (Investigation) check or see images of dryads hanged from the tree. For 1 minute, a creature that failed this saving throw has disadvantage on any ability check or saving throw with its highest ability score (choose one ability randomly in a tie). Creatures that succeed at the check recognize the images as illusory. Creatures that are immune to the frightened condition are immune to the penalty.

The fey impulse resets automatically after 1 day.

Terror of the Forsaken

Ripple
Area: 30-foot-radius of elven graves
Trigger: proximity
Drawback: 5 (900 XP)

EFFECTS

When a creature approaches within 30 feet of the elven graves, a character can notice a subtle unnatural chill in the air with a successful DC 18 Wisdom (Perception) check. Any creature holding an elven arrow does not trigger the fey impulse.

All creatures in the area must succeed at a DC 14 Wisdom save or become frightened, as per the *fear* spell (4th-level version). The hallucinations are of the elven slaughter that occurred at this site.

The fey impulse resets automatically after 1 day.

Dream Feast

Ripple
Area: 100-foot-radius stone circle
Trigger: sleep
Drawback: 6 (1,150 XP)

EFFECTS

When a creature falls asleep in the stone circle, a character in the area can notice a brief lightheadedness with a successful DC 18 Wisdom (Insight) check.

Strange dreams plague characters when they sleep within the stone circle. They find themselves the center of attention at a grand banquet attended by all manner of fey creatures who encourage them to partake of the food and drink. Those who indulge awaken refreshed and recall an important message delivered to them by one of the guests. Those who shun the food insult their hosts and become objects of mockery. They find themselves dressed as court fools and paraded before ever more ghastly creatures that pelt them with the same food and wine they refused. Such targets must succeed at a DC 15 Wisdom save, or awaken tired, scuffed, and bruised from tossing and turning in their sleep, affected as per the nightmare mode of the *dream* spell.

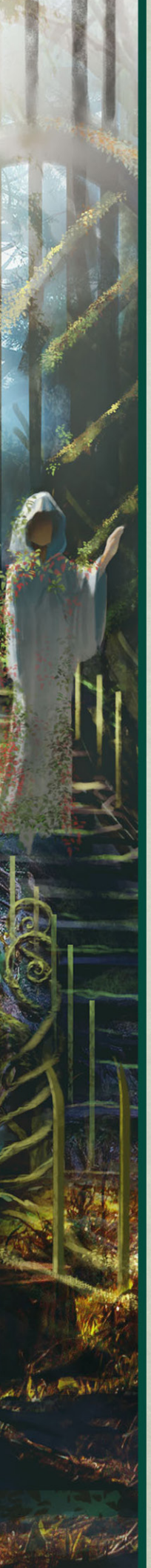
The fey impulse resets automatically after 1 day.

Sickening Spectrum

Ripple
Area: 60-foot-long mirrored hall
Trigger: proximity
Drawback: 7 (1,450 XP)

EFFECTS





When a creature enters the hall, a character in the area can notice a brief lightheadedness with a successful DC 18 Wisdom (Insight) check.

Rainbows leap between the mirrors that line the hall before the strands of light begin to interact in a nauseating, alien fashion for 1 minute. All creatures that see the display must succeed at a DC 15 Wisdom save, or lose their actions each round for 1d4 rounds and then suffer disadvantage on attack rolls and ability checks for as long as they can see the veil and for 1d4 rounds thereafter. Treat this impulse as a 5th-level spell.

The fey impulse resets automatically after 1 minute.

Wild Weave

Ripple
Area: 30-foot-radius abandoned elven watchtower
Trigger: proximity
Drawback: 7 (1,450 XP)

EFFECTS

When a creature enters the watchtower, a character in the area can notice a dull ache at the back of the head with a successful DC 18 Wisdom (Insight) check.

Magic works differently, and in strange, unpredictable ways for spells cast from one chosen school of magic for 7 hours after any creature enters the watchtower. Whenever a spell of that school is cast, there is a 30% chance it is replaced by a random spell of that school and level (which could be the same spell) aimed at a random appropriate target or area within range. The effective spell slot level of any other non-cantrip spell from that school fluctuates; roll 1d4–2 and add the result to the spell's slot level (if this reduces spell slot level below the minimum for that spell, the spell is negated). Cantrips can be replaced with other cantrips this way, but cannot have their spell slot level changed. Treat this impulse as a 5th-level spell.

The fey impulse resets automatically after 1 day.

The Laughing Mirror

Ripple
Area: 150-foot-cube abandoned elven prison
Trigger: proximity
Drawback: 7 (1,450 XP)

EFFECTS

When a creature enters the prison, a character in the area can notice jagged multicolored lines at the edge of her vision with a successful DC 18 Wisdom (Insight) check.

Spells become easy to reflect in the area for 7 hours after any creature enters. Any spell targeting a single creature whose target succeeds on its save either rebounds upon the spell's caster (50% chance) or is deflected toward another target within 10 feet of the caster (25% chance) or within 10 feet of the original target (25% chance). Determine the new target randomly if multiple eligible targets are present. When this ripple occurs, the air shimmers and howls of laughter echo for several rounds and the original target of the spell is affected as *hideous laughter* cast as a 5th-level spell. A successful Wisdom save against DC 15 negates the laughter.

The fey impulse resets automatically after 1 day.

Ruptures

Grasping Shadows

Rupture
Area: 30-foot-radius forest grotto
Trigger: proximity
Drawback: 4 (550 XP)

EFFECTS

When a creature enters the grotto, a character can notice shadows moving independently with a successful DC 18 Wisdom (Perception) check.

Each round for 4 rounds, creatures within the luminescent grotto suddenly see their shadows writhe and reach out for them. Any creature that fails a DC 12 Wisdom save is snared by its own shadow, which tethers the creature's leg to its current square for 4 rounds. Moving farther than 5 feet from the tether point requires the target to use the shove option of the Attack action and succeed at a Strength (Athletics) check against DC 12. Treat this impulse as a 2nd-level spell.

The fey impulse resets automatically after 1 day.

Harbinger of Doom

Rupture

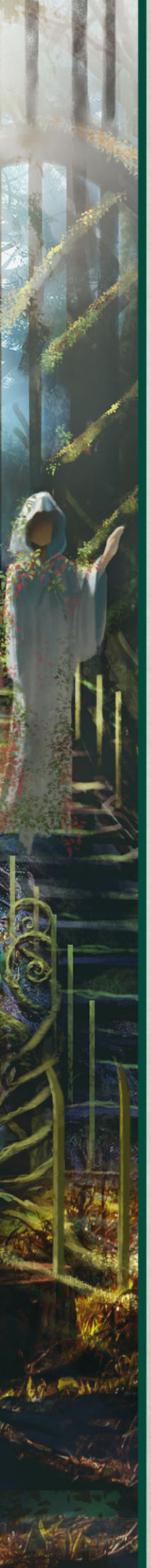
Area: 1-mile-radius of a river crossing
Trigger: proximity
Drawback: 7 (1,450 XP)

EFFECTS

When a creature enters the area, a character in the area can notice a fleeting sense of exhaustion with a successful DC 18 Wisdom (Insight) check.

All characters in the area have fleeting glimpses of an old, skinny woman in black. A successful DC 15 Wisdom (Perception) check reveals that she has only one eye, and a successful DC 15 Intelligence (Nature) check reveals her as a likho, an immaterial harbinger of impending doom, misfortune, or ill fate. When the likho finally manifests, all creatures within the rupture that see it must succeed at a DC 15 Wisdom save or be affected by a *bestow curse* (5th-level version) that permanently causes the subject to treat all water as rough water while swimming and imposes disadvantage on its Strength (Athletics) checks to swim. Whenever cursed creatures attempt to swim, they see the likho appear next to them, and push them beneath the water. Unaffected creatures in the water within the radius of the rupture that attempt to help the cursed target





must succeed at a DC 16 Wisdom save each round or be similarly cursed.

The fey impulse resets automatically after 1 day.

Last Charge of the Lost

Rupture
Area: 30-foot-square drawbridge of a ruined castle
Trigger: touch
Challenge: 7 (2,900 XP)

EFFECTS

When the drawbridge is touched, a character can notice the whinny of horses with a successful DC 18 Wisdom (Perception) check.

Creatures that touch the drawbridge, such as by stepping onto it, see a formation of mounted knights in gleaming armor charging towards them from the courtyard beyond. All creatures on the drawbridge and on the castle road within 60 feet of the drawbridge are trampled by the shadowy illusions and must attempt a DC 15 Dexterity save. On a failed save, a creature takes 8d8 (36) cold damage. On a successful save, it takes half as much damage. Treat this impulse as a 5th-level spell.

The fey impulse resets automatically after 1 day.

Sacrificial Sating

Rupture
Area: ruined castle
Trigger: proximity
Challenge: 8 (3,900 XP)

EFFECTS

When a creature enters the castle, a character can notice the slapping of something wet on stone with a successful DC 15 Wisdom (Perception) check.

The characters in the castle are ambushed by a group of three bloodthirsty green hags and an ettin. Their leader, Gisfridja of the Welcoming Grin, who has a disturbingly wide mouth filled with broken mirror shards instead of teeth, offers to hold back her brethren if the characters volunteer one of their own to be dismembered and devoured. If the characters refuse, Gisfridja and her compatriots scream and attack. In the unlikely event that the characters agree, the green hags and ettin slay the victim and the rupture does not trigger again for 1 week. The green hags are, in fact, only partially real as if produced by a 6th-level illusion spell and fade again after 1 minute. Their hit point maximums are half those of the creatures they appear to be. They can be revealed as illusory by any means that foils a *simulacrum* spell.

The fey impulse resets automatically after 1 day (or 1 week, if a character was sacrificed).

Anguish of Unrequited Love

Rupture
Area: a grand hall
Trigger: sense
Drawback: 9 (2,500 XP)

EFFECTS

When a creature sees the portrait of Lady Yraine, a character can notice the sound of anguished weeping with a successful DC 18 Wisdom (Perception) check.

Any creature in the grand hall still looking at the portrait of Lady Yraine when the impulse manifests must make a DC 16 Wisdom saving throw. A creatures who fails is wracked, body and mind, with the anguish and suffering of every bitter failure it will ever experience, imposing disadvantage on all its ability checks permanently. This is otherwise effectively a 6th-level *bestow curse* spell. Characters immune to the frightened condition are immune to this effect. A creature who succeeds at the Wisdom saving throw reduces the duration to 1 round.

The fey impulse resets automatically after 1 day.

Maze Within a Maze

Rupture
Area: center of the hedge maze
Trigger: proximity
Drawback: 10 (2,950 XP)

EFFECTS

When a creature reaches the center of the hedge maze, a character in the area can notice a feeling of isolation with a successful DC 12 Wisdom (Insight) check.

Any creature reaching the center of the hedge maze is affected as per the *maze* spell, and transported to an enclosed labyrinth of carved wood within the faerie realm. All manner of animals and fey creatures run through the maze, including on the walls and the ceilings, each

exhorting the subjects to follow them to escape and to ignore the others. Subjects who follow another creature cannot make an Intelligence check to escape the maze that round.

The fey impulse resets automatically after 1 day.

Fey-Influenced Events

While fey impulses provide a wealth of options for introducing the warping and shifting of reality when the realms of faerie overlap those of mortals, a campaign involving the fey should also include a variety of **events** featuring the intrusion of the fey, sometimes in the residue that they leave behind and sometimes when they are wholly, vividly present. Some of these events can be purely atmospheric and are provided here as a resource for adding flavor and texture to the campaign. Others are essentially encounters, setting the scene for an encounter with the fey that is simultaneously weird, wild, and wonderful.

If an event is not a challenge but might prove a drawback in a simultaneous or subsequent combat encounter, it is given a drawback rating to be used in adventure planning much like a challenge rating. A recommended XP award half that of an equal challenge rating is provided for GMs who choose to award XP for non-combat encounters.

Fey Night

Environment: arctic, coast, forest, grassland, river/lake, mountain, or swamp
Challenge: 0 (0 XP)

Description

While not immediately obvious to most, the cycle of the moon begins to vary. With no clouds in the sky to block its light, the sky is darkened with a new moon that lasts four days without interruption before abruptly resuming its normal three-quarter phase. Similar aberrant lunar phenomena occur without rhyme or reason, though the actual moon itself and the planets have not altered their orbits. The answer is that the night sky is not that of the mortal world, but that of the fey realm superimposed on it. Vary the nightly appearance of the sky, including but not limited to varying the color of the sky on moonlit nights, and creating images in back-lit cloud cover as if some deific artist had warped the skies to fit their whimsy. Vary the images to fit the campaign mood: everything from images of laughing, dancing pixies and animals, to images of a horned rider and wolves hunting down representations of the PCs. Druids associated with the moon treat any spell they cast at night as being cast at the next higher spell slot level for the duration of this planar phenomenon. The spell not take a higher spell slot and cannot exceed the highest level of spell she can normally cast.

Satyr Catcalls

Environment: forest
Challenge: 0 (0 XP)

Description

Catcalls from a band of satyrs following the party (making little or no regard for character gender when determining the object of their attentions, but favoring characters with higher Charisma). The voices can be interacted with, but no physical effects transpire with the exception of interaction within the characters' dreams if they choose with the level of merriment or darker interaction depending on the tone of the campaign. Everything from drunken somnambulant revelry in the real world, or the same entirely within a shared dreamscape, to something approaching the opening events of the classic horror tale 'The Great God Pan' at the very darkest.

Marked Companion

Environment: arctic, coast, forest, grassland, river/lake, mountain, or swamp
Drawback: 1 (100 XP)

Description

One of the PCs' animal companions, familiars, or trained animals (including mounts, pack animals, guard dogs, etc.), vanishes during the night without a sound. In the morning nothing remains except the trampled patch of grass where it slept, and a fairy ring of brilliant azure mushrooms. The animal reappears precisely where it had been 1d6 hours later with a strange mark or tattoo. If the return event happens during the day, have each such creature make a Wisdom save (DC 10 + 1d6); one creature that fails its save disappears in the same fashion. If more than





one creature fails its save, the creature with the lowest result on its Wisdom save disappears.

Sprite Exchange

Environment: forest
Challenge: 1 (200 XP)

Description

Small objects are stolen or exchanged by a troupe of three sprites at dawn or dusk if the PCs make camp in the wilderness. Nothing worth more than 10 gp is stolen and anything worth more than 5 gp is exchanged for a worthless but pretty polished stone, flower, or grass woven into a tiny circlet.

Vulpine Scoundrel

Environment: forest
Challenge: 1 (200 XP)

Description

A brilliantly-colored fox bursts out of the woods wearing a wildly jangling money-pouch around his neck, laughing like a human and mocking "dumb hounds and dumber sprites." One minute later, a trio of hounds bursts out of the woods, with the hounds asking each other and the PCs alike where the "vulpine scoundrel" went. Each of the hounds (treat as jackals) is dressed like a horse with delicate green and golden studded leather barding (AC 14). Finely-dressed sprites in hunting gear sit atop two of them (neutral male sprite), and a crowned pixie wearing a dress sits sidesaddle atop another (neutral female sprite with bardic inspiration d6 1/day).

The sprites introduce themselves briefly, stating that they hunt a dangerous criminal, highwayman, and thief. They demand aid from the PCs (whom the sprite princess addresses as gentle commoners) but offer an ample reward. At this, from out of the woods, the fox (treat as a chaotic neutral spy with the form, size, special traits, and bite of a jackal) calls out that the pixies have no gold at all, but that he does, and he offers some to the PCs if they will teach his pursuers some manners. If the PCs refuse either offer, the refused creature(s) become hostile.

Domestic Spirits

Environment: any
Challenge: 2 (450 XP)

Description

House spirits take notice of the PCs the next time they camp or stay at an inn or home. Clothing is moved, washed, dried, even mended if necessary, and placed folded at the foot of their beds the next morning. Any objects dropped on the floors are placed in a pile on a flat surface such as a table or counter. Floors are swept and furniture dusted all by the work of invisible, intangible hands inferred only by the imprint of their touch on objects they handle. Any repeated attempts to stop the invisible domestic help result in the same objects being hurled at the PCs. The house spirits have an attack bonus of +4, dealing 1d4 points of damage on a successful hit with random, small objects. If the PC apologizes or takes more than 10 damage, the attacks relent, but any helpful activity ceases. If PCs do not leave an offering of some sort for the house spirits, they become angry and call upon a troupe of three friendly sprites to annoy the target creature at a critical juncture (perhaps using the Help action on enemies in combat) or even burn some of its possessions.

Fruits of the Sirin

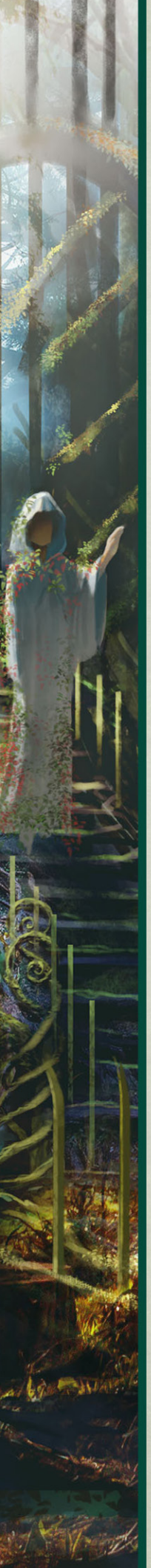
Environment: forest, grassland
Challenge: 3 (700 XP)

Description

The PCs enter a small and apparently deserted hamlet. The villagers appear to have dropped whatever they were holding and abandoned whatever work they were doing to simply wander off. Distantly, all non-lawful PCs hear the beautiful voice of a woman singing. If they follow the sound, they find its source and the missing townsfolk. Perched atop an apple tree double the size of the others in an orchard on the edge of town is a large, golden-colored hawk with the head of a human woman. Her alien, honeyed words (sung in Sylvan) have gathered the townsfolk to her, where they do little but sit fascinated at the base of the tree. The tree itself now bears fruit in a bizarre, alien array of colors. Each fruit acts as a *goodberry*, but each fruit eaten also clouds the eater's mind, resulting in a cumulative –1 penalty per fruit to saves against enchantments and the frightened and charmed conditions (to a maximum of –5. The ground at the tree's base is covered with purple moss and blue-hued grass that is soft and restful, affecting creatures sitting or lying on it as an *enthrall* spell (DC 12 Wisdom save negates).

The creature in the tree is a sirin, a variant form of harpy native to the fey realms; as such, she speaks Sylvan (rather than Common). If she observes PCs approaching she continues her song unless asked to stop or asked to continue out of range of the village (requiring a DC 15 Charisma [Persuasion] check if PCs speak to her in Sylvan; she ignores requests she cannot understand). Lawful creatures cannot hear the sirin's song, and if they come within 60 feet while she sings she becomes aware of their nature. She becomes hostile if lawful creatures try to interrupt her singing or if they attempt to harm, rob, or otherwise molest the sirin or any creatures she has enthralled; a number of lawful-aligned townsfolk have already been beaten senseless by their fellows for interfering with the sirin's song. She also becomes hostile if the Charisma check





asking her to stop singing or to move elsewhere fails by 5 or more. If PCs attack the sirin, 2d6 commoners leap to her defense.

Laughing Harionna

Environment: coast, forest, grassland
Challenge: 3 (700 XP)

Description

The PCs encounter a woman with long dark hair, either wandering the road from the other direction, or sitting atop a rock and combing her hair. The "woman" is a harionna, that laughs and flirts with any PCs that strike her fancy (generally any character with a Charisma of 15 or higher), but otherwise makes no comment, nor responds if questioned. Those that return her laughter trigger her attack under cover of her *mislead* ability.

Mischevious Leaves

Environment: forest
Challenge: 3 (700 XP)

Description

Local farmers, trappers, and woodsmen complain about frequent minor annoyances and apparent pranks: tools are misplaced or stolen, traps sprung, snared animals released, and cottages pelted with spoiled vegetables in the dead of night. Suspecting either a gang of local children, or perhaps a local druid taking an ineffectual but annoying revenge against civilization, the victims are largely content to ignore it for the moment, but of late the pranks have escalated. At the same time, some farmers have also reported lost cattle being returned to them by unknown benefactors at night, including a lost pregnant mare tended to through her birth and returned along with her calf neatly washed and groomed. A mischievous but otherwise friendly band composed of six awakened shrubs and an awakened tree are together responsible for all of the assorted pranks as well as the numerous beneficial acts. Having appointed themselves as protectors of the local forests, pastures, and the animals therein, they have a peculiar view on the proper place of man and the wild, and it's up to the PCs to either do away with them, or try to seek something of a rapport between them and the locals.

Dramatic Terrain

Environment: forest, mountain
Drawback: 4 (550 XP)

Description

As time passes, the terrain itself begins to undergo dramatic changes. Without any transitory period, forests become thicker, hills steeper, and mountains ever more jagged and perilous. Thickets grow tangled and nearly impassable, brambles grow in spiraling patterns, and even insects move in curious, almost choreographed motions as if part of a dance for the amusement of fairy nobles. Increase any Wisdom (Survival) check DC by +5, and double the penalties for movement across any difficult terrain. In addition, the landscape becomes increasingly disturbing, and more akin to that on the other side of the veil between the mortal world and the realm of the fey as described elsewhere here.

Characters with land's stride as a class feature are unaffected by the terrain changes caused by this magical event. Additionally, they gain advantage on their Wisdom (Survival) checks within a region affected by the impulse.

Dryad Triad

Environment: forest
Challenge: 4 (1,100 XP)

Description

Local farmers approach the PCs asking for their help, claiming that they've been driven from their own fields by a group of dryads. The farmers state that the tree-dwelling fey have demanded payment for fruit stolen from "their" orchard. The farmers insist that the farms have been in their families for generations, and in fact the fey were never present in any of the trees in various orchards that make up the farmlands' holdings. While they would prefer to handle matters peacefully, they have little to offer the fey in exchange, and since they've been unable to attend to their fields for nearly a week, things are growing urgent.

Occupying a gnarled oak, lightning-scorched elm, and unnaturally tall plum tree respectively, the dryads Alma, Klara, and Ilona are as different as their trees. Each tree spirit wants radically different things, and each despises the other two as both an inferior and poor example of their kind. Alma (chaotic good dryad) desires money not for its worth, but



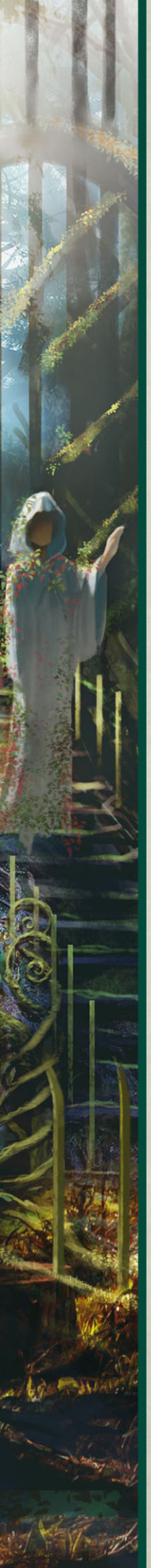
as an example of the farmers contrition and devotion to their farms' fruits. Klara (chaotic evil dryad) wants nothing from the farmers except to see her sisters' trees chopped down and burned to ashes to satisfy her own vanity. Ilona (chaotic neutral dryad) wishes the farmers to each devote a parcel of land on their farms to grow fallow and return to the wild, and in addition to plant one of her tree's plum pits in the north corner of their farm, allowing her to outshine her sisters. Convincing each dryad to reveal exactly what she wants requires a DC 17 Charisma (Persuasion or Intimidate) check.

Waterfall of Fossegrim

Environment: river/lake
Challenge: 4 (1,100 XP)

Description

A string of bodies float down a river, all of them travelers drowned in a region with only one minor fall where traders can easily portage small boats around it. None of them show signs of obvious violence, and all possess their valuables, ruling out the actions of common brigands. The body of a local woman is then found and her husband goes missing, prompting the couple's adult



children to beg the PCs to investigate. Following the river, they find a strangely handsome man sitting in a tree at the riverside. He is muddy, has a melodious voice, and is toying with the strings of a lute missing from the drowned woman's possessions. A fossegrim, Gargamo, stares appraisingly at male PCs, but only speaks with any real attention to those with Charisma 15 or higher. Directly below the water fey, and visible to the PCs, the missing man silently pounds on the underside of the river's surface, screaming and pleading soundlessly for help.

Green Sasha

Environment: river/lake
Challenge: 5 (1,800 XP)

Description

Appearing as an old man with a bushy green beard dressed in ragged peasant clothing, Green Sasha the vodenjak (as described in *Beasts of Legend: Boreal Bestiary* from Legendary Games) operates a small skiff, offering to transport PCs across a body of fresh water. *True seeing* reveals his lack of clothing, gills, and luminous red eyes, as well as the fact that the skiff is nothing more than a half-sunken log covered in algae and river muck. He casually chats with the PCs and offers passage across the water in exchange for a small sum of gold or token object for passage; however, Green Sasha has a prickly and unpredictable temper and must be plied with great courtesy, requiring a successful Charisma (Persuasion) check with a DC equal to 10 + 1d20. PCs can use the Help action to aid each other, and the Charisma (Persuasion) check gains a +1 bonus for every 10 gp of value of the tokens they offer. If the PCs fail the check, then in the midst of their journey Green Sasha overturns his skiff, plunging them into the water, though they can grab hold of the algae-slicked log with a successful DC 20 Dexterity save. Green Sasha himself dissolves into running water with a bubbling laugh and merges with the river or lake, churning the waters with turbulence proportional to his anger, with a base Strength (Athletics) DC of 15, plus 1 for every point by which the PCs failed their Charisma (Persuasion) check. Any PC failing the Strength (Athletics) check by 10 or more suffer disadvantage on Strength and Dexterity checks while in the water.

House Spirit of Prejudice

Environment: farm in forest or grassland
Challenge: 5 (1,800 XP)

Description

Walking across a pasture, the PCs encounter a quartet of house spirits (treat as Small dryads) busily going about various chores, much to both the dismay and appreciation of a nearby farmer. If the PCs have any white animals, including familiars or even a garment made from white fur, the house spirits become incensed and start hurling farm implements, rocks, manure, and anything else at hand at the PCs, and especially (but not only) at the white creatures or garments in question. Play up the absurdity of the event, though bewildered PCs can attempt a DC 15 Intelligence (Nature) check reveals house spirit's strange prejudice against white animals. If PCs become aggressive in response, the house spirit casts *entangle* to prevent the PCs from approaching while they continue throwing things at them and cursing them in Sylvan. They use tree stride (which for them also works on the surface of their home and secondary structures) to escape if seriously threatened. If the PCs attack the house spirits, the farmer shouts for them to stop, going to fetch neighbors and returning with 2d6 angry commoners 1 minute later. After two rounds, PCs can calm the house spirits with a DC 18 Charisma (Persuasion) check.

d%	Weather
01-50	Normal mild weather
51-70	Significantly colder or warmer than usual (50% chance of either)
71-85	Light or heavy rain or snowfall according to season
86-95	Light winds and heavy precipitation
96-100	Strong winds and heavy precipitation

Unpredictable Weather

Environment: any aboveground
Drawback: 6 (1,150 XP)

Description

Weather becomes highly unpredictable and prone to sudden, swift changes every 1d6 hours, using the chart below.

In addition, each time you roll to determine the weather, roll 1d6; if the result of the die roll is an odd number, the next period of fey-influenced weather within the area is peculiar, strange, and otherworldly, such as purple storm clouds cut by rings of green lightning, luminescent snowfall, lavender-scented winds in the desert, languorous rains of *feather falling* frogs or mice, or clouds split by sunbeams that produce musical notes when entered by living creatures. The more thematically whimsical the better. If the result of the d6 roll is a 1, this peculiar weather turns hazardous, increasing the challenge rating by 2. Effects such as frozen animals falling from the sky (effect as a natural hail storm, with a 10% chance per hour of intensifying into the equivalent of *ice storm* cast as a 5th-level spell throughout the area, with save DC 18), alcoholic fog (DC 18 Constitution save required every 10 minutes to avoid gaining a cumulative level of exhaustion), or sparkling, floating seed pods bearing multicolored pollen that clings only to individuals carrying steel or iron weapons that aren't silvered, dazzling such creatures for 1d4 hours and blinding them (DC 18 Constitution save negates blindness only) for an identical duration.

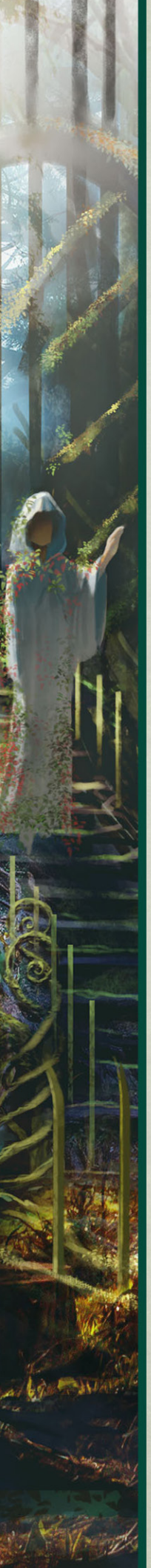
Vodenjak Teacups

Environment: river/lake
Challenge: 6 (2,300 XP)

Description

The PCs come across a small mound of mud in the center of a river, covered in an array of small porcelain tea cups. Each appears carefully cleaned of mud, with small Sylvan numerals and characters that a fluent reader (or creature using *comprehend languages* or making a DC 15 Intelligence check) can determine are indicators of rank or importance. A DC 15 Intelligence (Nature) check reveals that these cups contain the souls of creatures drowned in the waters of a vodenjak (as described in *Beasts of Legend: Boreal Bestiary* from Legendary Games), and disturbing the cups will release the trapped souls. Coming within 5 feet of the cups alerts the vodenjak to their presence, and it appears by magic one round later with a hostile attitude. If not placated with apologies with a successful DC 15 Charisma (Persuasion) check, the vodenjak attacks.





Nature's Giants

Environment: forest, river/lake, swamp
Drawback: 8 (1,950 XP)

Description

Mundane plants are affected as *plant growth* (as if cast as an action) and mundane animals are affected as *enlarge*, with normally skittish animals becoming unafraid and territorial. Ducks double their normal size compete with gigantic carp, while deer of incredible height denude local trees of their fruit, and so on. Roving animals that are normally noncombatants cluster together in crowds that are 5 x 1d6 feet across (treat as difficult terrain). Influencing the movement of these animal crowds requires the use of Wisdom (Animal Handling). Animals that are normally aggressive (including herbivores like aurochs and elephants) are generally hostile. All animals within the area also gain advantage on attack rolls against opponents that do not have all their hit points.

At the same time, rosebushes become dangerous as they spread across roads while streams clog with the bulk of giant lily pads and reeds as thick and tall as trees, causing local flooding. In addition, any creature falling prone in the area is restrained (DC 15 Dexterity save negates); if restrained, a bower of thorns 5 feet thick grows over the top of the creature equivalent to a *wall of thorns* cast as a 5th-level spell filling his square. If a restrained creature is unable to escape the *wall of thorns*, at the beginning of his next turn the thorns expand to fill all adjacent squares (including vertically), and they expand by an additional 5 feet on the following round if the creature remains within. They do not grow beyond this thickness.

Creatures affected by this event may exit the affected area. Creatures entering it later are not affected by it. After 24 hours, all affected animals and plants return to normal, though at the GM's discretion the same effect may occur on subsequent days in the same place or nearby. PCs with the land's stride class feature can move through these magically-affected areas (unlike the standard limitations of this ability).

Blind Vengeance

Environment: forest
Challenge: 8 (3,900 XP)

Description

A young man stumbles into the PCs' camp one evening, blind and bleeding. He begs for help, and states that he had to leave several of his friends behind when they were attacked by a witch in the forest as they were fishing for dinner. Following his clues, the PCs can find the source of the man's blindness: a nymph sitting at the riverside, as well as four men tied to the ground by a shambling mound. Treat the nymph as a challenge 3 (700 XP) druid with Charisma 17 that permanently blinds any humanoid looking at her from within 30 feet as a 2nd-level spell (successful Wisdom saving throw against DC 13 negates; onlookers can avert their eyes unless they are surprised by accepting disadvantage on attacks against the nymph for that round).

As it turns out, the four men—far from being helpless woodsmen—are veteran poachers and highwaymen who stumbled upon the nymph and attacked her, thinking her a wandering and naïve elven woman. Permanently blinded, they've paid a price for their callous brutality, but the nymph has yet to decide their ultimate fate. Do the PCs leave them blind and bound to their fate? The howling of wolves in the distance as night approaches suggests they likely won't survive to see the dawn. Or do the PCs intervene on the brigands' behalf at the risk of offending the nymph who only defended herself? The nymph is hostile but not violent, yet a DC 22 Charisma (Persuasion) check convinces her to remand the poachers into the custody of the PCs; a DC 17 Charisma (Persuasion) check convinces her to allow the PCs to defend the poachers through the night, and if they survive she will release them to the PCs. If their Charisma (Persuasion) check is 16 or less, the nymph demands that they leave and let the poachers receive the cold justice of the wild. If they refuse to leave, she unleashes her blinding beauty upon them. If the PCs defend the poachers or take them into custody, they are attacked by 8 dire wolves one hour later. If one PC shows exceptional bravery or eloquence (including a Charisma check of 23 or greater), the nymph may offer her favor to that character in the form of *eyes of charming*. If the *eyes of charming* are stolen from her, they become cursed, blinding anyone who attunes to them as long as they are attuned.

Inadvertent Trespass

Environment: forest
Drawback: varies

Description

At dawn a tiny sprite dressed in green and silver livery steps out of a shaft of sunlight and addresses the PCs, flanked a moment later by two other sprites garbed in similar but less elaborate dress. Declaring himself as the Fairy King's Herald, he informs the party that they stand upon land newly claimed by his liege, and in return for the inadvertent trespass, a token of their fealty is required, else they be considered as invaders and treated as such by those loyal to the fey sovereign. The sprite doesn't state an actual price, and the PCs can give what they consider of value be it words, money, physical objects, or something more abstract and intangible. The herald desires an expression of submission to the coming authority of the fey, and the amount of the bribe is less important than the gesture.

If the PCs humor the herald, they are free from hostile random encounters with fey creatures for the next week, and any PC that offers him an offering worth at least 50 gp (including any magic item) is blessed by the fey and gains a permanent +1 bonus on Charisma (Deception), Charisma (Persuasion), and Wisdom (Insight) checks involving fey. If they deny payment to the herald, he coldly accepts their response but declares them outlaws on the king's land. For one month, any fey encountered by the PCs within the territory claimed by the Fairy King (GM's discretion) have a hostile (though not necessarily violent) attitude. If the PCs become violent, the pixie's first inclination is to flee, but he will fight if necessary (treat the herald as a sprite fighter 4, and his attendants as standard sprites).

Bovine Bewilderment

Environment: grassland
Challenge: varies

Description

A local farmer's pasture vanishes, replaced with an immense, acres-wide thicket of thorn bushes shaped like a mad titan's bizarre turf labyrinth. The thicket walls block out sunlight and obscure any attempts to see within, but the distant mooing of cattle is heard deep within. The farmer begs the PCs to investigate and if possible rescue his wayward herd.

Creatures flying above the hedge are telekinetically dragged straight downward. They must make a contested skill check against the force's Strength (Athletics) check (+12 bonus). The creature can contest with Strength (Athletics) or Dexterity (Acrobatics). If the force wins, it drags the creature downward a number of feet equal to the difference. Any creatures drawn within 10 feet of the hedge are subject to an additional drag attempt as described above

d%	Result
01-50	no encounter
51-60	terrifying roar from the center of the maze (all creatures inside the hedge must succeed at a DC 15 Wisdom saving throw or become frightened by the walls of the hedge maze for 1 minute).
61-70	awakened tree
71-80	trap
81-90	trap with 1d3 sea hags
91-00	trap, awakened tree, and 1d3 sea hags

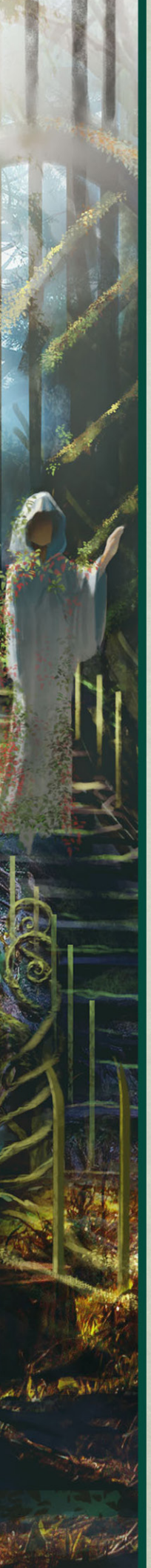
by reaching vines and thorns. If this second drag attempt succeeds against a creature, that creature becomes grappled by the hedge. This effect also

d6	Result
1	1d4 poison darts traps.
2	1d4 falling nets.
3	Fire-breathing statue.
4	1d3 hidden pits (30 feet deep).
5	1 locked pit with poisoned spikes.
6	1d2 poison darts traps with wyvern poison instead.

applies to creatures falling into pits and trying to use flight to exit.

The hedge can be navigated with a successful Wisdom (Survival) or Intelligence check against DC 15 each minute. A total of 10 successful checks are required to reach the interior of the maze, but each time a check is failed this number increases by 1. The interior is awash with frightening topiary projections from the surrounding hedge, shaped like hungry beasts or people dragged into the hedge and turned into





plants, as well as a giant topiary in the shape of a three-headed troll at the very center of the maze. The topiary troll radiates magic, but its sole enchantment is an illusion of subtle movement (appearing to look around and shift its position) and to roar like a ravening beast at irregular intervals. However, the hedge is also prowled by awakened trees and cackling, giggling sea hags, and to make matters worse the hedge is laced with traps. Every minute spent inside the hedge, roll percentile dice to see whether a dangerous encounter occurs:

If a trap is indicated, roll 1d6 and use the result below:

Moonbound Mansion

Environment: urban
Challenge: varies

Description

An overgrown mansion of a style several centuries old appears on the edge of town after a night of terrible storms. Bone dry despite the torrential wind and rain, the grand manse is odd and off-putting, even above and beyond the circumstances of its appearance, or reappearance as it happens. According to town records, it once stood on that very same spot, but vanished on a full moon taking with it the elderly recluse who was mistress of the manse, the Lady Valentina (neutral good female human noble), and her mysterious young daughter, Elexis. Some locals called her a witch while others called her age-addled and senile. Of minor noble birth, Valentina pined half her life away for a man the townsfolk weren't sure actually existed, since Valentina claimed he only appeared to her on moonless evenings, dressed in formal clothing, with hair like moonbeams and skin of translucent jade as was appropriate for the faerie courts. Most considered her deranged until, forty years of her elaborate, possibly delusional stories later, she gave birth to a daughter with silver hair and fey-like features. She raised the girl alone until both vanished along with her estate on a late summer's evening during a pronounced storm, much like the one that recently struck, returning the manse with it.

Did her faerie husband indeed return and whisk her and their estate away into the realms of the fey? What of her daughter? Was she a changeling left by the fey, or the true seed of Valentina and her mysterious lover? What does the return of their home portend, and what awaits within? The answers to many secrets could be found within by PCs choosing to investigate.

Buyer Beware

Environment: urban
Challenge: varies

Description

A gilded wooden door frame with living roses emerging from its surface appears overnight in the center of a town market with no explanation, leaving the locals curious and cautious at the same time. The door frame defies any and all attempts to remove it, and on moonlit nights a door appears, welcoming any to "Enter and Purchase That Which Delights and Entices", with a subtitle in Sylvan stating "Buyer Beware". Several locals report entering a fabulous bazaar of meandering



rows of stalls, lit by floating jars filled with enormously overgrown lightning bugs, staffed by beautiful and hideous fey of many types offering fantasies made reality as well as piles of random, assorted junk. Two villagers emerge, having purchased things within. One holds a dozen rings of gold but no longer remembers his name, and neither do any of his friends or family. The other refuses to state what she purchased and what she paid, but her daughter is missing as well as her left eye, replaced with a single, stupendous pearl. Other villagers wonder just what horrific bargain she struck. They beg the PCs to investigate and potentially remove the entrance to the fey marketplace if they can.

Fey And Mortal Creatures

Too often non-human creatures end up falling into the classification of being "monsters" and there exists something of a false dichotomy between "monsters" and any other NPC. As a creature type, fey straddle this distinction in a strange sort of way, as among all other creature types they seem outwardly the most humanoid. There are exceptions, of course, but most fey creatures appear as almost idealized humanoids, willowy and winsome, with a natural beauty and flirtatious charm. Small stature or tiny wings, horns, or antennae aside, they seem little stranger than everyday elves or gnomes.

Whether met as potential allies, sources of information, or deadly and dangerous adversaries, it is tempting to play the fey as the GM in a fairly straightforward fashion, but this is a missed opportunity to bring home to your players the depth, complexity, and strangeness of creatures that simultaneously utterly natural (being the virtual embodiment of nature) and wholly supernatural, or even unnatural, being creatures of a world not our own. The fey are like an intensified reflection of the natural world, with every passionate impulse dialed up to inhuman intensity, with a mercurial fluidity that is equally quick to take deadly offense as to erupt in undying passion.

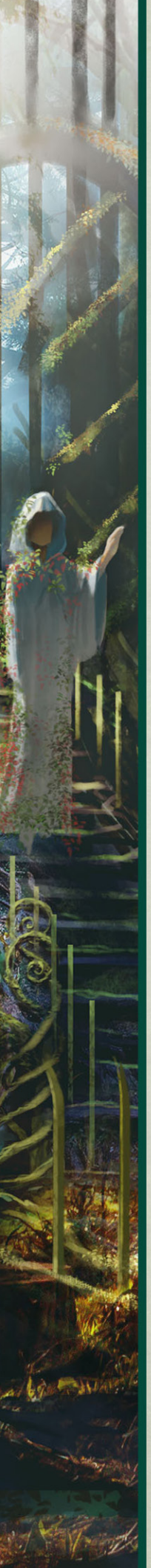
Beneath Foreign Stars: How fey approach the mortal world

As fey influence begins to rise within a region, consider the mindset of fey as if they were NPCs rather than as monsters. Either individually or by their type, give them personalities, motivations, and rationale behind their actions. Even if you are using fey as simply adversaries, consider ways why they behave the way they do. An important element of fey behavior is that, unless adventurers are traveling through the fey realms themselves, they are encountering the fey as strangers and wanderers in an alien world. Fey enjoy observing mortals in their natural habitat, so to speak, and may learn many things about them with long exposure to mortal culture and customs, but only rarely are they able to integrate themselves entirely. Even experienced fey wanderers are no more natural a part of the mortals' culture than a modern family camping in a national park is at one with the animals.

Fey have motivations, back-story, and personalities, but they aren't humans, elves, or any other standard fantasy race. They come from another plane of existence, they're immortal, and their concerns and way of approaching the world around them may seem bizarre. Noble fey can be aloof, even cold and distant in how they relate to other creatures, and while possessed of a deep capacity for both capricious whimsy and passionate hatred, the triggers for these emotions aren't always readily obvious. Fey often exhibit several other personality traits and behaviors in common, with examples of each provided below. The shaded text provides optional rule suggestions for implementing these fey attitudes, while italicized paragraphs present sample fey and describe their interactions and motivations around that attitude when dealing with mortals.

Anxiety and Aggression: This sense of cultural dislocation is far more pronounced with fey whose advent to the world of mortals is more recent. Fey wandering into the mortal realm can approach their new surroundings in several different ways. Like lost children they might be frightened and seek to return to their brighter home and might shy away from direct contact with player characters. In this instance any violence they cause might simply be a reflection of their fear towards the creatures of the mortal world; something especially poignant to keep in mind if player characters are tasked to deal with an ostensibly dangerous fey or group of fey. They are victims as much as anything else, feeling themselves trapped in a strange place, surrounded by creatures they do not understand. Their anxiety and impulsivity lead them to preemptively lash out whenever they





feel threatened, which could be prompted by almost anything. Subtle cues, movements, and glances could be read as prelude to attack.

Whenever a fey creature is interacting with sentient mortal creatures, make a Wisdom (Insight) check with a DC of 10 + 1d10 once every 1d6 hours to ensure that they do not misinterpret interactions they have with others. If the check fails, the fey's attitude shifts by 1 step (with an equal chance of being adjusted positively or negatively). If failed by 10 or more, the fey creature senses imminent danger and attacks.

Beauty and Boredom: Other fey could see the mortal realm as boring and mundane, and in their love of beauty (especially of the aberrant and bizarre variety as can befit some fey) they may take it upon themselves to improve their surroundings. Such improvement may suit their aesthetic appreciation, but it might also wreak havoc upon the local ecosystem and drive wild beasts into more settled areas, or in fact be the cause of more deadly strains of creatures being there in the first place. This mortal world is a blank canvas, with only a colorless under-sketch already applied by an artist who long ago abandoned their work. They fey could see themselves as applying color to that canvas even as the landscape twists and shifts to something that albeit beautiful in many ways, might be the death of local civilization if left unchecked.

Alternatively, surrounded by–and possibly trapped within-a world bereft of their own notions of beauty, some fey could react negatively. Either the mortal world as bereft of true beauty isn't as real to them and thus they have no qualms about harming or tinkering with it, or out of pity like a farmer to a deformed newborn calf, a violent fey might act out of pity more so than malice. Destroying or warping the landscape to suit their aesthetics isn't out of the question, and the wilder terrain at the heart of a deep, primeval forest may not so much attract the fey as be in and of itself caused by their presence.

A fey's sense of beauty is simultaneously entrancing and disturbing, sometimes eerie, sometimes madcap, sometimes simply incomprehensible. Fey are moved by music and artistic endeavor, and creatures dealing with them can curry their favor by offering something artistic, using a Charisma (Performance) check with a DC of 10 plus 1d10; a creature using a set of artisan's tools to craft something as a gift with a Charisma check is also an option, though the DC is increased by 5 due to the fey's lack of patience at having to wait for the item to be finished. If the check succeeds, the character offering the performance or crafted item rolls a d4 and adds the number rolled to Charisma checks made with that fey for the next 24 hours. If the check succeeds by 5 or more, the fey's attitude is shifted positively by one step. If the check fails, however, the fey's artistic sensibilities are offended and its attitude is shifted negatively by one step. If the check fails by 5 or more, the fey develops an obsessive interest in "fixing" the character's debased and unrefined tastes. This may take the form of destroying or insulting the proffered offering, creating their own "obviously superior" offering to show how wrong and pathetic the character's was, or trying to attack, charm, or carry off the PC in order to "teach them a lesson." This action may be immediate, though more often the fey will try to take its target alone"

Grandiose Pretense: Fey have a certain effortless arrogance when dealing with mortals. For some it is their lifespan versus the mayfly-like existence of mortals. For others it is their ability to fly or use magic as a part of themselves. For others, it is the sense of transcendent beauty they see in their own realms in comparison to the pale imitations of the mortal world. Whatever its cause, the more powerful the fey creature, the more deeply ingrained and alien its mindset and the less willing it may be to compromise with the presumptuous and puerile norms of mortals. All fey, however, behave according to their own sets of strictures and laws not immediately apparent to others. For that matter, they often seem contradictory or nonsensical, but are quite rigid nonetheless for creatures often associated with chaos.

For example, a powerful rusalka might drown a dozen villagers and draw the attention of the player characters. But deeper exploration of her actions could show that she allowed a man with red hair to pass her claimed stretch of water unmolested, or that she refuses to drown second sons regardless of any other factors. Perhaps she made a promise years or centuries ago to a man with red hair, granting him passage, and she cannot distinguish between him and any other mortal. Perhaps she owes a debt to a mortal that spared her life, and in return spares mortal lives in a way that makes sense only to



her fey logic: the debt was owned to a second son, and in return all other second sons will live, unharried and unmolested. The actual reasoning and history behind any such strictures need not come into the forefront of play in the campaign. If the fey in question plays an important role, it would however behoove the GM to integrate that reasoning into something knowable and potentially exploitable for their players.

The more powerful the fey, the stranger and more fickle these self-imposed codes and strictures become. In fact, causing them to violate these rules could in and of itself become a way of dealing with fey far beyond the means of player characters to conventionally defeat in combat. One example would be a woman nullifying a bargain with and banishing a powerful fey by guessing his name, like Rumpelstiltskin from Grimm's Fairy Tales.

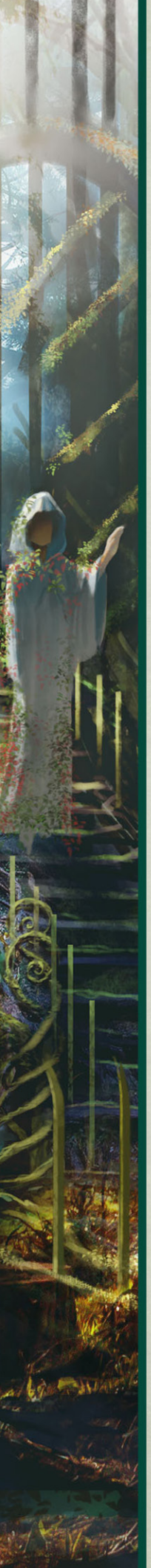
Whenever a PC attempts to control or influence a fey creature with a Charisma (Persuasion) check, a Charisma (Intimidation) check, or with an enchantment spell and fails to affect it, the fey creature is appalled at their hubris at trying to master someone clearly their better. The fey creature's attitude towards the PC (if not already engaged in combat) is immediately shifted negatively by one step, or becomes immediately hostile if the fey has more Hit Dice than the character using the skill or spell. If already engaged in combat, the fey gains a +1 bonus to attack rolls, spell save DCs, and ability check contests made against that character for one hour. These bonuses stack each time the character attempts such a skill or effect and fails.

Whimsicality: Unrestrained by mortality and the restrictions of age, fey indulge their hearts' desires, and oftentimes do so in haphazard, almost nonsensical fashion. This need not occur because of or in adherence to whatever alien laws dictate some of their actions. Sometimes fey react to a given situation with randomness, spontaneity, and whimsy for the pure joy of spontaneity. One thing to keep in mind, however, is that they don't act in this manner for the sake of chaos as a concept. They aren't connected to chaos in the same way a protean outsider is. For the fey, it's more about mischief and amusement than any grand ideology of alignment and cosmological identity.

*Ivor the River Father, a powerful **vodyanoi** dwells in the river that cuts across an important trade road between rival states. Due to the fey's power and territoriality, the navigable stretch of water is owned and controlled by neither nation, something that benefits them both by keeping the lure of trade control out of reach. But the fey isn't a merchant lord, nor is he a nobleman with any sense of loyalty to the people of the region. Ivor is in it for himself, and his price –though never beyond what merchants can afford to pay-varies wildly. One merchant might pay a paltry fee because the fey appreciated what brand of tobacco he smokes, while the next, smoking the same and hoping to influence the fey as a result, might pay an overly inflated amount for no reason whatsoever.*

Following this notion of whimsy, fey rarely make for reliable allies as a direct result of their seemingly random nature. Unless something interacts with some unbreakable fey oath (which typically remains opaque to anyone born and raised outside of the fey lands) they don't follow laws, restrictions, or rules. Half the time in doing so, fey tend to revel in how this makes mortals react. A flummoxed mortal makes for an amused fey.

Heartlessness: Sometimes fey simply want



to butcher mortals for no obvious reason. Far from being because of some real or imagined slight on the part of their victims, some fey simply revel in the act itself. The most classic example from real-world mythology is the Red Caps who wash their eponymous hats in the blood of their victims, while the Pathfinder Roleplaying Game introduces more such malice such as the brutal antipathy towards gnomes displayed by lurkers in the light. While this kind of murderous bloodthirstiness should not become a commonplace of all fey, it should be an ever-present danger when dealing with them. One never can tell when a seemingly tame and gentle creature will suddenly turn wild and feral, and amidst more nuanced explorations of fey motivations and personality it is perhaps necessary to include some that butcher for the sake of drawing blood, painting pictures with it on the first morning dew, and neither having nor needing any particular rationale.

*Veristvir, a **lurker in the light**, has been stranded in the mortal world for nigh on a decade now. Frustrated more and more as the seasons pass, every spring he finds a small, rural community and butchers any gnomes he finds, one at a time. His latest victim was found hacked to death in the back room of his tailors shop, shards of broken mirrors jabbed into his eyes, ears, and mouth. Local investigators arrive, study the scene, and pronounce the killer long-fled. Unbeknownst to them however, Veristvir sits on the inside windowsill, cloaked in broad daylight, waiting for the victim's family to arrive. In the midst of their grief, he intends to take his next victim.*

Laying the Proud Low: Linked to their penchant for mischief, fey take particular delight in showing up mortals, particularly mortals of a particularly prideful or haughty nature. The more confident and conceited the mortal, the more enticing a target as far as most fey are concerned. This lends itself well to besting mortals in contests, confusing them with riddles, and making fools of them with bargains replete with exploitable loopholes or impossible conditions. At the same time, this is also a common weakness for these very same fey: they can likewise be supremely haughty and sure of themselves. Turning the tables is a fitting way of dealing with them, but also something likely to have consequences later in a campaign if the embarrassed fey lives to return for revenge in some capacity.

*Orestes the **satyr** enjoys the taste of fine wine and spirits, and especially the intoxicating effects of such from the fey lands. By comparison the wines and spirits of the mortal world are worth a taste and worth an excuse to act the fool, but in fact they do little beyond leaving him mildly happy. With his victims unaware that he is quite literally immune to the worst effects of alcohol, Orestes enjoys betting large sums of money in drinking contests with traveling adventurers. Feigning a lack of confidence, and often making as if he has heard of their fame before, he allows them to boast and raise their bets more and more as they begin drinking – all the while the satyr fakes the alcohol's effects while being perfectly lucid himself. On an average night he leaves his drinking partners bereft of their gold the next morning, as well as naked, hung over, and left somewhere conspicuously in public view.*

Legacies of Love: The offspring of mortals and fey

Inevitably a discussion of mortal/fey interactions leads to consideration of two related concepts: the offspring of mortals and fey, and the faerie trope of stealing mortal children and replacing them with something in exchange. Often beautiful and typically full of vitality, passion, and virility, the fey rank high on the list of potential objects of desire and companionship for mortals, often even above their own kind. Both on a long-term basis and equally so for short-term or one-off flights of fancy, mortal and fey pairings appear in a wide variety of forms and under many different circumstances throughout literature and the lore of fantasy role-playing games.

Love, Pure and Poignant: Given the natural beauty possessed by many fey, it's easy to understand what mortals see in them. But what do fey see in mortals that would lead them to such intimacy? Looking at mortals' comparative mayfly lives, an essentially immortal fey could view even a years or decades long tryst as something of no consequence, like a mortal's one-night stand. Alternatively, they could be amazed at the depth of mortal feelings and response, and the poignancy of such depth in the face of their own impermanence. Depending on how the fey looked at it, their union with a mortal could be meaningless or a life-altering experience.

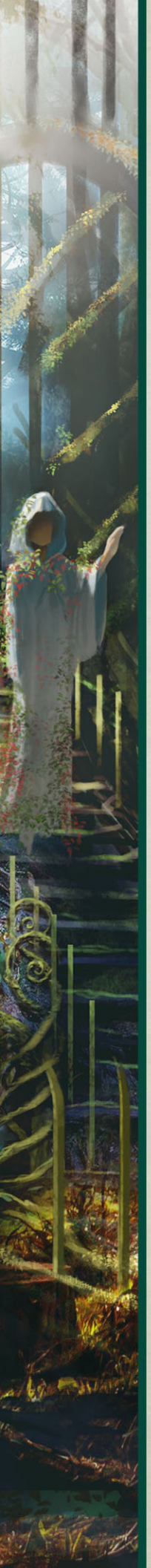
Andtheia the nymph has long admired the beauty of the mortal world, and in turn mortal men have always longed for her, some of them

with violent intention, though her beauty would strike all of them blind. For many decades she feared the fragility of mortal men would leave her unable to find one who could truly love her, rather than simply lust for her beauty, till she heard the music of a young bard named Verano, and found herself falling in love with both his voice and his music. She dared not show herself for fear of striking him blind, but instead one day she began to sing back in response to his own song. Never setting eyes upon one another she would sing to him from her forest home, and he from the field near his parents' villa. After a month he begged to meet her, and initially she refused, explaining what she was and not wishing to harm him. He told her that he did not care what she looked like, for he had fallen in love with her voice, as indeed she had fallen in love with his. Dreading what would occur, the next day she met him there in the field where he sat, playing the first song she had ever heard from him. He was beautiful to her in body as much as in his music, and she saw from his milky eyes that he had been born blind, but had fallen in love with her regardless. Verano vanished that day, carried away from the world by the nymph whose heart he had captured, but local legends say that on moonlight night the heart of the forest echoes with a pair of voices reaffirming their love, dwelling forever in a place where age mattered not.

Wild Ravishment: The unions of mortal and fey unions are not always such beautiful and poetic things, of course, and for that matter they are not always a result of willing partners sharing a moment of bliss. Love is not required, nor is consent, and the circumstances of such a union should be considered when determining the nature of a child that results from it and how it flavors their subsequent interaction with the respective worlds of their parents. A rusalka might seize a handsome man by the riverside, using him as much lover as slave for a fortnight before drowning him. While at the extreme end of such forced affairs, ending in their unwilling paramour's death, situations in which love is not requited can take many forms, each with their own lingering aftereffects on mortal and any potential offspring.

- Alexi the satyr loves nothing in life more than song, wine, and mortal men and women alike. He isn't all that choosey when it comes to any of those things. A creature of lust, he uses his enchanted pipes and never-empty wineskin to ply the mortal objects of his passion. By the light of morning the satyr has vanished, and drunken delirium typically scrubs away any firm memories from mortal companion who might or might not have been using him for their own pleasures just as much as he them. In either event, the satyr never looks back after an evening of revelry and debauchery. Thusly any resulting child is likely to be abandoned by their father at least, but knowing his history, other fey may come to take it, or at least watch over it as it grows up.
- Muiriana the dryad watches a woodsman, admiring for months how he leaves her tree alone out of local superstition, knowing it harbors a fey spirit. Aware that those same superstitions would never allow him to be with her, she leaves him ensorcelled fruit when one day a wild dog steals away his lunch. When he falls asleep from the cursed apple, she emerges from her tree. He awakens hours later, unsteady and unsure of what happened. He doesn't remember much, and as such is spared for the time being, but when a curiously green-skinned child is left at his doorstep, and he feels eyes upon him always in the forest, he realizes how he was used. The ramifications of this could be severe for him, especially if he already has family.
- Kaelina the faerie queen is married to a husband she has never loved. She chose her King entirely out of consideration of the intricate politics of the faerie court, and no other reason. While the ramifications of breaking her bond with him are grave, mortals fall outside of that arrangement, and Kaelina has nearly a dozen mortal men to see to her desires. Not a single one of them does so willingly. Stolen from the mortal world, she keeps them prisoners all sealed away in remote towers with no way out, like caged songbirds. Eventually they tend to commit suicide, but before they do, or before age dulls her fancies in them and she puts them to death herself, she uses them as she desires, and even occasionally allows friends and allies to do the same. She doesn't view them as people on the same order as she does another fey, and she uses and shares them in the same manner as a rich dandy would allow a friend to ride a prized race-horse. Any children that would result





from such a monstrous arrangement would likely be killed, orphaned back in the mortal world, or most perversely raised to maturity and afterwards used in the manner as their mortal parents.

Changeling Children: Another trope involving the fey is their propensity to steal away mortal children and to leave something behind in exchange. Among mortals the loss of a child is among the worst of tragedies, and by extension the theft of a child among the worst of all crimes. This may not necessarily be so among the ageless fey. Free of the ravages and limitations of age and mortality, fey might view mortal children as a curiosity. No more valuable than any other shiny object of material value, why could a child not also be exchanged for something of worth? In such a case, a parent might find a satchel of gold coins of strange shapes and unknown mintage in an empty crib. What the fey consider valuable could radically vary from gemstones worth more than the parents would ever make in a lifetime or toil, to a bundle of sticks in the crude approximation of an infant.

When something is left behind in exchange, it might be possible to use them to track down the missing infant. Consider allowing such an object or objects to function like a compass, pointing not to magnetic north, but to the child they were left in exchange for. They could function like portal keys to unlock doors into the fey realm, either on their own accord as objects given value by the fey, or using it as a physical manifestation of guilt on the fey's behalf for their crime.

What if the theft is without some form of purchase like the above examples? In many fey legends, when a human child is stolen, it is often traded for a similar looking, if subtly alien fey creature known as a changeling. In this more insidious example, the parents might unknowingly raise the changeling as their own child, until as time passes its fey nature and physical expressions of that nature become more and more apparent.

Children touched by the fey, whether a changeling exchanged for a stolen child or the biological offspring of a mortal and a fey, might possess physical oddities that mark those born of such circumstances, such as the following:

- A slender tail
- Brilliantly colored hair
- An overly thin, fragile bone structure
- Glowing eyes or eyes of an unnatural color
- Flowers sprout and blossom around them when they sleep
- Gills or thin scales on their neck
- Webbing between their fingers and toes
- Animals become unnaturally calm around them
- Dark colored hair that turns translucent in moonlight
- They talk to animals rather than human playmates
- Though it does nothing to them, they refuse to touch cold iron
- Bumps on their shoulder blades as if they once did, or in the future could support wings
- Pointed ears despite having otherwise no elven characteristics

Forlorn Foundlings: The return of a child stolen by the fey should in theory be a cause for celebration. Player characters finding and returning them safely to their parents seems like the successful end of an adventure. These children may return unharmed in body, but their experiences beyond the veil leave an impression best described as damaging. Similarly, the children of fey and mortals may experience this same trauma not as a result of any external compelling force, but as a result of their own conflicted natures.

Returned children may suffer psychological damage like a child lost in a 19th century circus, wandering away from the staged events and stumbling into a backstage area of clowns partially dressed and only partially in makeup, freak show participants no longer hidden by poor lighting, and caged, possibly abused circus animals. They may not wish to talk about their experiences, even those that are beautiful rather than terrible. This damage is not exclusive to fully mortal children, but it's more pronounced than those of dual nature would might in some innate way understand rather than be terrified of the world on the other side of the veil.

A stolen child's homecoming by heroic PCs also need not be the end of that particular adventure. Later on in a campaign, consider revisiting that original plot arc, with the rescued child responsible for new and

initially unexplained occurrences. Gradually over time their connection with the fey will cause stronger and stronger Fey Impulses to manifest, and ultimately either their own abduction or willing return to the fey realm unless something can be done.

For a half-breed child, especially one orphaned to parents unaware of the child's nature, this nature can initially take the form of the child telling their parents fantastical stories. Far from being an example of simply their child's lurid imagination, what might begin as stories of things experienced in their dreams might ultimately describe ongoing phenomena in their waking reality. The child sits and talks to invisible playmates, confides in other children or nannies of things their invisible friends have said, or darker yet, asked them to do – something explored in Arthur Machen's classic story *The White People*.

Perhaps the best literary example of the experience of mortal/fey half-breed children also comes from Machen in that of his character Helen in the classic 19th century horror novella, *The Great God Pan*. The child of her human mother and a supernatural being known as Pan, Helen is physically beautiful but leaves a string of suicides and broken people in her wake. Indulging herself in hedonistic behavior and displaying little to no care for those around her, including lovers and husbands, she doesn't fit into either her moralistic society or the constraints of the mundane physical world. Straddling the prosaic world of her human mother and her father's nightmarish, unknowable realm, only her eventual suicide spares further corruption of those around her, and reveals her true nature as something grossly inhuman.

Bargains Between Mortals And Fey

Fey creatures live and breathe magic. The realms where they dwell and the lands they visit are touched by this magic, and they scatter it in their wakes wherever they go. Clever fey learn that mortals do not come so easily by magic. Mortals can be easily thrilled or tempted by offers of access to the magic fey often spread without a second thought. The most inventive of these fey have devised elaborate ways for their innate magic to empower and influence mortals.

Mortals, for their part, spread tales far and wide about the magic gifts fey offer to those that please or trick them. Perhaps a leprechaun must give gold to mortals who catch them at dusk.

Faerie Creatures. While fey are the most common makers of faerie bargains, other creatures can use this magic as well. Other creatures who can make these bargains include those closely allied with the magic of nature or native to the fey realms, including certain dragons, unicorns, will-o'-wisps, and others at the GM's discretion. These creatures, both fey and related non-fey creatures, are collectively referred to as "faerie creatures" in these rules.

Making A Bargain

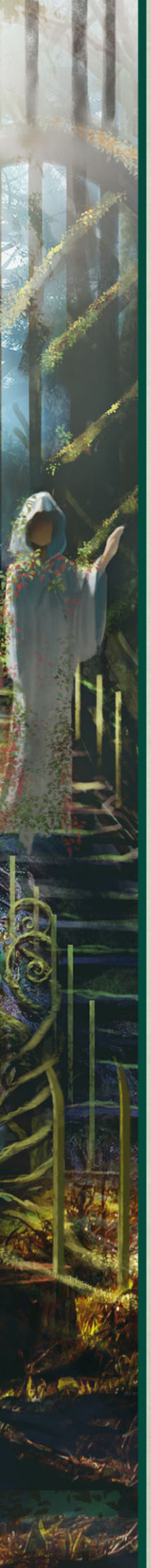
Faerie bargains are given magical force by an alteration of the fey creature's own innate magic, binding that fey unavoidably to the bargain's poetic terms. Often, a fey creature uses a bargain to magically reward a mortal who has served or otherwise pleased it. Other times, a bargain might be forced upon a fey creature by a curse or the magical coercion of a cunning enemy. A faerie creature's tempestuous emotions might lead it to enter a bargain thoughtlessly to indulge an intense fit of passion or vindictiveness.

Record. A faerie bargain usually takes the form of an elaborate poem in Sylvan that uses rhyme, meter, musical accompaniment, and other mnemonic devices to ensure its exact wording is memorable, no matter how opaque its meaning might be. A few fey fond of mortal crafts, such as leprechauns and brownies, might record the words in text form as a book or scroll, but the magic is not bound into its physical representation but into the fey's own person.

Otherworldly Bargainers. Any fey can enter into faerie bargains linked closely to the bond they have with the natural world and the magic they wield most easily. A few skilled faerie creatures can make a wider variety of bargains.

Because a faerie bargain puts a strain on the mortal's soul and the faerie creature's innate magic, there are limits on the number of bargains each can maintain at once. A mortal can have at most three faerie bargains. A faerie creature can maintain more, but is still generally choosy because there is always





a limit.

Payment. Any willing mortal can enter into a faerie bargain by accepting the faerie creature's token and making the required payment. If the payment gives the mortal a condition (such as reduced ability scores), that condition can be removed normally without affecting the bargain (unless the bargain specifies otherwise).

Attunement. Like magic items, faerie bargains can require attunement. Unlike items, however, attunement to a bargain is not easily undone. Like a cursed item, the attunement is stuck until broken with a spell. If it is broken, the benefit of the bargain is lost until attunement is restored.

Faerie Bargain Benefits and Limitations

A faerie bargain's terms must be spoken or sung to the mortal in a language the mortal understands, but the mortal need not understand its full ramifications. The bargain has no effect if the target is directly magically manipulated into agreeing. Many faerie bargains stipulate a term, after which time the bargain ends, but the length is often so long as to be irrelevant to most campaigns. The very shortest last for a cycle of the moon, but most last at least a year and a day, seven solar years, or a generation (a length of time equal to the age of adulthood for the mortal's species).

A faerie bargain causes the token to radiate magic as it was under a spell. The bargain's effects can be identified as if it was a spell. Faerie bargains can be suppressed much like magic items with *dispel magic* and similar spells, but only unique circumstances described in the bargain can terminate it prematurely.

Every faerie bargain has an escape clause. If the fey patron dies, the bargain is undone, but if the fey is revived the bargain resumes in full force. Most fey slain in the fey realms reincarnate or otherwise return to life within a matter of days, weeks, or months. The escape clause usually clarifies whether part or all of the payment is refunded. Bargains that end after a certain period of time use the same rules for refunding (or not refunding) the payment as the escape clause.

Unless stated otherwise, activating a bargain's benefit is an action. If its effect resembles a spell, use the spell's casting time instead.

Faerie Treasures

Faerie treasures of enchanted items often come with strings attached (such as the *hallows of rulership* bargain described below), and several such items like the *sword of vernal light* and *cauldron of autumnal bounty* are described in the Magic Items chapter. The price paid for one of these treasures can be recouped by convincing the faerie creature to take it back. If a character receives a faerie treasure in part of a bargain and is directly involved in killing the faerie creature, such items gain a curse and the character is unable to use any substitute for it. Some items have additional benefits for the rulers of kingdoms using the rules from the *Kingdoms (5E)* supplement from Legendary Games.

Elements of a Faerie Bargain

Faerie bargains are presented in the following format.

Faerie Bargain Name: The faerie bargain's name is presented first.

Rarity: This line indicates how rare the faerie bargain is and whether it requires attunement. In addition, some bargains can only be made if you use the rules from the *Kingdoms* supplement. These supplements have the kingdom tag.

Payment: This line describes price paid by the mortal.

Faerie Creature: This line lists what faerie creatures typically sponsor the bargain and any token the faerie creature offers to seal it. A faerie creature must generally make a gift of a piece of its body or clothing to seal its bargain. Traditionally, this is a hair or bit of jewelry, but some gift scales, claws, flowers, a tuft of fur, or even a vial of blood.

Benefit: The third paragraph details the faerie bargain's exact effects on the mortal.

Check: This line indicates any ability check and the DC required to learn about or obtain the bargain (see Learning About Faerie Bargains, below).

Hidden Condition and Escape Clause: Every

New Feat

If you want to incorporate bargains with the fey as an important part of your campaign, you might consider using the following optional feat.

Faerie Friend

You gain a common or uncommon faerie bargain without paying for it. It doesn't count toward your limit of attuned items and faerie bargains. You add your proficiency bonus on Charisma, Intelligence, and Wisdom ability checks made to interact with fey and other faerie creatures.

bargain has hidden nuances that can only be discovered by consulting with knowledgeable faerie creatures and succeeding at the described ability checks to figure out the details. Typically, one is a loophole that the faerie creature can use to gain some secret advantage from the deal and another is a way to permanently end the bargain before its term ends.

Creating a Faerie Bargain

To make a faerie bargain like the examples below, first evaluate its abilities like a magic item to determine a rarity. Then, determine a payment appropriate for this and the faerie creature's interests. Typically, this is a specific magic item of the same rarity or rarer. It might also be a condition or penalty that costs at least this much to counteract (see the bargains included here for examples). The ability checks to learn about a faerie bargain should generally require at least DC 11 + half faerie creature's challenge rating.

Learning About Faerie Bargains

A mortal interested in obtaining a faerie bargain can learn its effects and payment as well as the faerie creatures who offer it by gathering information among faerie creatures or researching rare libraries of fey ballads and related texts. In either case, the checks are the same as using Charisma (Persuasion) to gather information, although potential hazards for failed skill checks should reflect the situation. Faerie creatures might take umbrage at the attempt to weasel out of a bargain in principle and harass, trick, curse, or even attack the mortal on a failed skill check. Due to subtle backlash from meddling with the threads of fate that make a bargain function as well as the campaigns of fey who consider inquisitive mortal to be upstarts in need of humbling, each ability check to learn about faerie bargains (successful or not) might attract dangerous encounters or at least distracting fey.

Negotiating a Bargain: Since a faerie creature can't make unlimited bargains, a potential sponsor generally requires one successful ability check to improve its attitude to friendly and another to convince it to make the bargain. If made helpful, a faerie creature might be willing to consider a different form of payment that is interesting to the faerie creatures and equally valuable.

Research a Bargain: Interpreting all the obscure references and metaphors of the bargain's language to learn how it works and the full range of its terms and conditions requires multiple ability checks. Even a helpful fey generally cannot simply explain these to mortals—in many cases, the magic of the bargain will simply fail if the bargainer explains these aspects frankly to the mortal.

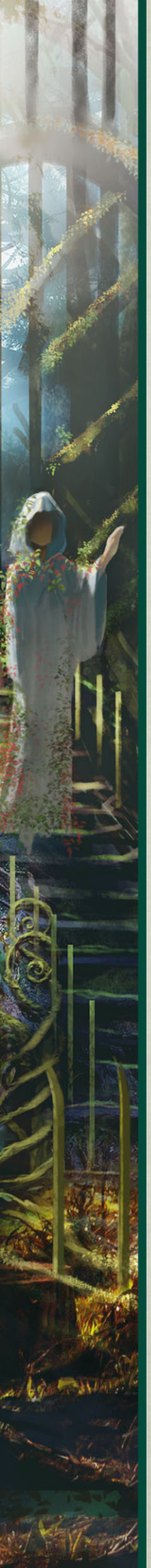
Faerie Bargains as Rewards

When a faerie creature is pleased, it might offer a faerie bargain at a discount as a reward. This essentially puts the cost upon the faerie creature, so the faerie creature does not bestow such a gift unless that faerie creature considers rewarding the mortal proportionately worthwhile. In general, a bargain should only be offered in reward for a service commensurate with the rarity of the bargain. Other times, fey might offer a faerie bargain with minimal payment as ransom for its life after it is defeated, in hopes of keeping its life and any treasure the party has not yet found. The magic of the bargain cannot take effect for no cost at all, but when the faerie creature is willing to sacrifice some of its own power, it can accept insubstantial or token payments such as a single hair, a shiny bauble, a lovely flower, a new song, or allowing it to escape from a hostile mortal bargainer. See Table 2: Faerie Bargains as Rewards for the rarity of each bargain.

Sample Faerie Bargains

Some of the faerie creatures listed below as





Faerie Bargains as Rewards

Faerie Bargain	Rarity
Vermin scent	Common
Spell tutelage (1st-level spell)	Common
Blood vitality	Uncommon
Bounty of the wilds	Uncommon
Charm of recovery	Uncommon
Hunter's charm	Uncommon
Illusion Tutelage	Uncommon
Masterful Joke	Uncommon
Unseen assistant	Uncommon
Spell tutelage (2nd-level spell)	Uncommon
Spell tutelage (3rd-level spell)	Uncommon
Charm of Flight	Rare
Frozen heart	Rare
Mad strength	Rare
Greater charm of magic	Rare
Silent metamorphosis	Rare
Soul graft	Rare
Spell tutelage (4th-level spell)	Rare
Spell tutelage (5th-level spell)	Rare

Faerie Bargain	Rarity
Woven Wealth	Rare
Accursed mercy	Very Rare
Attendant's Vision	Very Rare
Boon of the carrion crow	Very Rare
Curse of spilled blood	Very Rare
Double-walker	Very Rare
Land of youth	Very Rare
Mountain's charm	Very Rare
One with the land	Very Rare
Greater Inspiration	Very Rare
Rhymer's truth	Very Rare
Riverman's bargain	Very Rare
Spell tutelage (6th-level spell)	Very Rare
Spell tutelage (7th-level spell)	Very Rare
Spell tutelage (8th-level spell)	Very Rare
Stolen might	Very Rare
Bundled fate	Legendary
Earth's mercy	Legendary
Fey queen's ransom	Legendary
Fleeting Presence	Legendary
Hallows of rulership	Legendary

granting faerie bargains can be found in the 5E System Reference Document (SRD), as denoted by the SRD superscript. Monsters from other sources are noted with a superscript reference as follows:

BB = ***Beasts of Legend: Boreal Bestiary*** from Legendary Games

CC = ***Beasts of Legend: Coldwood Codex*** from Legendary Games

FTC = ***Beasts of Legend: Fairy Tale Creatures*** from Legendary Games

FKCC = *Forest Kingdom Campaign Compendium* from Legendary Games

Accursed Mercy

Faerie bargain, very rare

Payment 50,000 gp of stolen treasure or 40 hit points (your maximum is reduced by 40 and can't be restored until the bargain ends)

Faerie Creature amadan[CC]

Benefit You and your kingdom's citizens suffer no effects of curses or of spells that manipulate plants, weather, terrain, or beasts, although they can still be subject to such spells and the effects resume if this bargain ends first.

Check Charisma (Persuasion), Intelligence (Arcana), or Wisdom (Insight) DC 18

Hidden Condition As an action, the faerie

creature can cast *bestow curse* as a 7th-level spell (save DC 19) on you or any subject of your kingdom at any range once without using a spell slot whenever the target takes any action that harms, inconveniences, or disrespects any fey.

Escape Clause The bargain ends if you fall victim to a new curse. Your hit point maximum returns to normal but your current hit points do not change and any other payment is not returned.

Attendant's Vision

Faerie bargain, very rare

Payment a vow of service (the fey can summon you as if with *conjure fey* once per day; there is a 10% chance you are called away for 1d4 rounds during any encounter or activity, but can't be called again in the same day)

Faerie Creature chernabog[CC]

Benefit You gain truesight to a range of 40 feet.

Check Intelligence (Investigation) DC 19

Hidden Condition The faerie creature can capture your soul as if with *soul bind* at any range when you die. It knows whenever you die. While it has your soul, it can perform a week-long ritual to forcibly *reincarnate* the soul into a fey creature loyal to it. If this happens, you can be restored only by *wish*, and this new fey creature can resist with a successful Wisdom saving throw against the *wish*'s DC while it lives.

Escape Clause The faerie creature must be summoned to another plane of existence and you must be subject to *remove curse* while it has you summoned.

Blood Vitality

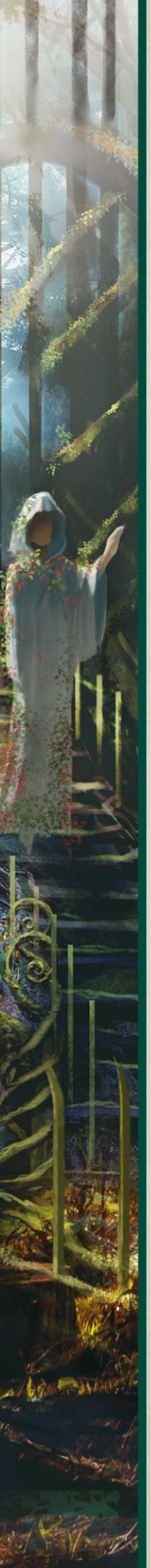
Faerie bargain, uncommon

Payment half your hit dice (your current and maximum number of hit dice are each reduced by half your maximum number of hit dice)

Faerie Creature bokereyder[CC], will-o'-wisp[SRD]

Benefit Once per day, when you deal hit point damage to a creature that is surprised or has the frightened condition, you can spend one hit die as a bonus action to gain temporary hit points equal to the die roll plus your Constitution modifier. The temporary hit





points last 3 hours.

Check Charisma (Intimidate) DC 15

Hidden Condition The faerie creature can cast *teleport* without expending a spell slot to arrive within 60 feet of you as long as you have the frightened condition. It always counts as having an associated object for this teleportation. It is aware of any time you say, write, read, or hear its name as well as any time you gain the frightened condition.

Escape Clause The bargain ends if you become immune to the frightened condition for 1 day.

Bounty of the Wilds

Faerie bargain, uncommon (kingdom)

Payment one bean from a *bag of beans* and you agree not to build in a chosen hex nor overuse its resources

Faerie Creature dryad[SRD]

Benefit The land grows bountiful for those who pick and hunt food there and its beauty inspires your citizens. Your kingdom's Consumption decreases by 1 BP and it gains +1 Loyalty as long as it borders or contains the hex. You must hide a drop of the faerie creature's blood in a vial within the hex.

Check Charisma with a wind instrument, Intelligence (Nature), or Wisdom (Survival) DC 14

Hidden Condition The faerie creature can cast *suggestion* (save DC 12) on you once without expending a spell slot. The spell cannot be detected or dispelled.

Escape Clause If you trick the fey into asking you to build anything—no matter how small—on the land (requiring at least two successful DC 15 Charisma [Deception] checks) and you do so, the magic of the bargain is reversed and the payment is returned to you.

Bundled Fate

Faerie bargain, legendary (requires attunement)

Payment you and the other beneficiary each age 4d10 years; only a *wish* can undo this effect

Faerie Creature chernabog[CC], mythic manitou[FKCC]

Benefit You and another willing creature are bound in fate together. Whenever one fails a saving throw, the other can attempt the saving throw using its own modifier as a reaction. If this new saving throw fails, both are affected by the consequences of a failed save. If the new saving throw succeeds, both are affected by the consequences of a successful save. Once per day, when one dies and the other has at least 1 hit point, the survivor can drop to 0 hit points as a reaction to restore the dead creature to life with 1 hit point, provided the dead creature did not die of old age and is not missing any vital body parts.

Check Charisma (Persuasion) or Intelligence (Investigation or Nature) DC 20

Hidden Condition Once per day when the faerie creature fails a saving throw, it can force you or the other recipient to make a saving throw using this bargain's benefit to protect the faerie creature as if it were the other recipient. No action is required.

Escape Clause The bargain ends when an affected creature inflicts a just curse upon the faerie creature. The payment is not refunded.

Charm of Flight

Faerie bargain, rare

Payment a skill proficiency (you don't apply your proficiency bonus on ability checks with that skill)

Faerie Creature pixie princess[FTC], sprite[SRD]

Benefit You can cast *fly* without expending a spell slot. The spell's fly speed is lost while you have the frightened condition or are under a spell or effect that doesn't work against creatures immune to the frightened condition. Once you use this bargain's benefit, you can't do so again until you finish a long rest.

Check Charisma (Performance) or Intelligence (Arcana or Investigation) DC 15

Hidden Condition The faerie creature can cast *scrying* on you at will without expending a spell slot despite any intervening abjurations whenever you say, write, read, or hear its name. It is aware of any time you say, write, read, or hear its name.

Escape Clause The bargain ends if you reveal its origin to anyone not party to the bargain. The payment is refunded.

Charm of Magic

Faerie bargain, uncommon (requires attunement)

Payment A tool proficiency (you lose your proficiency bonus with that tool)

Faerie Creature dryad[SRD], sprite[SRD], stromkarl[FKCC], totemoq[CC]

Benefit Choose four cantrips or two 1st-level spells or one 2nd-level spell from the druid or warlock spell list. You can cast the chosen spell or spells without expending a spell slot while holding a given token (traditionally a leaf) in hand. If the spell level is cantrip or 1st, you can cast it at will. If the spell level is 2nd, once you cast it, you can't cast it again until you finish a long rest. You always cast the spell at minimum level. If the spell has a material component costing more than 1 gp, you must provide it.

Check Charisma (Performance) or Intelligence (Investigation) DC 14

Hidden Condition The faerie creature can cast *scrying* on you at will without expending a spell slot despite any intervening abjurations whenever you say, write, read, or hear its name. It is aware of any time you say, write, read, or hear its name.

Escape Clause The bargain ends if you reveal its origin to anyone not party to the bargain. The payment is refunded.

Charm of Recovery

Faerie bargain, uncommon (requires attunement)

Payment 4 hit points (your current and maximum hit points are reduced by 4 and can't be restored while the bargain lasts)

Faerie Creature unicorn[SRD]

Benefit You recover twice as many hit points when you spend hit dice.

Check Charisma (Performance), Intelligence (Nature), or Wisdom (Survival) DC 14



Hidden Condition The faerie creature can sense whenever you take an evil action and punish you by forcing you to make a Constitution saving throw. If you fail, you get the frightened condition for 24 hours.

Escape Clause The bargain ends if you knowingly kill a rare plant in full bloom or a non-evil creature you do not need to eat. Your hit point maximum returns to normal but not your current hit point total.

Curse of Spilled Blood

Faerie bargain, very rare

Payment a very rare or rarer magic gemstone, armor, or shield

Faerie Creature amadan[CC]

Benefit Whenever you are reduced to 13 or fewer hit points for the first time in an hour or an army under your command is routed, the attacker has disadvantage on all attack rolls and saving throws (for a creature) or Offense checks (for an army) until the end of the attacker's next turn. Whenever you die or an army under your command is defeated, the killing creature or victorious army is cursed, as the spell *bestow curse* (7th-level version, save DC 17). An army cursed this way takes 1 extra damage each time it takes damage. Although multiple creatures can be cursed this way, the curse can be removed as a group with a single *remove curse* spell.

Check Charisma (Intimidate) or Intelligence (Nature) DC 17

Hidden Condition The faerie creature has advantage on attack rolls, ability checks, or saving throws (its choice when the bargain is formed) against you.

Escape Clause The bargain ends if you take back the payment and you are subject to *remove curse*.



Double-Walker

Faerie bargain, very rare

Payment an exquisite sculpture of rare wood worth 10,000 gp and a set of *ivory goats (figurines of wondrous power)*

Faerie Creature polevik[BB]

Benefit You can cut yourself with a piercing weapon and anoint a log of rare wood worth at least 1,500 gp (weighing at least 5 pounds) to transform it into a *simulacrum* of yourself as the spell. When you do, your maximum hit points are reduced by 10 (this can be undone with *greater restoration* normally). You can't create another until the first is destroyed or its duration ends. You and it can communicate simple emotions to each other as long as you and it are on the same plane of existence.

Check Charisma (Deception), Intelligence (Arcana), or woodcarver's tools DC 18

Hidden Condition The faerie creature can cast *dominate person* to control your double-walker without expending a spell slot once per day, although the double-walker gets a Wisdom saving throw to resist (save DC 16).

Escape Clause The bargain ends if you give the faerie creature a child of your species to adopt. The paid sculpture is returned to you in the child's place. An existing double-walker is not destroyed by the end of the bargain.

Earth's Mercy

Faerie bargain, legendary (requires attunement)

Payment a vow of nonviolence (you can't kill living foes) and a *ring of earth elemental command*

Faerie Creature mythic hamadryad[FKCC], mythic manitou[FKCC], mythic forest dragon[FKCC]

Benefit You have advantage on saving throws against spells for as long as you are in contact with an earth or stone surface. You have a burrow speed of 30 feet that you can use to pass through earth and stone as seamlessly as a fish in water. At the start of each of your turns, you heal 5 points of damage.

Check Charisma (Persuasion) or Wisdom (Survival) DC 21

Hidden Condition The faerie creature can cast *earthquake* (save DC 20) without expending a spell slot or concentrating once per day as a bonus action.

Escape Clause The bargain ends when you destroy the paid ring.

Fey Queen's Ransom

Faerie bargain, legendary (kingdom)

Payment 20 hexes of a kingdom you rule invested with at least 200 BP total (the hexes vanish into the fey realm along with all settlements within, replaced by featureless wasteland; mortals brought along are treated to all the delights and dangers of that realm but each can't leave until *remove curse* is cast upon it) or any artifact

Faerie Creature fey ruler of at least challenge rating 20

Benefit You gain inspiration whenever you finish a short or long rest.

Check Charisma (Persuasion), Intelligence (Nature), or Wisdom (Insight) DC 20

Hidden Condition The faerie creature becomes legendary if it wasn't already. If it was, it gains an extra legendary action each round.

Escape Clause If you kill the faerie creature in the fey realm, the bargain ends and either the taken hexes return to their original locations or the artifact is returned to you.

Fleeting Presence

Faerie bargain, legendary (requires attunement)

Payment a bit of your soul (reduce your highest ability score and its maximum by 3; this reduction can't be removed until the bargain ends)

Faerie Creature polevik[BB]

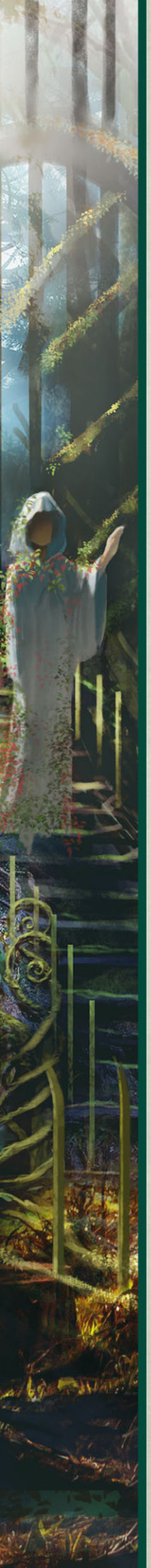
Benefit You can cast *invisibility* at will without expending a spell slot. You gain a polevik fetish.

Check Charisma (Persuasion) or Intelligence (Arcana or Investigation) DC 20

Hidden Condition As an action, the faerie creature can cast the minimus containment version of *imprisonment* at any range without expending a spell slot when you die (save DC 20). It knows when you die.

Escape Clause The bargain ends if you destroy a legendary evil magic item or evil artifact, immerse the remains in holy water, then drink the holy water. The payment penalty ends.





Frozen Heart

Faerie bargain, rare (requires attunement)

Payment your warm emotions (you can't benefit from bard abilities or beneficial enchantment spells) and your Dexterity is reduced by 2 (it can't be restored until the bargain ends)

Faerie Creature orruol[BB]

Benefit The orruol gives you a kiss, granting you resistance to cold damage.

Check Charisma (Deception or Performance) or Intelligence (Nature) DC 16

Hidden Condition The faerie creature gets a +1 bonus to attack rolls, saving throws, and skill checks while you touch a loved one or are under a beneficial enchantment spell. If the faerie creature kisses you again (an action if you are incapacitated, willing, or grappled), you must make a DC 16 Constitution saving throw. Your Constitution score is permanently reduced by 2d4 on a failed save, or by half that on a successful one.

Escape Clause The bargain ends when you spend 24 hours in physical contact with loved ones while under beneficial enchantment spells of at least 5th level. Your warm emotions return and your Dexterity reduction can thereafter be undone with *greater restoration* normally.

Grand Sequestration

Faerie bargain, legendary

Payment a *mirror of opposition* or a *deck of many things*

Faerie Creature chernabog[CC]

Benefit All humanoids with 10 or fewer hit dice within 12 miles of the faerie creature are imprisoned in a fugue in the fey realm or suspended in time beneath the earth. A creature with Charisma 13 or higher can negate this imprisonment with a successful DC 20 Charisma saving throw. Time does not pass for them and they need not eat, sleep, or breathe. They return to exactly where they left (or the nearest safe place to it, if the old location would be innately dangerous) as if no time had passed when the bargain ends. An individual creature can be returned early by successfully dispelling the effect at the point it vanished; each such point radiates a lingering aura of magic visible to *detect magic*.

Check Charisma (Deception) or Wisdom (Insight) DC 20

Hidden Condition The faerie creature can cast *conjure fey* (9th-level version) three times per day without expending a spell slot to summon any sequestered creature as if it was a fey creature.

Escape Clause The bargain ends when the faerie creature expresses regret for doing it, even accidentally or insincerely, but not if directly forced to by magic. The payment is not refunded.

Greater Charm of Magic

Faerie bargain, rare

Payment a tool proficiency (you don't add your proficiency bonus on ability checks with that tool)

Faerie Creature a coven of hags[SRD]

Benefit Choose a 2nd- or 3rd-level spell from the druid or warlock spell list. You are given a flower. As long as you own it, you can cast that spell at its lowest level without expending a spell slot. If its spell level is 2nd, once you cast it three times this way, you can't cast it this way again until you finish a long rest. If its spell level is 3rd, once you cast it twice this way, you can't cast it this way again until you finish a long rest.

Check Charisma (Performance or Persuasion) or Intelligence (Investigation) DC 15

Hidden Condition The faerie creature can cast *scrying* on you at will without expending a spell slot despite any intervening abjurations whenever you say, write, read, or hear its name. It is aware of any time you say, write, read, or hear its name.

Escape Clause The bargain ends if you reveal its origin to anyone not party to the bargain. You regain the proficiency.

Hallows of Rulership

Faerie bargain, legendary

Payment standing stones worth 200 BP standing alone in a kingdom hex (or a *crown of affirmation* and a *frumious frock* (see chapter 2) if you aren't using the kingdom building rules) and some of your potential (you lose a feat and can't replace it; if your game doesn't use feats, instead reduce one of your ability



scores by 1 and this reduction can't be undone until the bargain ends)

Faerie Creature mythic hamadryad[FKCC]

Benefit You gain a magic item from among those described on page 18, tied to your rulership of a kingdom. You may choose the s*word of vernal light*, the s*taff of summer's might*, the s*tone of wintry charm*, or the c*auldron of autumnal bounty*. Any attempt to harm you with the item automatically fails unless it is cursed as described in the hidden condition.

Check Charisma (Persuasion) or Intelligence (Investigation) DC 20

Hidden Condition The faerie creature can demand a favor of you to be named later. If you refuse this favor, the bonuses from the item become penalties and the item becomes cursed such that you cannot be rid of it or use any substitute for it. Casting *remove curse* on the item allows you to discard it but does not restore its function unless you have performed the favor.

Escape Clause The bargain ends when you die after having returned the weapon to the faerie creature. The payment is refunded, but you remain dead.

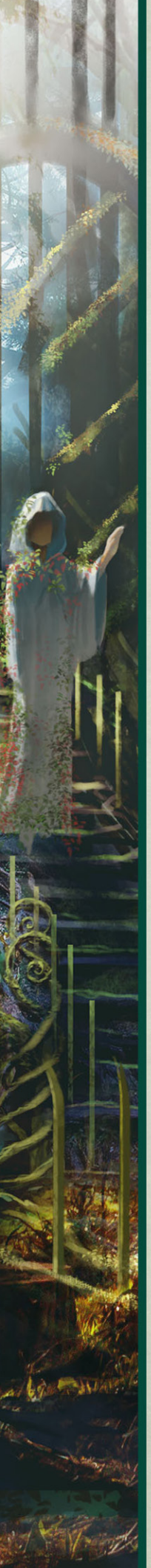
Hunter's Charm

Faerie bargain, uncommon (requires attunement)

Payment a kiss and a bit of each night's rest (reduce the number hit dice you recover from a long rest by half)

Faerie Creature mythic centaur[FKCC]

Benefit You gain a +1 bonus on Wisdom (Survival) checks and to damage rolls against



opponents who haven't acted yet in the current encounter.

Check Charisma with a wind instrument, Intelligence (Nature), or Wisdom (Survival) DC 14

Hidden Condition The faerie creature's maximum hit points increase by 5. The bargain's bonuses become penalties against the faerie creature.

Escape Clause If you incapacitate the faerie creature by surprise, the bargain and payment both end.

Illusion Tutelage

Faerie bargain, uncommon

Payment one uncommon spell scroll and a musical instrument

Faerie Creature sprite[SRD]

Benefit You can cast *disguise self* or *invisibility* on yourself only a total of three times without expending a spell slot. Once you do, the bargain ends.

Check Charisma (Performance) or Intelligence (Nature) DC 13

Hidden Condition You have disadvantage on Wisdom (Insight and Perception) checks against the faerie creature. Casting either spell from the bargain wreathes you in *faerie fire* that only faerie creatures can see for the effect's duration.

Escape Clause The bargain ends if you reveal its origin to any creature who wasn't party to the bargain. The faerie creature then returns the paid musical instrument.

Inspire Perfection

Faerie bargain, very rare (requires attunement)

Payment your sanity (your Wisdom score is reduced by 4 and can't be restored while the bargain lasts)

Faerie Creature mythic manitou[FKCC]

Benefit Your voice can achieve such perfect tones that your vocal magic is more potent. When you cast a spell with verbal components, determine its effects as if you had used a spell slot one level higher than you actually did. You get a +1 bonus on ability checks that rely on your voice or speech such as Charisma (Deception, Performance, or Persuasion).



Check Charisma (Performance) or Wisdom (Insight or Perception) DC 19

Hidden Condition The faerie creature can absorb your sanity three times per day, permanently reducing your Wisdom by 1d4 as a bonus action as long as you are both on the same plane of existence, to heal itself of 40 points of damage. Unlike the payment, this reduction can be undone with *greater restoration* and similar magic.

Escape Clause The bargain ends when you personally defy the faerie creature after receiving a *remove curse* spell. The Wisdom penalty ends.

Land of Youth

Faerie bargain, very rare (kingdom)

Payment your shadow (you cast no shadow nor any reflections and gain 1 level of exhaustion that cannot be removed until you

regain your shadow)

Faerie Creature mythic hamadryad[FKCC]

Benefit Your kingdom becomes rife with vibrant life. Colors are brighter and sounds are crisper. Emotions swing strongly. Creatures who regain hit points in the kingdom from spending hit dice or from magical healing recover half-again as many hit points. Creature in the kingdom have disadvantage on saving throws against effects that give the charm condition. Living creatures feel strangely energized and youthful, as if they were a bit younger than they are. Double the bonuses from holiday edicts, promotion edicts, Academies, Arenas, Bardic Colleges, Barracks, Bordellos, Dance Halls, Gambling Dens, Magical Academies, Military Academies, and Universities. When using recruitment edicts, you treat your kingdom's manpower as if your kingdom's militarism were one step more militaristic. Each settled hex in the kingdom grants +1 Productivity and +1 Stability. Settlements gain +1 Crime and +1 Society.

Check Charisma (Performance) or Intelligence (Investigation or Nature) DC 18

Hidden Condition The faerie creature can take on your physical shape (as if casting the spell *alter self* without expending a spell slot) by wearing your shadow at will. While wearing your shadow, the faerie creature can use *disguise self* and *mislead* once per day each without expending a spell slot.

Escape Clause The bargain ends if you retrieve your shadow by touching the faerie creature while it is willing or helpless and stitch it back on while you are in your natural form. All the inhabitants of your kingdom feel suddenly older and gain 1 level of exhaustion.

Masterful Joke

Faerie bargain, uncommon (requires attunement)

Payment gems worth at least 350 gp and delicious sweets created with a successful DC 13 Wisdom check with cook's utensils

Faerie Creature sprite[SRD]

Benefit You are given a bottle or bag of the faerie creature's breath and can cast *hideous laughter* (save DC 10) twice per day while holding the token in hand.

Check Charisma (Performance) or Intelligence (Arcana) DC 13

Hidden Condition You have disadvantage on Wisdom (Insight and Perception) checks against the faerie creature. The faerie creature can cast *hideous laughter* (save DC 10) only targeting you once per day without expending a spell slot.

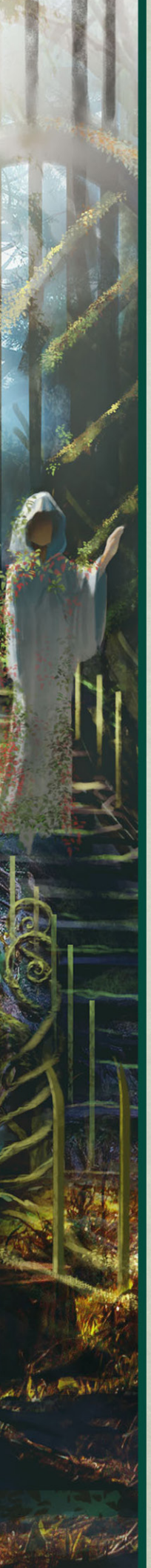
Escape Clause The bargain ends if the faerie creature eats a delicious sweet you created laced with a potion or poison that embarrasses it. The faerie creature must then return the paid gems.

Monarch's Call

Faerie bargain, legendary

Payment a vow of service (the fey can summon you as if with *conjure fey* once per day without expending a spell slot; there is a 10% chance you are called away for 1d4 rounds during any





encounter or activity, but can't be called again in the same day)

Faerie Creature chernabog[CC], mythic hamadryad[FKCC]

Benefit As an action, you can cast *conjure fey* as 9th-level spell without expending a spell slot. Once you use this ability, you can't use it again until you finish a long rest.

Check Charisma (Performance) or Wisdom (Survival) DC 20

Hidden Condition The faerie creature can reincarnate you as a chernabog, or other appropriate fey the next time you die at any range unless you succeed at a DC 19 Charisma saving throw. You retain little of your original personality or memories and serve the faerie creature. Only a *wish* can restore your original form, and if your new form still lives it attempts to resist the spell with a Charisma saving throw.

Escape Clause The bargain ends when you incapacitate the faerie creature while summoned by it.

Mountain's Charm

Faerie bargain, very rare

Payment 100 yellow diamond *elemental gems*

Faerie Creature orruol[BB]

Benefit You and any creatures within 120 feet of you ignore the effects of high altitude and stone-related difficult terrain. An army you travel with is not impeded by hill or mountain travel.

Check Charisma (Persuasion) or Intelligence (Investigation or Nature) DC 18

Hidden Condition The faerie creature automatically knows whenever you disturb earth or stone and can force you to make a DC 16 Constitution saving throw as an action once per day at any range when you do so. Your Dexterity is reduced by 2d4 on a failed saving throw, or half as many on a successful one.

Escape Clause The bargain ends if you cause a landslide above or below the faerie creature's home. The payment is not returned.

One with the Land

Faerie bargain, very rare (kingdom)

Payment a sacred relic, artifact, or important magic item of at least very rare rarity

Faerie Creature mythic hamadryad[FKCC]

Benefit As long as you are healthy, your kingdom is fruitful. Double the benefits of Farms and Fisheries and double your crop yields. When you are upset, the weather grows foul. When you despair or are permanently injured, the land falls barren; instead halve the benefits of Farms and Fisheries and halve your crop yields. In addition, you can intentionally invoke clear weather and storms as if with *control weather* without expending a spell slot as long as it does not contradict your mood. Once you have done so twice, you can't again until you finish a long rest. This can create battlefield conditions for armies you are near (fog, rain, sandstorm, snow, or wind as appropriate for the climate and season).

Check Charisma (Performance or Persuasion) or Intelligence (Nature) DC 18

Hidden Condition The faerie creature can cast *suggestion* once to request a favor of you at any later time without expending a spell slot (save DC 17). The save is made with disadvantage if the faerie creature makes the request verbally from within 30 feet.

Escape Clause The bargain ends if you take back the offering and give it to a church that opposes the faerie creature's interests.

Rhymer's Truth

Faerie bargain, very rare

Payment your ability to lie (you can't knowingly communicate untruths, even under magical compulsion, although you can still allow others to draw incorrect inferences or refuse to answer a question) and either a dream of action (you gain 1 level of exhaustion whenever you finish a long rest) or a dream of magic (you must have spell slots of 5th level or higher to choose this option; you lose a spell slot of 5th level or higher whenever you finish a long rest)

Faerie Creature mythic hamadryad[FKCC]

Benefit You can only knowingly speak the truth. As an action, you can attempt to apply this restriction to a speculation to learn something you did not know before. You attempt to speak a factual statement that you do not know to be true or not and there is a 75% chance that you cannot complete the statement if it is false.

If the statement is true you can automatically complete the statement. For every time you have used this bargain since you last finished a long rest, the chance is reduced by 25 to a minimum of 0% (after which it is useless until you finish a long rest). The GM should roll in secret in either case and secretly ignore the roll if the statement is true.

Check Charisma (Persuasion) or Intelligence (Investigation) DC 17

Hidden Condition By concentrating for 1 minute, the faerie creature can summon you for 1 minute to answer one question using the bargain's benefit once per day.

Escape Clause The bargain ends when you deceive the faerie creature despite being unable to lie. You recover your ability to lie and the dream you paid.

Riverman's Bargain

Faerie bargain, very rare

Payment accept one *geas* at any time within a year and a day at any range with no saving throw

Faerie Creature vodenjak[BB]

Benefit You can cast a limited *wish* once. This wish is limited to duplicating the effects of a spell 6th level or lower, undoing or modifying an effect that can be affected by a *wish*, forcing a future die roll to be re-rolled, or effects of a similar scope. You may choose for the wish to free you from the next condition that only it or a stronger spell could remove, provided that condition takes effect within a year and a day. The wish is not strenuous.

Check Charisma (Persuasion), Intelligence (Investigation), or Wisdom (Insight) DC 15

Hidden Condition If the *geas* is removed, the limited *wish* is reversed (if that's impossible, it is replaced with a 9th-level *bestow curse*). If you die before completing the *lesser geas*, the faerie creature claims your soul by drawing it forth as a liquid and storing it in an open container, such as a goblet, chalice, or teacup. You get no saving throw to resist. Casting *raise dead*, *speak with the dead*, and the like on you after your soul is taken requires a successful DC 14 Wisdom check or the spell is wasted. Destroying the container removes this difficulty.

Escape Clause The bargain ends if the *geas* is removed from you (although the hidden condition applies).

Shapechanger's Insight

Faerie bargain, legendary (requires attunement)

Payment three sovereign staves (a *scepter of forgotten time* and a *staff of the fey queen* (see chapter 2), as well as a staff of power)

Faerie Creature mythic forest dragon[FKCC]

Benefit You can cast *polymorph* on yourself without expending a spell slot. It does not require concentration. The change lasts until you dismiss it as a bonus action or assume a new form. You can always assume your natural form as a bonus action on your turn, even if you are petrified. Once you use this bargain's benefit, you can't use it again until you finish a short or long rest.

Check Charisma (Deception), Intelligence (Nature), or Wisdom (Insight) DC 20

Hidden Condition The faerie creature always recognizes you no matter your form and can take on your physical shape (as if using *alter self*) at will. While the faerie creature is in your form, it has advantage on Charisma (Deception) checks.

Escape Clause The bargain ends with a *wish* if you and the faerie creature can see each other and are both in your natural forms. Two random staves you paid are returned to you.

Silent Metamorphosis

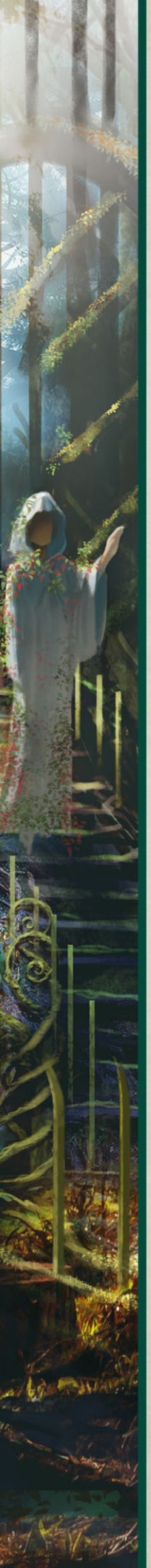
Faerie bargain, rare (requires attunement)

Payment your voice (you become mute, unable to speak, provide verbal components, or use vocal bard abilities); you must be able to cast 1st-level spells with verbal components or use bardic inspiration

Faerie Creature mythic swan maiden[FKCC]

Benefit You are given a cloak by the faerie creature. You can don it as an action to can cast *alter self* without using a spell slot to assume a specific form defined by the bargain. This form can be anything that shares its size and at least half its shape with your natural form; it can even change your number of limbs. Its duration is permanent until you dismiss it by removing the cloak. While you are





transformed, the cloak can be disguised as any clothing or jewelry worn about the shoulders or upper arms.

Check Intelligence (Investigation or Nature) DC 16

Hidden Condition The faerie creature can use your voice and any vocal bard abilities you had.

Escape Clause The bargain ends if you are subject to a permanent or instantaneous spell or effect that transforms you into something else. You regain your voice but your Charisma score is reduced by 1d4.

Soul Graft

Faerie bargain, rare (requires attunement)

Payment a rare or rarer magic ring

Faerie Creature orruol[BB]

Benefit Your soul is divided between you and the faerie creature as long as you wear one of its hairs tied around your finger. Any attempt to raise you from the dead has a 50% chance of failure unless it includes twice the required material component. You have disadvantage on saving throws against possession, domination, and any effect that targets your soul. Any time you or the faerie creature are individually targeted by a spell or ability that allows a Wisdom or Charisma saving throw, the target has advantage on that saving throw. If the saving throw fails, you are both affected by the failed condition. If the result succeeds but has a partial effect, you both take the partial effect. If you are both targeted, you gain no advantage from this bargain.

Spell Level Gained	Rarity	Check DC
1st	Common	12
2nd	Uncommon	13
3rd	Uncommon	14
4th	Rare	15
5th	Rare	16
6th	Very rare	17
7th	Very rare	18
8th	Very rare	19
9th	Legendary	20

Check Charisma (Persuasion), Intelligence (Nature), or Wisdom (Insight) DC 16

Hidden Condition The faerie creature always counts as having a lock of hair for *scrying* and similar purposes. It can perceive through your senses for 1 round by concentrating as an action.

Escape Clause The bargain ends if either of you becomes undead or has your soul captured by magic that does not allow a saving throw. The payment is not returned.

Spell Tutelage

Faerie bargain, rare (requires attunement by a spellcaster)

Payment a dream of magic (you must be able to cast spells to make this bargain; whenever you regain spell slots from a long rest, you immediately lose one of the same level as the spell chosen with this bargain)

Faerie Creature green hag[SRD], harionna[FKCC], mythic faun[FKCC], mythic manitou[FKCC]; it must be able to cast a spell of the chosen level or lower

Benefit Choose a spell from the druid or warlock spell list. If it isn't on your spell list, add it to your class spell list at the next higher spell level. If you have a limited number of spells known, you add the spell to your spells known.

Check Charisma (Performance), Intelligence (Arcana or Investigation), or Wisdom (Insight) DC varies

Hidden Condition The faerie creature can use one of its spells of the chosen spell's level or lower an additional time per day.

Escape Clause The bargain ends when you counter or dispel the faerie creature's spell gained from the hidden condition. Your dream is returned.

Stolen Might

Faerie bargain, very rare (requires attunement)

Payment *demon armor* or evil artifact

Faerie Creature polevik[BB]

Benefit The ability score of your choice increases by 2, to a maximum of 20. You gain a polevik fetish.

Check Charisma (Persuasion) or Intelligence (Arcana or Investigation) DC 17

Hidden Condition As an action, the faerie creature can summon a fiend of challenge rating 10 or lower within 30 feet of you once per month. It must be able to see the location where the fiend will appear. The fiend remains until it is reduced to 0 hit points or until the faerie creature ceases to concentrate (maximum 1 hour). The fiend attacks you unless the faerie creature verbally orders it to take other actions (no action required). The fiend refuses to violate its alignment.

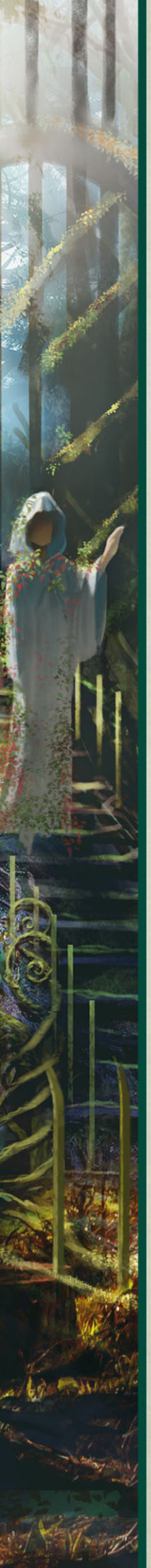
Escape Clause The bargain ends if you touch the victim from whom the soul fragment was taken to fuel your bargain and the victim is the target of *greater restoration*. This restores that victim's ability scores. The payment is not refunded.

Tempestuous Strength

Faerie bargain, rare (requires attunement)

Payment your sanity (you have disadvantage





on saving throws against *confusion* and other spells or effects that would restrict what actions you choose)

Faerie Creature vodenjak[BB]

Benefit You can enter a rage like a 1st-level barbarian, but only after you have taken damage. This takes your reaction. If you already had the rage ability, instead increase the times you can use it between long rests by 1. While you are raging, you cannot discern friend from foe. You count as all creatures' foes (allowing your enemies with pack tactics or sneak attack to benefit from your presence), you must always attempt opportunity attacks even when provoked by allies, and you must always attack the closest creature to you (if multiple creatures are tied for closest, you can choose between them). You can only voluntarily end a rage while you are under the effects of *calm emotions* or when you end your turn with no visible creatures within a distance equal to twice your speed.

Check Charisma (Performance or Persuasion) or Intelligence (Nature) DC 16

Hidden Condition The faerie creature can make you enter a rage at any range (even across planar boundaries) once per day. It automatically senses when you are under a *calm emotions* effect.

Escape Clause The bargain ends if you spend at least 10 minutes each day for 3 consecutive days under *calm emotions* or a similar effect. Your sanity returns.

Unseen Assistant

Faerie bargain, uncommon
(requires attunement by a spellcaster)

Payment two 1st-level spell slots (each spell slot is unavailable as if cast permanently); you must make another offering of milk, cheese, or bread every night or the bargain's benefit is lost until you make an offering of rare spiced wine worth 100 gp

Faerie Creature mythic leprechaun[FTC]

Benefit Choose one kind of artisan's tools when you make this bargain. You can cast *unseen servant* at will without expending a spell slot (maximum of one servant at a time) while you wear a cap gifted to you by the faerie creature. The *unseen servant* can make ability checks with the chosen kind of artisan's tools with your proficiency bonus and ability modifier (even if you aren't proficient with that tool).

Check artisan's tools, Intelligence (Arcana or Investigation) DC 14

Hidden Condition The faerie creature can cast *scrying* on you without expending a spell slot despite any intervening abjurations whenever you say, write, read, or hear its name. It is automatically aware of any time you say, write, read, or hear its name.

Escape Clause The bargain ends if you give the faerie creature a mortal-made piece of clothing after you have gained a level since making the bargain.

Vermin Scent

Faerie bargain, common (requires attunement)

Payment a chunk of flesh (reduce your Strength score by 1 until it is healed by magic)

Faerie Creature gruen[BB], sprite[SRD]

Benefit Insect and arachnid beasts never attack you if you approach non-threateningly. You can only influence one vermin at a time. If you interact with a second, the previous one forgets you and reverts to its usual behavior.

Check Charisma (Intimidate), Intelligence (Nature), or Wisdom (Survival) DC 12

Hidden Condition You have disadvantage on Wisdom (Insight and Perception) checks against the faerie creature and on saving throws against the abilities of vermin.

Escape Clause The bargain ends if you feed a tamed vermin to a giant eagle or other good-aligned creature. Your Strength score returns to normal.

Woven Wealth

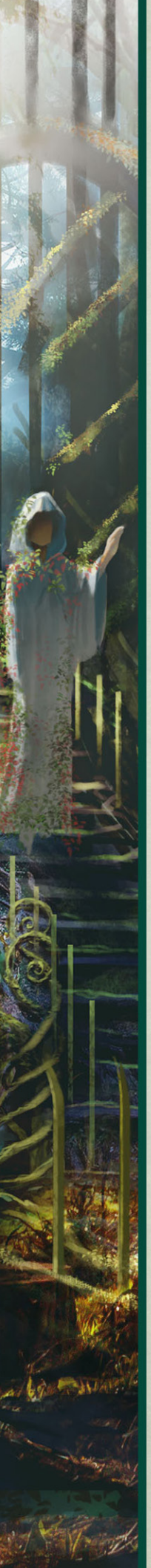
Faerie bargain, rare

Payment your heritage (you lose all your racial traits aside from ability score modifiers; you appear physically drained and your blood turns transparent)

Faerie Creature mythic leprechaun[FTC]

Benefit The faerie creature spins straw into gold and platinum, turns a pot of wood chips into gold and platinum coins, or otherwise manufactures 25 pounds of gold (worth 1,500





gp) and 12 pounds of platinum (worth 6,000 gp) for you.

Check Charisma (Performance) or Intelligence (Investigation) DC 15

Hidden Condition The faerie creature is allowed by the agreement to replace your firstborn child with a fey impersonator and raise the child as its own. The faerie gold returns to its true form if you reveal its origin.

Escape Clause The bargain ends if you command the faerie creature by its secret name to release you, although you can never gain this bargain again. Your heritage is restored but the gold is not lost if you did not reveal its origin.

Boon of the Carrion Crow

Faerie bargain, very rare (kingdom, requires attunement)

Payment slay a challenge rating 13 or higher rival of the faerie creature, prevent it returning, and deliver its treasures to the faerie creature

Faerie Creature amadan[CC]

Benefit The tides of battle favor your kingdom, perhaps due to fey cursing your enemies or blessing your most pivotal soldiers. You can reroll any one die roll for an army you lead personally. In normal combat, you can cause one rolled die of an ally you can see within 60 feet to be rolled again as a reaction action. In both cases, the new roll applies even if it is worse. Once you have used one of these two abilities, you can't use that one again until you finish a long rest.

Check Intelligence (History), Charisma (Performance), or Wisdom (Insight) DC 18

Hidden Condition No magic or physical barrier can bar the faerie creature from traveling freely anywhere in your kingdom. Your troops cannot even perceive the faerie creature. Once per day as a reaction, the faerie creature can give you disadvantage before you roll on an attack roll, saving throw, or any roll for an army.

Escape Clause The bargain ends if you revive the slain rival. The hidden condition continues to apply until the faerie creature uses it one final time.



Chapter 4: Royal Tournaments

Festival days

While player characters are used to living lives of high adventure with chances for glorious victory or potentially fatal failure lurking around every corner, they may sometimes lose sight of the fact that most people in the world they inhabit are not so lucky. True, the common folk perhaps have a different kind of luck, one which involves far less risk of death on a daily basis, but there is still something terribly romantic and exciting about being able to at least play at the kind of dramatics and heroics they hear about in the stories. That is where *Royal Tournaments* come in! Every now and then, it is time for a festival, and while competitions and mock battles often play a large part they are hardly the only element to entice the common folk.

Festivals can be held for many purposes, and these are no different in a fantasy world than they are in the real world. Festivals can generally be divided into two categories: civic and religious. Civic festivals may commemorate the founding of a nation or a city, or the birth of a great leader or hero, or the overthrow of a hated tyrant. Celebrations may mark the day of a mighty battle, mixing celebration of victory with a solemn memorial of those lost in the struggle, or the consummation of peace after a long period of strife. Civic festivals may celebrate the life of a particular person of great renown, or they may be aimed at the entire populace. Likewise, they may be local to a single city or locality, or they may be widespread across an entire continent.

Religious festivals may occur independently of any corresponding civic events. In some societies, the regular worship rituals of religion may be a weekly or daily occurrence, or even multiple times per day as the faithful are called to prayer by cathedral bells or the echoing calls of the priesthood. Other religions may have less structured worship routines, but nearly all commemorate the birth or death of saints or religious leaders in much the same way civic festivals celebrate secular leaders. Religious festivals, however, may also focus upon dates fixed by the dogma of the church for events beyond mortal ken, when their divine patron stepped foot upon the earth or first appeared to its acolytes in the spirit or in the flesh. Divine incarnations, interventions, apotheosis, sacrifice, resurrection, and more may be marked by the adherents of the faith with a celebration large or small.

There are, of course, festive occasions that may fall into either category, especially those that are tied to the seasons. Such natural markers on the calendar often gain religious significance or may be considered sacred to many faiths. Special prayers may be offered up for the planting in the spring or the harvest in the fall, while Midsummer's may be a time for worshipful offerings or blessed marriages amid summer's bounty even as Midwinter's sees vigils throughout the long dark. This is particularly true in areas where druidical faiths predominate, but the religious associations with the seasons (if any) may vary a great deal from region to region and culture to culture. In areas where no one faith is dominant, cultural attachments around seasonal holidays may be far more important to the citizenry than any particular religious celebration. A diverse city or region may see multiple overlapping holidays celebrated in many ways among the different cultures and faiths present in the area.

Even apart from the seasons, important events may be conflated and commemorated by coincidence, just because they happen to occur on or around a known local event or existing holiday. St. Crispin's Day, a minor holiday whose lineage is somewhat unclear, nonetheless was immortalized by Shakespeare's recounting of the Battle of Agincourt in *Henry V*. The possibly apocryphal saints still lend their name to the 25th of October, and for that matter to the rousing "St. Crispin's Day speech" that Shakespeare wrote nearly 200 years after the battle, but the memory of the day has evolved to be more a celebration of the band of brotherhood between warriors.

In roleplaying terms, the nature of the festival is not critically important, other than to provide an overall theme and to help determine what manner of ancillary events, such as tournaments or contests, might be most appropriate. If you are using the Festival Edict rules in ***Ultimate Rulership (5E)*** from Legendary Games, civic and religious festivals provide different types of bonuses to your kingdom based on the buildings available in the city where the festival takes place.

Festival Size

Festivals are typically held in and around a city, town, or village. However, during a festival settlements are typically thronged with people, so unless the festival is a failure (see the Festival





Edict rules in ***Ultimate Rulership***, reprinted in the Appendix of this book) you should treat the settlement as one size larger than its actual size for all purposes.

In some cases, festivals may be held outside of any settlement, often near a Landmark (see Special Terrain the Kingdom-building rules in ***Kingdoms (5E)*** from Legendary Games). In this case, the number of attendees at the festival can be highly variable, depending on how significant the festival, how often other festivals are held, the season of the year, and how far travelers typically come to attend.

Because of the high concentration of merchants and wealthy visitors (as well as black marketeers), the gp limit for buying and selling should be treated as a large city for the duration of the festival.

Navigating a Festival

The thronging crowds present at a typical festival do not interfere with the ability of PCs to move around the festival, but if tactical movement and line of sight are important (as during a combat encounter), there is a 50% chance that when an encounter begins at a festival the PCs will be in the midst of a crowd 20 to 80 feet in diameter. Crowds provide cover, allow Dexterity (Stealth) checks, and are considered difficult terrain for movement purposes. A DC 15 Charisma (Persuasion) check or DC 20 Charisma (Intimidate) check allows a PC to convince a crowd to move in a particular direction (up to 30 feet per round), as long as the PC can be seen or heard.

Finding a particular location in the festival grounds requires a DC 10 Intelligence (History) or Wisdom (Insight) check for prominent vendors or nobles, DC 15 for lesser-known merchants and locations. Circumstance modifiers may apply to this roll as well, depending on whether what is being sought is something available to the common folk or restricted to the wealthy and titled. Characters that maintain Comfortable living expenses gain advantage on such checks to find things restricted to the wealthy, while those whose living expenses are lower than Modest have disadvantage. Finding information on specific people at the festival can be accomplished through Intelligence (Investigation) checks to gather information, or at the GM's option with Wisdom (Insight) checks to learn about common folk and Intelligence (History) to learn about the rich and powerful.

Renown Modifier	Type of Seating
-4	**Beggar's Hill** (free) PCs stand among the rabble, peeking over fences, hanging from trees, or otherwise watching from the fringes of the venue.
-2	**Absence** (free) PCs may choose to simply not attend the events hosted at the arena, which may be deemed an affront to their hosts. All PCs need not attend all events, but they should send at least one representative to attend.
-1	**Stands** (2 gp per PC per day) PCs have a bench seat inside the arena, but far back from the action.
+1	**Box Seats** (50 gp per day) PCs have a reserved seat up front for up to 6 people, with refreshments brought to them.
+2	**Royal Box** (500 gp per day) PCs have padded seats and lavish canopies to keep off the sun or rain (often blocking the view of commoners behind them), with elaborate refreshments for up to a dozen people in a box adjacent to that of the hosts.

Winning Friends and Influencing People

For the common folk simply attending a festival is a reward in and of itself, and low-level player characters can approach a festival the same way, as tourists and gawkers at the spectacle of it all. As PCs advance in level, however, they should see festivals as an opportunity to spread their fame across the land. They can do this by earning honor by showing mercy and gentility alongside prowess and might, gaining reputation and fame by drawing attention to themselves and their exploits, recruiting contacts and cultivating relationships, or even running a business or building up an organization.

A tournament can serve as entertainment and an opportunity to engage in some contests and trials less dangerous than the normal adventuring life, but it also offers a great opportunity for adventurers to make an impact in the campaign world. This is doubly true if one or more of the PCs is ruling a kingdom, especially a new domain just trying to establish itself. They can put their newborn kingdom into the public eye amongst the notables and the commons alike from surrounding lands, earning prestige simply by being present for a major event. Of course, the more effort they put into promoting themselves the more prestige they can earn for themselves and their land, which will enhance their legitimacy, inducing other rulers to acknowledge them as equals and fellow rulers rather than up-jumped nobodies waiting to be

Renown Modifier	Type of Lodging
-4	**Commons** (free) PCs wander the festival or stay amongst the smallfolk, talking to people as they can and vying for attention with performers and hawkers.
-2	**Tent** (10 gp per day) PCs have a small tent or lodge for conducting private meetings or a single *secure shelter*.
+2	**Pavilion** (100 gp per day) PCs have a large tent sufficient to host a formal meeting, with table, chairs, and other furniture, or multiple *secure shelters,* with a corral and grooms to keep their mounts close at hand.
+4	**Grand Pavilion** (1000 gp per day) PCs have an opulent structure, which can be raised with a *rod of splendor* or daily use of *mage's magnificent mansion*. Mounts are kept in a separate adjacent structure staffed with multiple grooms.





picked off by their betters. This advancement in their fame and esteem is called **Renown**.

Starting Renown: PCs can take a variety of actions that earn Renown, but their baseline Renown is equal to 5 before any further adjustments.

Keeping Up Appearances: Whether PCs visit a festival, they may simply walk the grounds like the common folk or they may reserve a patch of the grounds for themselves and their accommodations. Even if they do not intend to stay at the festival overnight, putting up a structure displaying their ensign or flag is seen by others at the festival as a mark of their legitimacy. As a result, Renown is modified by their choice of quarters.

PCs using magic to create their lodgings still must pay half of the above cost for the right to host their structure on the festival grounds. PCs may emulate a pavilion or grand pavilion with *mirage arcana* or similar magic, but each day they do this there is a cumulative 7% chance that they are discovered. Once the illusion is discovered, word gets around of the PCs' pretensions to glory and their Renown is reduced by 2.

King of the Hill: A festival may have a particular spot reserved for celebrations, often a small hill or rise on the edge of the festival grounds, ringed in trees, for picnics and parties by day and revels by night by those wealthy folks who lack the title or privilege to claim an established pavilion. They can nonetheless attract the acclaim of errants and lesser noble scions and other untitled yet affluent folk by winning a lottery to host the celebrations for a night, wearing a crown as the King of Fools, a Crown of Holly, or a similar award. A chance in the lottery depends on the size of the festival, but is typically 1d10 x 10 gp. PCs who bid may roll a d20; on a natural 20, they win the crown and may invite any they wish to attend, but must provide music, food, and drink to all. They may provide entertainment themselves (or may hire a bard or other performer) and must provide 1d10 x 100 gp worth of food and drink, but they gain 1 point of Renown (see below) each time they win the honor.

Noble Boxes: If the festival grounds have an arena for tests of skill and strength, such as jousting lists, archery ranges, racetracks, or more exotic competitions, PCs can build their repute by purchasing the rights to the best seats, nearest

to the action and to the hosts of the tournament, rather than sitting with the rabble.

Making a Name and Spreading Your Fame: In addition to simply establishing their presence with a pavilion or box seats for the grand events of the tournament, PCs can make an active effort at building the reputation of their domain. They can do this by personally entering and succeeding in contests and tournaments or hiring champions to do so on their behalf or by using their own skills and abilities. Each of the following methods requires a day of effort by one or more party members (cohorts may participate, and PCs able to make alliance with a noble patron with bards at his beck and call may be able to access their skills as well). Each effort requires the use of more than one skill; if one PC attempts to fulfill multiple skill requirements, all of their skill checks have disadvantage due to dividing their attention and efforts. If PCs succeed on DC 15 skill checks against all of the required skills, they gain one point of Renown. If they fail one or more skill checks, they gain nothing, but if they fail all skill checks for a method by 5 or more, they lose 1 point of Renown. Each of these methods can be used more than once by repeating the effort on a subsequent day, but the DC increases by 5 each time a method is repeated.

Success at one of these efforts can be awarded experience points as an encounter with a CR 2 lower than the party's average level.

Contests and Champions

A festival has all manner of common entertainments, minstrels, mummers, singers, jugglers, tumblers, trained animals, and on and on, but much of its allure is in the glory of competition. One factor to consider in preparing to run a festival or tournament is the level of magic available in the world. In a campaign where magic is rare and mysterious like that of Tolkien, simple fortune telling and fireworks are a marvelous spectacle that the folk at the festival may remember for years to come. In a typical fantasy campaign, however, magic is far more commonplace. Even small villages may well have an adept or two capable of working real magic, or a cleric, or druid tending the local shrine. Even a 1st-level sorcerer or wizard can put on an impressive display of stage magic with spells like *dancing lights, flare, ghost sound,* and *prestidigitation,* and can go well beyond that with low-level illusions like *minor image* and *major image.*

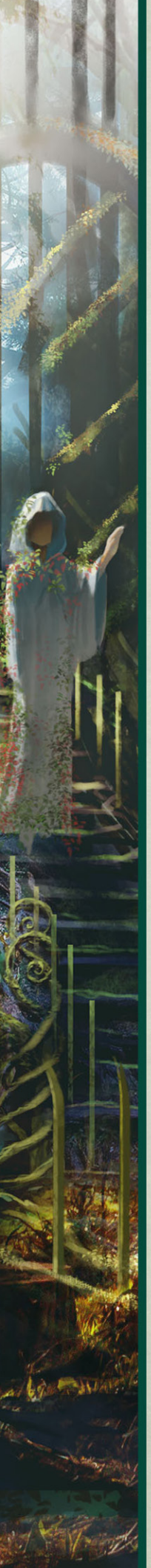
In addition to basic showmanship, the level of magic that exists in the campaign world on an everyday basis affects the kinds of events you include. A simple footrace in a low-magic campaign could become an exercise in super-speed or even a teleportation contest in a campaign saturated with mythic power, horses replaced with pegasi and bowshots replaced with hurled lightning or psychic duels. The tone and feel of the campaign, as well as the level of the PCs, are important to consider when deciding what kinds of contests to incorporate into a festival.

Whatever the style of contests you employ in your festival, including having different festivals each with their own focus, they are most enjoyable for players if their characters take part, and certainly other nobles in nearby lands may encourage them to enter, or even early in their careers to ride on that leader's behalf as her or his champions. PCs not directly involved in the contest still might enjoy watching the proceedings or making wagers on them, and you may also allow players to take the role of one of the NPC contestants (perhaps 'sponsoring' them or hiring them to compete in the name of their own land). Contestants can always yield in a contest if they wish, but such public surrender results in a loss of 1 point of Renown (see below), while winning a contest usually nets 1 point of Renown; if a contest has two different victory conditions and the same contestant wins both, that contestant wins 3 points of Renown. In addition, competing in such contests, while not generally dangerous in the same way as adventuring, still should be worth and appropriate xp award, typically as an encounter with a CR 1-3 levels below the PCs' own level.

Cheating

It is not just the events themselves where magic is relevant, however. Whatever the basic magic level of the world and the tournament, player characters themselves certainly have access to magic, and so too do significant NPCs, even if the rank and file competitors and spectators do not. Since magic does exist in the game world, it is entirely plausible that some competitors will





Promotion	Gaining Influence for Your Kingdom
Display of Triumph	Stage a dramatic re-enactment of the PCs' adventures and accomplishments in founding their domain, establishing their status as rightful rulers. **Relevant Skills** Intelligence (History), Charisma (Performance) **Special** PCs using visual and auditory illusions to augment their performance have advantage. PCs can perform in any common area (disadvantage), on a small stage (cost 100 gp), or on an elaborate stage in the noble section of the festival grounds (1000 gp, grants advantage on the check).
Feet of Clay	Lampoon the follies, missteps, embarrassing rumors, and other shortcomings of the leaders of other nations, merchant guilds, religious orders, or other noteworthy organizations through satire and clever wit. **Relevant Skills** Charisma (Persuasion), Charisma (Performance) **Special** Each time this is used, all future We Meet at Last DCs increase by 2.
Play to the Crowds	Recount the glory of the PCs' domain and the impressive accomplishments and prowess of the new masters of their lands, while also trumpeting what a fair and pleasant land it is and the benefits that citizens enjoy living there. **Relevant Skills** Intelligence (History), Charisma (Performance) **Special** PCs offering free food and drink (costing 1d10 x 100 gp) gain a advantage on this check.
Trade Agreement	Arrange a meeting with merchant leaders from the other nearby domains to find buyers for the goods produced in the PCs' domain and to obtain favorable prices on goods they wish to import to their country. **Relevant Skills** Wisdom (Insight), any one tool proficiency. **Special** PCs offering a bribe (1d10 x 100 gp) gain advantage their check.
We Meet at Last	Arrange a meeting with rulers from one or more nearby domains, or the masters of a merchant guild, religious order, or other major organization, or with their ambassadors or representatives to establish formal relations. **Relevant Skills** Charisma (Deception), Charisma (Persuasion), or Charisma (Performance) **Special** PCs offering a permanent magical item, piece of jewelry, or similar exotic gift (e.g., trained griffon or owlbear) gain advantage on this check.

seek to use magic (or other extraordinary means) to cheat, either on their own behalf or to bias the results of events in favor of one competitor versus another. Bearing in mind that festivals and tournaments are sponsored by the wealthy, this could mean that some sponsors might use such chicanery and skullduggery to favor their own champions in the contests, but it also means that the patrons of the event have the means and wherewithal to enlist magical sentries and to have warding effects in place to prevent cheating. Of course, such supernatural sentries may not be wholly trustworthy, as they are not necessarily obliged to enforce the rules honestly and fairly equally across the board. Corrupt contest marshals might look the other way when certain competitors come to the list.

The attitudes towards cheating can be determined entirely at the GM's discretion, of course, but they also can be determined by the



characteristics of the area where the festival is being held. Specifically, areas with high levels of Corruption and Crime are likely to be tolerant of cheating, while those with high levels of Law will take a dim view of such shenanigans. However, cultural, racial, and even religious attitudes may play a role in determining the level of dishonesty likely to be encountered.

The capabilities of monitoring the competition depend on the resources of the hosts. Small local festivals may operate on the honor system out of necessity, but a festival sponsored by a king might have marshals (either in ostentatious uniforms, hidden amongst the crowd, or both) using spells like *detect thoughts* to check for evidence of cheating. Even in areas known for skullduggery, a host making a great show of striving for a clean competition might require competitors to use the equipment provided by the host, including clothing as well as arms and armor, to avoid them smuggling contraband items into the competition. Of course, Dexterity (Sleight of Hand) checks can be used to smuggle small items in despite such surveillance.

At the Fair

While combat-focused may seem more glamorous, virtually anything can be a competition. One need look no further than county and state fairs to see the vestiges of agricultural and crafting competitions in the modern day, to say nothing of competitive cooking shows and the like on television. While these competitions may not stir the imagination of most adventurers there are some with an interest in such background skills who may wish to try their own hand or to sponsor an NPC ally or associate on toward victory.

Crafting Contests

Contests dealing with tool proficiencies are popular with NPCs as they offer chances at earning esteem without deadly danger. While combat-focused may seem more glamorous, virtually anything can be a competition. One need look no further than county and state fairs to see the vestiges of agricultural and crafting competitions in the modern day. Contests can range nearly any of the tool proficiencies, from cooking to jewelry making.

Winning: Contests using a tool proficiency typically call for three skill checks, with the winner in each category based on the highest total score on all three checks. However, a prize also may be awarded for the "Best in Show" in each category, reflecting the highest single skill check even if that contestant's total score did not measure up. In the event of a tie, both may be awarded as Best in Show, or you may have each contestant roll 1d20 with the high roll determining the winner.

Tastes are highly subjective in background skill contests, and the GM may liberally award advantage to reward those who incorporate local favorites or specialties, who have a reputation for past wins in similar contests, who are connected to the contest judges or other local notable characters, or who have an exotic special ingredient featured in their creation.

Some contests require contestants to bring their submissions already completed and ready for the judges, while others (cooking contests in particular) may be spontaneous affairs presenting the contestants with secret or strange ingredients they must use to create delicious dishes in a very limited amount of time. Various different checks may be required to successfully incorporate such mystery ingredients, and success on those checks may impose a bonus or penalty on checks made to create a fabulous meal on the spur of the moment and not get chopped from the competition.

Rural Delights

Most of the contests described elsewhere in this book work well for formal competitions and grand events hosted by the rich and powerful, but sometimes you want a smaller-scale festival, perhaps a small fair or local celebration of summer in the rural countryside. While certainly you can use athletic contests and archery or knife or axe-throwing even on a small scale, the following events are specially designed for competitions among the simple folk of the simple villagers and people of the land. Each event provides rules to adjudicate the tournament, possible prizes for the winner (and runners-up), and complications which make the events trickier or even lethal.



Caterpillar Eating

A test of all participants' persistence with digesting live, wriggling caterpillars, the contest ends when the first person devours all her caterpillars, or the last person holds down her caterpillar and the others have lost the contents of their stomachs.

Rules: Each contestant starts with at least 20 caterpillars. Eating a caterpillar and keeping it down requires a successful Constitution saving throw (DC 10, +1 for each previous caterpillar eaten). A contestant can spend a round regrouping, which resets the DC to 10. If a contestant fails the Constitution save, she must succeed at an additional Constitution save (at the current save DC) or become nauseated for 1 minute.

An unusual variant uses caterpillars with bristles or spikes, which inflict 1 point of piercing damage per caterpillar ingested.

Prizes: The winner typically receives a preserved caterpillar which, when eaten, provides resistance to poison damage, and advantage to the poisoned effect for one day. The caterpillar is preserved and retains its potency for one month.

Complications:

- The caterpillars have been dosed with a hallucinogenic poison, forcing all contestants to succeed at a second Constitution save each round or become confused for 1d6 rounds (as per the spell).
- The caterpillars are actually larger, but have received a variant of reduce animal to shrink them down to an acceptable size. The spell wears off, causing the caterpillars to burst the stomachs of those who have eaten them, dealing 1d6 points of damage for every 5 caterpillars eaten (DC 20 Constitution save for half damage).

Rope Swing and Jump

This tournament event takes place at the tallest tree by a large body of water, such as a lake or pond. Participants swing from the rope and launch themselves from the rope into the water. The contestant who travels the furthest wins the event.

Rules: A contestant can swing on the rope, which ends at least 5 feet from the ground,

any number of times, requiring a Strength (Athletics) check to maintain grip (DC 10, +1 for each previous swing). For each successful swing, the contestant gains a 5 feet of distance of the jump into the water, up to an additional 20. On an unsuccessful swing, the contestant must succeed on a DC 15 Dexterity save to grab the rope; if she succeeds, she takes no damage but is disqualified, while a failure causes her to fall and take damage based on the distance from the rope to the ground. The contestant is treated as having a running start when making the jump, but does not receive a modifier for a base speed less than or greater than 30 feet. The result of the Strength (Athletics) or Dexterity (Acrobatics) check determines the jump distance.

Flying is disallowed for the contest; depending on the specific rules, the contest may allow magic assistance for jumping or gripping the rope.

Prizes: The winner receives a monetary prize or one which improves her ability to jump, such as a ring of jumping.

Complications:

- Someone may have stocked the body of water with alligators or other aggressive animals. These creatures are sluggish and are slow to attack, so their attack may coincide with several contestants in the water.
- A wall of stone or other impassible surface rests just under the water's surface at a distance designed to harm the winning participant. It requires a DC 18 Wisdom (Perception) check to notice the obstacle from the rope. If someone jumps into the water per the rules, she takes damage as if she fell 10 feet (or more, if the rope is higher) plus the distance jumped, rounded to the nearest 10 feet.

Squirrel Racing

A true test of coaxing a wild creature to do something it normally wouldn't, squirrel racing has the contestants calling or cajoling their squirrels to be the first to cross the finish line.

Rules: The squirrels must run a total of at least 60 feet, and the first squirrel to reach the specified distance wins. Each squirrel is in its own chute, eliminating the chances for interference from other squirrels. During each round, a contestant attempts a DC 10 Wisdom (Handle Animal) check. For each point over 10 that the roll exceeds, the squirrel moves forward 2 feet (up to its maximum base speed). On a failed check, the squirrel moves backward a number of feet equal the difference between the DC and the result. If one or more squirrels tie, they must run the course again (increasing the DC to 15).

This contest usually has multiple heats, with a final round for all the winners. In this case, ties during the earlier heats allow all winning squirrels to move on to the final round.

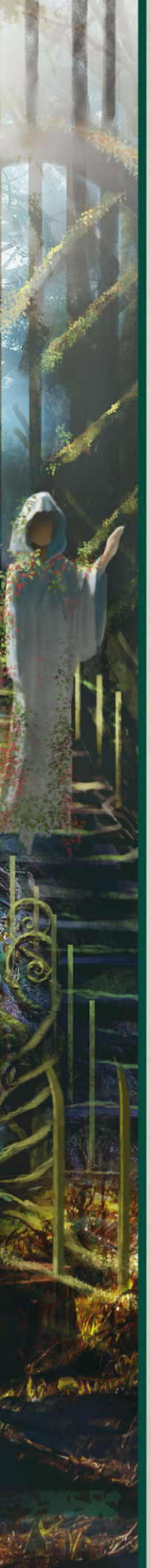
Prizes: The winner receives a prize allowing him to improve the attitude of wild animals (either mundane, such as a bunch of tasty food, or magical, such as a ring of animal friendship). Alternatively, the winner may receive the winning squirrel for use as a companion or familiar.

Complications:

- Unknown to everyone at the start of the contest, one of the contestants has trained all the contest's squirrels with the "come" trick, making it impossible for him to fail regardless of the random squirrel he uses. The squirrel moves 10 feet each round.
- One of the squirrels is actually a massive, low-Intelligence creature affected by a curse. When it crosses the finish line, the curse is







dispelled and the creature attacks everyone within reach.

Tree Climb
Simulating the necessity of quickly ascending a tree to rescue a trapped animal or child, or to retrieve an item trapped in a tree's upper boughs, the winner of this contest is the quickest to the top of the tree.

Rules: The tree begins with a DC 20 Strength (Athletics) check for a minimum distance of 20 feet until the contestant reaches weight-bearing branches, at which point the DC decreases to 15, and then returns to 20 after a set distance as the branches become too weak to support a contestant's weight. The goal is simply to reach the bell at the top of the tree in the shortest amount of time. A contestant can move at half speed as they climb. In the case of a tie, a contested Strength (Athletics) check can represent a surge of speed at the end of the climb.

Alternative rules could feature an unknotted yet secure rope all contestants must use (reducing the DC for relevant checks by 5), allowing/requiring a contestant to use a rope requiring a DC 15 Wisdom (Survival) check to properly use, a previously secured yet unknotted rope (reducing the DCs by 5), and a tree bereft of branches (setting the DC to 20 for all Climb checks) or greased (increasing the DC by a minimum of 5).

Depending on the contest requirements, a climber may or may not use physical means to assist with climbing (such as a grappling hook or a climbing kit) or magic items.

Prizes: Prizes range from monetary rewards to magic items associated with trees and climbing (such as feather token, tree or a ring of climbing). Additionally, this could allow a winner to procure fruit or a sprig from a rare tree with its own special qualities.

Complications:
- The branches (or ropes, as applicable) have received subtle cuts which eventually cause them to break. The cut item has a cumulative 5% chance of breaking, forcing a contestant to succeed on a Reflex save (DC equal to Climb check DC) or fall. A character succeeding on a DC 19 Wisdom (Perception) or DC 17 Intelligence(Nature) check notices the potential danger.
- Either through natural means (such as soil erosion) or sabotage, the tree topples while a contestant is some distance up the tree. The tree deals 2d6 points of damage (DC 20 Dexterity saving throw halves), and the contestant takes falling damage based on the distance climbed.

Whittling
A whittling contest takes fallen wood and turns it into works of art. The pieces are presented to judges who decide their aesthetic worth.

Rules: Each contestant makes a series of woodworking tool checks to carve their creations. The DC for these checks is 10 or higher, depending on how difficult the wood is to work with. Succeeding at the check, and every 2 points by which the result exceeds the check, awards the whittler win. A contestant must win at least one woodworking tool check for the work to be considered by the judges. Additionally, prior to the contest, a contestant may interact with the judges and attempt a Charisma (Persuasion) or Wisdom (Insight) check (DC 10 or higher, depending on the judge) to ingratiate himself with a judge or learn what sort of carving the judge enjoys. Success on an above skill check grants advantage on the woodworking tool check.

An alternative contest uses axes to make carvings from larger pieces of wood. Since axes are less efficient at making subtle cuts, the sculptor disadvantage on the woodworking tool checks for their pieces.

Prizes: The winner receives a magic item which allows its user to reroll woodworking tool checks once per day, a monetary prize, or a knife which acts as a +1 dagger (or better magic weapon).

Complications:
- One of the contestants has used charm person on one or more judges, granting him an unfair advantage. A successful DC 20 Wisdom (Insight) or DC 18 Intelligence (Arcana) check during the interaction prior to the contest reveals the magical influence.
- Fey have tampered with the wood, such that each creation animates as per animate objects upon completion.

Eating and Drinking Contests

Virtually all cultures have strange cuisines that test the resolve and endurance of anyone brave enough to try them. Such food or drink might have a pungent and horrifying aroma

or an overwhelmingly bitter flavor, or the food might simply look revolting and repellent. Most popularly, an iron stomach contest involves either extremely strong liquor that brings on near-immediate intoxication or exceptionally spicy food—whether pickled, fermented, or even fresh off the vine—that brings a nigh-unendurable heat that leaves competitors flushed, weeping, and gasping for breath. An eating or drinking contest also can feature fairly ordinary food and beverages in a race to see which contestant can gorge themselves, for example, on the most pies or sausages or can guzzle the most mead or milk in a set amount of time. To add an element of fun (or humiliation), contestants might have to eat or drink with their hands tied behind their backs or with some other handicap.

To eat or drink such fare or in such quantities is a test of bravery as well as physical constitution, and spectators cheer for both the horror of the contestants as well as their sweat, tears, and grimaces of pain as they try to outdo their cohorts to down the most. In some barbarian tribes, iron stomach contests may be used as initiation rites to both purify the body and show toughness, though some visitors claim they are more of a sadistic prank the tribes play on outsiders seeking to trade with them.

Whatever the exact nature of the food or drink used in the iron stomach contest, every competitor must consume at least one cup, plate, or other dish (or a whole fresh pepper or similar item), and at least one competitor must consume at least five within a set time limit (typically one minute) without passing out or regurgitating what they have tried to keep down. If no one finishes at least five, there is no champion and everyone loses 1 point of Renown. Anyone that passes out on the very first turn loses an additional point of Renown.

Each dish consumed requires a successful Constitution saving throw to avoid becoming wracked with pain, nausea, and cramps from the awful gastrointestinal distress (or immediate intoxication) brought on by the food. The Constitution saving throw begins with a DC of 10 and increases by 2 for each dish after the first. The first failed save causes the eater to become sickened for one hour. A second failure leaves the eater poisoned for 1d4 minutes, and a third failed save causes the eater to fall unconscious for one round. A contestant that rolls a natural 1 on any saving throw must immediately attempt a new save against the same DC; if this save fails, he immediately falls unconscious for 1 round, even if it is his first failed save.

Any class abilities that provide bonuses against ingested poison or against pain also apply to this save; however, the effect is not actually poison and thus spells that affect the poisoned condition, and similar effects, are of no help in enduring the pain.

Athletics

Tests of speed and stamina are among the oldest and simplest of all contests, and they come in a great variety of types, each one taxing the skills, endurance, and physical talents of every competitor. The following categories are not exhaustive, but provide a wide selection of possible events that could be held to determine the best athlete on the field.

Jumping Events

Events involving jumping are fairly easy to resolve with a simple Strength (Athletics) or Dexterity (Acrobatics) check, since that skill already has a built-in mechanism for determining the distance or height jumped. Whether class features like a monk's ki powers that enhance Acrobatics checks are allowed in a contest is up to the rules of the individual event.

Broad Jumps: A broad jump is a jump for maximum horizontal distance. There is a foul line that shows where the jumper must begin their jump; if they step over the line, the jump is treated as a foul and does not count. The jumper must attempt a Dexterity saving throw when making a jump to avoid stepping over the foul line; the DC is 5 on a standing jump and DC 10 on a running jump.

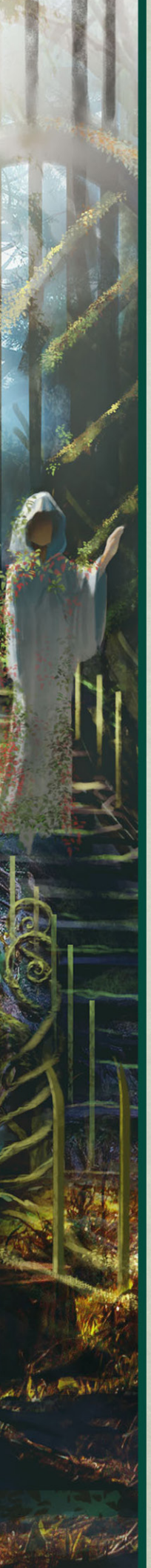
In some cases, only a single jump is allowed, but in formal athletic competitions usually each contestant makes a set number of jumps (from three to six) and keeps their best result. The best overall result wins the contest, and in the case of a tie either both jumpers may be named the winners, or they may compare their second-best result or have them go to an additional jump-off.

Long Jump: A long jump is a running jump.

Standing Broad Jump: A broad jump is performed from a standing start.

Triple Jump: A triple jump, also called a "hop,





skip, and jump" is a combination of a single running long jump, after which the runner lands and immediately makes a second jump off of one foot, and a third jump off of both feet. The third jump is treated as a standing jump with advantage. The total result of the three relevant checks gives the total distance jumped.

High Jumps: A high jump is a jump for maximum vertical distance, done by jumping over a bar set at a target height, typically starting at 2 feet for standing jumps, 5 feet for running high jumps, or 10 feet for the pole vault, and all jumpers must clear this qualifying height. Jumpers who clear the height move on in the contest, while those who fail must try again. Jumpers who fail to clear three jumps (regardless of height) are disqualified. A natural 1 on a jump check to perform a high jump is an automatic failure. Once all jumpers have cleared the height or been disqualified, the bar is raised, typically half a foot at a time and the process is repeated. Confident jumpers who clear the qualifying height may pass on jumping at lower heights thereafter in order to save their attempts for later jumps. The process of raising the bar and new attempts for each remaining jumper continues at each new height, with any jumpers accumulating three failed jumps being disqualified.

If at the end of all jumps at any height only one jumper left has cleared that height, they are the winner. If two or more jumpers remain, they proceed to the next height and continue the process until only one jumper remains. If neither jumper clears the new height, the jumper with the fewest failed jumps prior to the final height is the winner. If only a single jumper is left and they have not failed three jumps, they may choose to raise the bar and continue trying to clear higher heights for the sake of getting the best possible result, and the may continue trying indefinitely until they fail three jumps or until the sponsor of the contest calls for an ending.

For the purpose of the contest, rather than setting a specific height you can use target DCs instead. This allows you to bypass metric conversions for jumping or worrying about the specific calculations of each height. You simply set the target DC for each height and have contestants try to meet or exceed it.

High Jump: A high jump is a running high jump.

Pole Vault: A pole vault is a running high jump that uses a flexible pole to provide leverage and spring to launch the jumper higher than they could under their own power. Using a pole allows the jumper to double the result of their Acrobatics check. However, if their vault is 10 feet or higher they also must attempt a DC 15 Dexterity (Acrobatics) check on the way down to avoid falling damage.

Vertical Jump: A vertical jump is performed from a standing start.

Racing Events

Chase scenes in adventures offer chances to spring unexpected surprises and opportunities on characters, but that's harder to do in a relatively straightforward race, so the following rules present an abstract system for resolving competition races that combines speed and skill in a test to cross the finish line first.

Of course, in a fantasy game characters might attempt to trip or otherwise attack other competitors; resolve any such attacks using normal combat rules, bearing in mind that creatures using the run action are denied their Dexterity bonus to AC unless they have the Run feat.

Sprint: Each contestant in a sprint race is assumed to take the Dash action, running a short burst in a straight line. Each racer multiplies their speed by 2; this number is their base **race score**. In addition, the start and finish of the race are of key importance. The start is represented by an initiative check for each runner, while the ability to run through the finish without tiring is represented by a Constitution check.

The result of these two checks is added to each runner's base race score to give a total race score. In a simple sprint, the highest total score wins. In a large tournament, racers run in several heats, with the top two finishers in each heat moving on to the next round. Additional contestants with the best overall scores remaining from those who did not finish in the top two in their heat may be added to the next round as well.

Endurance Races: Some races are run with multiple laps around a track or field, or on an open course, like a cross-country trail run.

Lap Running: A running track is typically round, oval, or with parallel straightaways joined by curved ends. The precise shape does not matter, but the fact that runners must navigate those curves means that their speed is reduced to by

5 feet, affecting both their movement and Dash action. Each racer uses this run speed as their base **race score.**

Unlike a sprint race, a lap race proceeds for multiple laps, each taking approximately one minute. On the first round of the race, all racers make an initiative check and add that result to their speed. The top three race scores may choose whether to begin the race as **leaders, chasers,** or **trailers** (see below). **Leaders** are running as hard as they can to take and keep the lead and put distance between themselves and the runners behind them. **Chasers** keep together and push the pace just enough to keep the leaders within reach without opening too big of a lead. **Trailers** conserve their energy and follow the leaders and chasers, waiting for fatigue to eliminate their competition and to win with a strong finishing kick.

Each turn after the first, all runners make a Constitution check, adding the result to their race score for that turn (see below). The check begins at DC 8, with the DC increasing by 1 for each round after the first for chasers and by 2 for each round after the first for leaders (the DC does not increase for trailers). The result of this check determines the multiple of their speed that serves as their race score for that turn.

Falling: Runners that fall must spend part of their next turn getting back up, halving their movement for the turn. In addition, a falling runner had disadvantage on the next Constitution check.

Exhaustion: If a leader or chaser gain levels of exhaustion, they suffer from all relevant penalties until they succeed on a Constitution check, or reduce their speed by 5 feet for at least two turns. Runners cannot die from accumulating exhaustion levels, but they can have their speed halved or reduced to 0.

A fatigued runner can remove all accumulated exhaustion levels gained in this way after a long rest.

Slowing Down: On any race turn, a leader or chaser can ease their pace, reducing their speed multiplier by 5 feet. If they do this, they gain advantage on their Constitution check. This does not work if they have exhaustion levels.

Speeding Up: On any race turn, a trailer can begin running full speed as a chaser or leader, making Constitution checks from the relevant column. Once they start this finishing kick, they cannot return to being a trailer.

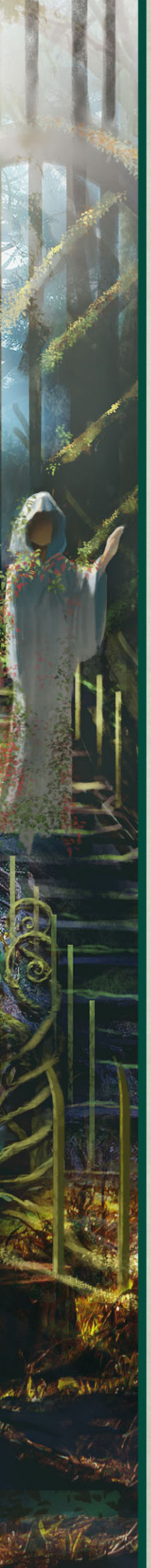
Winning the Race: A race can continue for a set number of race turns, with the highest overall cumulative race score winning, or it can be a race to reach a previously specified race score. The racer who gets there in the fewest number of race turns is the winner, and if multiple racers get there in the same number of turns, the one with the higher overall score wins. In the rare instance of a tie, both racers are considered the winners.

Relays: A relay is simply a race between teams of racers, who must pass a ring, flag, baton, or similar small object between them, or sometimes simply taps the next racer with their hand to signal the start of their course. The first runner takes the item from the start, runs their course, and then hands it to the next racer on their team or taps them to begin), who runs their own race, and so on until each racer on the team has had one turn to race. The team with the highest total race score is the winner. However, relays are fraught with risk on the exchange, if a racer begins their stage before the previous runner has actually touched them or successfully handed off the relay item. At each exchange, the two racers must each succeed on a DC 10 Dexterity check. If both runners fail the save, the exchange is botched and their team is disqualified. If one succeeds and the other fails, the exchange is made but sloppily, and the delay causes the new racer to take a penalty on their race score equal to the margin by which the save was failed (and with disadvantage on a natural 1).

Steeplechases: A steeplechase is a wherein runners must leap over several obstacles on their way through the race course. Typically, these

CON Check	Leaders	Chasers	Trailers	Fatigued
Success by 5+	4x speed	3x speed	2x speed	2x speed and recover
Success	3x speed	3x speed	2x speed	2 x speed
Failure	2x speed + fatigue	2x speed + fatigue	2x speed	speed + exhausted
Failure by 5+	speed + fall	speed + fall	2x speed	speed + fall





are logs or similar wooden barriers, requiring a DC 15 Dexterity (Acrobatics) check to clear without incident. Each time a runner fails this check, he deducts twice the amount by which he failed the check from his final race score. If he fails the check by 5 or more, he falls prone (DC 15 Dexterity saving throw negates). If he falls, 1d3-1 other random contestants must attempt an additional Acrobatics check or be forced to stumble or even be knocked prone by the runner as he falls. While in a short sprint, a fall such as this is an automatic loss, in a longer race a runner may have time to get back up and resume running.

In addition to simple hurdles or barriers, many steeplechase races add additional hazards, such as a pool of water or mud on the far side of the barrier (increasing the DC by 2 or by 5 to avoid stumbling or falling). In more brutal cultures, the barriers themselves or hazards beyond them may be spiked, bladed, laced with caltrops, or otherwise made deadly dangerous, or the barriers may have actual pit traps or similar threats in front of or behind them. Such hazards are resolved as normal for traps, falling damage, etc.

Riding Races: Riding races combine the abilities of mount and rider to determine a winner. They generally follow the rules for sprint and endurance races, except as described below. On the first round of the race, the rider makes an initiative check, adding the mount's initiative modifier to his own. In addition, each rider must make a Wisdom (Handle Animal) check, adding the result to the mount's race score during the first turn.

Mounts carrying a heavy load reduce their speed multiplier by 10 feet when figuring their race score in a sprint or in an endurance race. Constitution checks are made by the mount rather than the rider; however, each time the mount makes a Constitution check to determine



its race score, the rider also makes a Wisdom (Handle Animal) check, and the rider may use the result of either the mount's check or the rider's to determine the mount's race score for that race turn. Negative effects of a failed Constitution check, such as falling or fatigue, still apply based on the result of the Constitution check itself and cannot be negated by substituting the rider's Ride check in this way.

Mounted Steeplechases: These races function as a normal steeplechase, but the mount must make all Dexterity (Acrobatics) checks to clear the barriers along the race. For animals like horses that are not particularly agile, the base DC to leap such obstacles is 10, but steeplechases riding great cats or similar nimble creatures might have a higher base DC.

Each time the mount leaps a barrier, the rider must succeed on a Dexterity (Handle Animal) check or thrown from his mount; the DC of this check equal to the DC of the Acrobatics check to clear the obstacle. If the mount is not trained to leap barriers (treat this as a unique trick), the rider must coax the animal to leap over the obstacle with a successful Wisdom (Handle Animal) check with a DC equal to the Acrobatics DC to leap the obstacle. If the obstacle is on fire or is otherwise obviously dangerous, this DC may be increase by 5 or even 10.

Token Races: Some riding races involve collecting a token during the course of the race, such as a flag or brightly colored ring or baton, which is typically suspended from a rope or otherwise is difficult to reach and must be snatched without slowing down, since the race requires a combination of speed and successfully grabbing these tokens.

A spectacular version of this kind of contest is the **ring race**, wherein fully armored knights propel their gaily caparisoned steeds around the racecourse while they use their lances to grab beribboned rings suspended overhead whose color matches their own. Each race turn, racers can attempt an attack roll against AC 19 (or higher, for contests aimed at higher-level contestants using smaller targets more difficult to catch) to snatch a ring at full speed. **Trailers** in a ring race gain a +2 circumstance bonus on their attack rolls, as their measured pace helps them focus on the dancing and swinging rings overhead. If the attack roll misses by less than 5, there is a 20% chance the attacker accidentally snatches a ring of the wrong color (chosen randomly).

A racer who already has at least one ring on their lance who rolls a natural 1 on a subsequent attack roll or combat maneuver check must succeed on a DC 15 Dexterity saving throw or allow one of his rings already snatched to slip off, losing the points he would have gained from it. A ring racer also can attempt an attack roll to dislodge a ring of an opponent's color, reducing their potential score.

A ring race is scored as a typical race, with a +50 bonus to the racer's cumulative race score for each ring they've obtained of their color and +5 for rings of other colors, with an extra 50-point bonus if they collect all possible rings of their color. In some races, the number of race turns and the number of rings is equal, so that racers must successfully grab a ring every time to obtain the best score. In other ring races, the number of laps is greater than the number of rings, allowing racers multiple chances to collect all of their own rings or to interfere with their opponents' efforts.

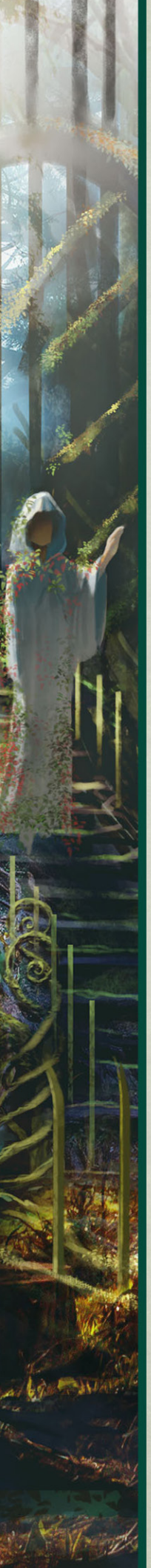
A racer that completes the race but fails to capture any rings of his own color is automatically disqualified. In unscrupulous ring races, a racer can use his lance to attempt a Dexterity (Sleight of Hand) contest with an opponent to flick one of his opponent's rings off his lance, with a successful check removing one of the opponent's rings.

Swimming Races: Swim races function similarly to land-based races for creatures with a swim speed; however, for most land-dwelling creatures swimming races use the following rules. Racers make an initiative check and a Constitution check at the beginning of the race, adding them together to get their base **race score**, and each round they spend swimming, they add the number of feet traveled to their race score (a successful Strength (Athletics) check against a DC based on the water conditions results in moving half the character's land speed). A swimmer who exceeds the Swim DC by at least 5 gains a +2 bonus to her race score for every 5 points by which she beats the DC.

After each minute of racing, a swimmer must succeed on a DC 10 Constitution check or begin tiring, losing a number of points from her race score equal to the amount by which she failed the check. Each minute thereafter, the DC of this check increases by 1.

Each race has a target race score, and the winner





of a swimming race is the first racer to reach that score. If more than one racer reaches that score in the same round, the racer with the higher total race score at the end of that round is the winner. Like running races, swimming races can be organized into heats, with the top finishers in each heat advancing to the next round until a champion is determined.

Tests of Strength

Some folk are simply not built for speed, but they like to show off their muscles in feats of strength. Combat events, especially unarmed events like boxing or wrestling, are commonplace as tests of strength, but many competitors who are not warlike by nature or by training may prefer less violent contests where they can show off their mighty musculature.

Caber Tossing: In Scottish highland games, a *caber* is a tapered log nearly similar 20 feet long and weighing 175 pounds, which must be lifted, balanced, and thrown so that the top end strikes the ground first, and ideally so that the caber falls directly away from the thrower.

The competitor must first hoist the caber up off the ground, requiring a successful DC 17 Strength (Athletics) check. Once the caber is lifted, the contestant must then balance the caber and prepare to throw it, requiring a special DC 12 ability check; the contestant makes both Strength and Dexterity checks and may select the better result. If any of these ability checks fails, the caber is dropped. Depending on the competition, a single drop may eliminate a contestant, while in other competitions contestants may be allowed a certain number of drops before being disqualified.

Once the caber is ready, the tosser must hurl it up in the air so that it falls top-end first, requiring a ranged attack (treat as AC 10, with disadvantage). If the attack misses, the caber fails to land top-end up and falls to the ground, scoring 0 points. To determine the direction the caber falls on a successful ranged attack, roll 1d8, with a 1 indicating the caber falls directly away from the tosser and 2-8 rotating around the target in a clockwise direction. The tosser can adjust this d8 result up or down by 1 for every 5 points by which his attack roll exceeds the target AC.

A caber tossing match may be a set number of throws, with the highest aggregate score

d8 result	Score
1	5 points
2 or 8	4 points
3 or 7	3 points
4 or 6	2 points
5	1 point

winning. In the event of a tie, the tosser with the fewest drops would be named the winner, and if any contestants are still tied they can make an additional toss against one another with the high-scorer (or the first successful toss without a drop) being named the winner.

Distance Throwing: While caber tossing is a very specific event, similar tests of strength could feature large rocks or any other heavy and unwieldy item that must be lifted, balanced, and thrown at a target, and the term can be used in a universal sense to indicate other similar items for such events.

In addition, while distance does not matter in traditional caber tossing, hurling an object for distance is likewise a feat of strength and technique, such as the Greek shotput or discus or the modern Olympic hammer throw. For such events, each contestant makes a ranged attack roll against AC 10 with disadvantage. If the attack misses, the throw lands out of bounds and is not counted. If the attack roll hits, the thrower additionally makes a Strength check and adds the result to his attack roll to determine his score. If throwing a weaponlike object, such as a dart, javelin, or spear, the attack roll does not have disadvantage if the thrower is proficient in the weapon.

Throwing an object for maximum distance requires the thrower to spin, run, or lean into her throw for maximum power, and the thrower must succeed on a DC 10 Dexterity (Acrobatics) check after making the throw to keep her balance. If the check is failed, the throw is treated as a foul and is not counted.

In most throwing contests of this kind, each competitor gets a certain number of throws and keeps only their best result. The winner is determined by the single farthest throw. If two throwers are equal, the one with the fewest fouls or out-of-bounds throws wins.

Tug-of-war: This simple contest involves two teams on opposite sides of a field, with a rope between them tied with a flag in the center. Each

team has a boundary line on its side, with all members of their team beyond the line, and the object of the contest is to pull the flag marking the center of the rope across their boundary line while the opposing team strives to do the same. The size of the field between the two teams

Each team has an anchor that holds the end of the rope, and fundamentally a tug-o-war is a series of Strength (Athletics) contests. Compare the cumulative strength bonuses of each side.

DC	Weight
10	Up to medium load
15	Up to heavy load
20	Up to heavy load x 150%
25	Up to heavy load x 200%



The side with the most bonuses grants a +1 bonus for that anchor's Strength (Athletics) check for every 4 points by which they exceed the other team's bonuses. Each anchor makes their checks, applying any modifiers for their team, and compare the result. The difference between the result of the checks equals the number of feet the center flag is pulled toward the side of the higher-rolling team at the end of that round. The tug-of-war is won when either team pulls the center flag over its boundary line.

Weightlifting: The simplest test of strength is setting up progressively heavier and heavier weights for contestants to lift and hold, whether lifted overhead like a modern power-lifter, lifted and carried a short distance, or pulled on a sledge or track. For such weightlifting contests, any character can lift their light load over their head automatically. Lifting and holding heavier loads in competition requires a Strength (Athletics) check.

A competition will typically begin with a minimum qualifying weight (usually at least 150 pounds); those who fail to lift that weight cannot compete. After that point, each competitor must increase the weight after each successful lift by at least 10 pounds, though they may choose to increase the weight of their lift if desired. If they fail a lift, they can retry the same weight. Lifters continue increasing their weight as many times as desired until they fail a total of three lifts, at which point the highest weight they successfully lifted stands.

A lifter can attempt a number of lifts equal to one-half her Constitution score before she risks becoming exhausted. For each lift after that, she must attempt a DC 10 Constitution check, or gain a level of exhaustion. The DC of this check increases by 1 for each additional lift. Exhaustion levels gained in this way are removed after a completing short or long rest.

The winner is determined by whomever had the highest weight lifted; in the case of a tie, the lifter with the fewest failures wins.

Mock Battle

Many tournaments celebrate skill at arms, and in medieval times the *grand melee* was scarcely less violent than a real battle. Blunted swords and axes could still break limbs and skulls and leave contestants wounded or crippled. The events presented here utilize the combat rules as a baseline but offer a wide variety of specialized rules for ritual combat on horseback, with ranged weapons, and matches in unarmed combat.

Jousting

One of the most iconic events in a tourney is the joust, with caparisoned knights in full armor and flowing regalia testing their mettle and their skill against other peers of the realm in a cacophonic clash of arms.

For the joust, competitors are matched in a random draw. Each is equipped with a heavy horse, military saddle, lance, and heavy wooden shield, with racks of extra lances and shields. Riders may provide their own nonmagical armor. Attacking a horse is grounds for disqualification.

Jousters can attempt to unhorse their opponent with a bull rush or trip combat maneuver or attempt to shatter their opponent's shield with a sunder combat maneuver. These can be done even though a lance normally cannot be used to shove or disarm, with the following modifiers.

Tactics: A jouster may choose to charge and force the opponent to make a Dexterity saving throw (DC = 8 + proficiency bonus + Strength or Dexterity bonus), to advance and attack normally, or to use the Dodge action. A jouster also can use other abilities, including class features like barbarian rage. Supernatural, spell-like, or other magical effects are typically forbidden. Attacking the opponent's mount results in immediate disqualification.

Resolution: Contestants spur their mounts forward and meet in the center of the list and



d12 Result	Competitor
1-4	**Hedge Knight (human fighter) Init** +1, **Attack** + 5, **Perception** +0, **Handle Animal** +5, **Constitution** +5, **Strategy** Dash and trip (+6).
5-7	**Tourney Knight (human fighter) Init** +3, **Attack** +7, **Perception** +4, **Handle Animal** +10, **Constitution** +8, **Strategy** Dash and shove.
8	**Sir Brian (human ranger) Init** +4, **Attack** +9, **Perception** +10, **Handle Animal** +13, **Constitution** +10, **Special** +4 vs Humans, +2 vs Elves, **Strategy** Dash and Shove.
9	**Churt Ennatal (half-orc barbarian/ranger) Init** +7, **Attack** +10, **Perception** +15, **Handle Animal** +15, **Constitution** +12, **Special** +6 vs Humans +6, +2 vs Elves, +2 vs Dwarves, rage (+2 to Attack), **Strategy** Dash and shove, rage.
10	**Domm Jurga (orc barbarian) Init** +0, **Attack** +10, **Perception** +8, **Handle Animal** +5, **Constitution** +10, **Special** greater rage (+5 Attack)**Strategy** Dash and disarm shield, rage.
11	**Khotio Cristobal (human fighter) Init** +7, **Attack** +11, **Perception** +5, **Handle Animal** +16, **Constitution** +8 **Special** Blindsight 60 ft, **Strategy** Attack, and shove.
12	**The Shadow Knight (half-elf fighter) Init** +7, **Attack** +12, **Perception** +9, **Handle Animal** +20, **Constitution** +13, **Special** hide in plain sight (Stealth +23) **Strategy** Advance and shove. Hides in plain sight to gain concealment against a challenging foe.

initiative is rolled. If either contestant has an advantage in reach, that competitor has advantage on this initiative check. The winner strikes first, and unhorses the defender if the winner attack hits. If the rider who lost initiative is unhorsed, they can attempt a DC 20 Wisdom (Animal Handling) check as a reaction, with their shield breaking if they fail. If the check succeeds, the defender is able to get in a strike with their lance against the attacker, forcing the attacker to make a DC 15 Dexterity saving throw. If the stricken attacker fails this saving throw, they are unhorsed. If they succeed in unhorsing their opponent, that pass is a draw and both contestants can remount and try another pass.

On any attack that hits, the lance breaks.

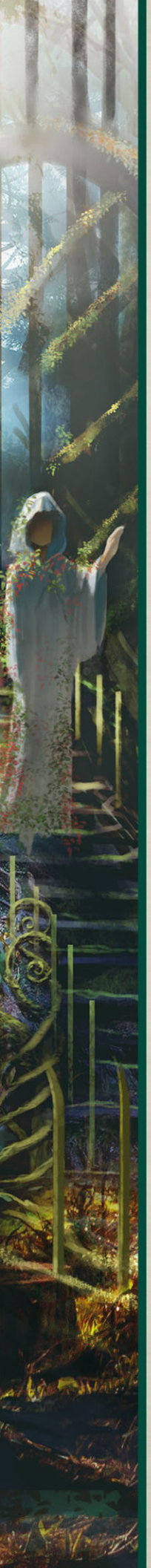
The first rider to unhorse their opponent and stay mounted wins the match. If after three passes neither has done this, a point is scored for each shield broken and a point is deducted for each lance broken. If the match is still a draw, the contest continues until the tie is broken. After each pass, riders take 1 round to return to the end of the lists before charging again. Two squires at each end of the lists use their actions to replace a rider's lance or shield as needed.

Special Jousts: In a fantasy game, jousts could be contests on flying, swimming, or even climbing mounts, given an arena of the appropriate type. The rules for such jousts are the same as for land-based jousts, though each mount also can make a Climb, Fly, or Swim check, as appropriate, during their charge to see if they can gain an advantageous position relative to their opponent's mount.

In special jousts, and aerial jousts in particular, flamboyance and showy aerobatics are a key part of the event, and the mount with the higher opposed Wisdom (Handle Animal) check also grants its rider advantage on any combat contests. Brightly colored flags, poles, or similar markers are placed at each end of the jousting field to mark where fliers should make their turn and approach the list for their next pass. In exotic jousts, these markers might have flaming rings the jousters must pass through (DC 17 Dexterity (Acrobatics) check required, plus a DC 20 Wisdom (Handle Animal) check to push a non-sentient mount to fly through the flames), plus a DC 10 Dexterity saving throw for both rider and mount to avoid catching on fire, while high-magic tournaments could have even more outlandish obstacles.

While aerial maneuvers are expected before and after each pass, aerial jousts often are held close to ground level for the actual clash of lance against lance in order to minimize falling damage from competitors unhorsed





in the joust. However, in some high-stakes tournaments the joust may take place in midair at a much higher elevation, with spectators watching from raised platforms, or the towers of a castle, or even the sides of a canyon or ravine. While weather rarely plays a role in low-level aerial jousting, high winds in such high-altitude jousts may impose a disadvantage on any relevant checks for both contestants.

Sample Competitors: PCs wishing to compete must best a hedge knight trainer in the practice lists to demonstrate their basic competence. Success and an entry fee (the amount depending on the size and renown of the tournament, typically 10 gp for small local festivals and 100 gp for grander events) grants a place in the 5-round, single-elimination tourney. To determine a PC's opponent, roll 1d8 and add 1 per round. Bear in mind that the CMB and CMD listed below include the modifiers listed above.

Winning: A jouster reaching the final four earns 1 point of Renown; increased to 2 points for reaching the final two, and 3 points for becoming champion. In a grand tournament, the four finalists receive a war-trained light or heavy horse. The two grand finalists receive *saddles of horsemanship*, and the grand champion receives a suit of *+1 breastplate*.

Target Shooting

History shows us all manner of target shooting and target throwing contests, from lumberjack axe throwing to barroom darts to classic Robin Hood-style archery contests. Accuracy was a key life skill in hunting and training for military service as well, and such contests are commonplace in any festival. While the contests below are described in terms of archery, they can just as easily be undertaken with any kind of ranged weapon, including thrown weapons, with proportionately shorter distances for weapons with shorter range increments.

Clout Shooting: More common in the Middle Ages than the target shooting we typically envision, clout shooting involved launching arrows at long range in a parabolic arc at a target laid at a low angle or even flat on the ground to simulate loosing volleys of arrows in combat into massed enemy troops or shooting over walls. The clout itself was a simple wooden peg a few inches across inside a circle drawn on the ground or marked with small flags and that might be as small as 2-3 feet across or as large as 25 feet. Modern clout shooting still exists and uses the same principle, but the target is more often a flag or square of cloth and scoring is based on how close archers can get their arrows to it.

A clout end has each archer shooting six arrows at the clout peg or flag at a distance of 500 feet, a -8 range penalty for longbows (though this can be reduced by the Far Shot feat and certain class features and other abilities). If all archers shoot at the same target, each shooter uses fletching is a different color to tell their arrows apart for scoring. Scoring is as follows.

DC	AC	Points
Clout	30	6
Clout square	20	3
Inner Circle (within 5 feet)	15	2
Inner Circle (within 10 feet)	10	1

If the clout is laid flat on the ground, it is considered to have concealment, so any shots have disadvantage when done in this way.

The top two scorers in each clout end advance to the next round, or have a one-on-one end of their own, with the high scorer winning their duel and the title. If they remain tied after that end, they go to a sudden death duel with each taking one shot at a time until the tie is broken.

Target Shooting: Shorter-range shooting contests against vertical targets marked with concentric circles around a central bullseye. A target-shooting end is six shots for each archer at a Medium-sized target typically 120 feet away. Each circle can be painted in alternating painted rings (called circles) and unpainted rings (called fields), or each could be painted a different color; those listed below represent the modern archery target colors. Archers score based on how close their shots come to the center of the target.

In some tourneys, each archer shoots at their own individual targets, while in other contests, pairs of archers alternate shots at the same target. In such a duel, the archer with the higher total score is the winner. In the case of a tie, the archer with the shot closest to the center point of the target wins; determine this by which archer had the highest attack roll during their end. If this is still a tie, each archer alternates taking one shot at a time until the tie is broken.

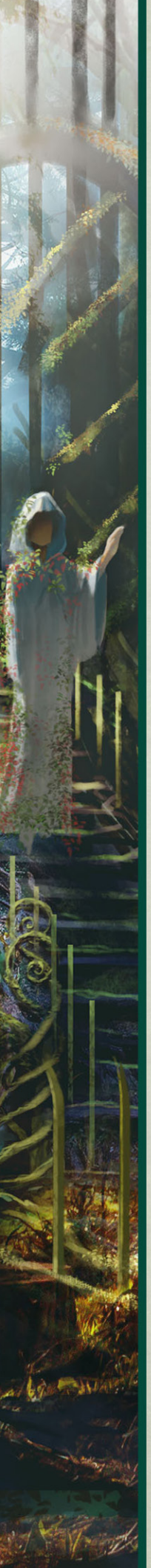


Circle	Color	AC	Points
Center	Gold	18	5
Inner Field	Red	14	4
Inner Circle	Blue	12	3
Outer Field	Black	11	2
Outer Circle	White	10	1

Unarmed Combat Events

While jousting and even general melee events with blunted lances and swords were a staple of medieval tournaments, unarmed combat events also were very popular and continue to be popular to the present day. Such events often featured traveling champions who would take on local toughs and gallants willing to stake their money for a chance in the ring with the champion. Such events can be run using the standard combat rules for unarmed attacks and combat maneuvers, and this is particularly appropriate in unusual unarmed events such as a humanoid battling a bear, gorilla, or similar creature with natural weapons of its own. However, the following rules below provide a framework for the sweet science of taking down an opponent with bare hands.

Performance Combat: Whether using standard



combat rules or the specialized rules described below, it is very appropriate to have contestants attempt to influence the crowd to their side make Charisma (Performance) checks.

Boxing: Competitors are confined to a small ring, usually a 15-foot square, and set to fighting. Standard boxing is unarmed combat using only the hands, but many cultures may strike with both hands and feet or even with feet alone. Grappling, shoving, and most other combat contests are not allowed. After each round of combat, the boxers are separated and return to their start positions.

Gloves: Traditional boxing is carried out with bare knuckles, but in some societies gloves are used to ablate the impact and reduce injury. Boxers wearing gloves cannot kill their targets, and they deal only half the normal amount of damage with each blow.

Knockout: If either competitor is rendered unconscious by the reducing their opponent to 0 hit points, he is knocked out and his opponent is declared the winner. If a fighter confirms a critical hit during a boxing match, the target must make a Constitution saving throw equal to 10 + the damage dealt or gain a level of exhaustion, or two exhaustion levels if they fail the save by 5 or more. Rolling a natural 1 on this save renders the target unconscious. Any exhaustion levels gained in this way are removed when the afflicted boxer finishes a short rest.

Rounds: A boxing match can last any number of rounds agreed upon by the contestants, though usually a minimum of 3 rounds and a maximum of 15. These rounds can be literal combat rounds, or they can be any length stipulated by the combatants, though rarely longer than 1 minute.

Scoring: If neither opponent is knocked unconscious during the duration of the fight, the victor is determined by a scoring system. Each competitor tallies one point per hit and two points for each critical hit. In any round in which a fighter scores more hits than his opponent, he gains one additional bonus point. A fighter can use a Dexterity (Sleight of Hand) check to appear to land more punches than he actually does; this check is opposed by the passive Perception of the judge(s) scoring the match, and the check is made each round. Both the fighter and the judge(s) add their base attack bonus to these checks. If a fighter's Sleight of Hand check exceeds the Perception check of the judge(s), he is treated as if he scored 1 additional hit during that round, plus one additional hit for every 5 points by which his check exceeded the DC.

Special Boxing Rules: Boxing can proceed using normal unarmed combat rules, or it can incorporate a number of specialized maneuvers and strategies.

Bob and Weave: This is the boxing term for fighting defensively or using the dodge action.

Clinch: One boxer grabs onto another as a defensive maneuver to prevent his opponent from landing effective punches. Treat this as a grapple contest. If the target's opposed roll is 5 or more points lower than the grappler, the target is has disadvantage on attack rolls for 1 turn. A referee will usually end the grapple after 1 turn.

Combination: As a standard action, a boxer can make a single attack at his highest base attack bonus. If the attack hits, he makes a combat maneuver check against his opponent's CMD. If this check succeeds, the boxer can take a second attack at his highest base attack bonus.

Counterpunch: A boxer can use his reaction to attack his opponent as they make their attack. This counterpunch is resolved after his opponent's attack.

Haymaker: A boxer can put his whole energy into a heavy blow as an action, taking disadvantage on the roll in order to gain a +3 bonus on damage rolls. Using an ability or inspiration point to grant advantage, and thereby making the roll a normal one, is explicitly allowed.

Jab: This is a standard unarmed strike.

Low Blow: A blow below the belt is generally considered against the rules, much like a head butt, and in such cases making a low blow without being noticed requires a successful Dexterity (Sleight of Hand) check opposed by the passive Perception checks of the judges. If noticed, a successful low blow does not score a point and results in a 1-point penalty to the attacker. A successful hit with a low blow deals an additional 1d3 points of damage. In addition, the target must make a DC 8 Constitution saving throw or gain a level of exhaustion that goes away after the target finishes a short rest.

Wrestling: Wrestling is a contest of combat maneuvers, especially (but not exclusively) the grapple maneuver. Shove contests are used to take a foe to the ground and make them easier to pin, while in other forms of wrestling such as

sumo the object is to force the opponent out of the ring. Matches can be simple submission contests, wherein the match continues until one wrestler is subdued through maintaining a grapple for a certain number of rounds. Wrestling matches typically occur in a 15-foot diameter ring (which may be round or square), though larger rings may be use for tag team or group wrestling matches. The rules below present a formalized scoring system that can be used to reward specific maneuvers and outcomes.

Duration: A wrestling match usually lasts a set number of rounds (usually 10, 12, or 15), though the match can end early if one wrestler maintains a grapple for 3 rounds. If neither wrestler can maintain, the match is decided on total points. If the score is tied at the end of the set duration, the match continues in a sudden death format, where the first wrestler to outscore his opponent in a round wins the match.

Exhaustion: Wrestling matches take a considerable amount of energy. A wrestler can wrestle for a number of rounds equal to one-half his Constitution score before risking exhaustion. After this time, each wrestler must attempt a DC 10 Constitution check or gain an exhaustion level at the end of each round. The DC increases by 1 for each round thereafter. When a wrestler gains an exhaustion level, the DC resets to 10 but additional checks must be made each round to avoid gaining further levels. A wrestler using a Dodge action does not need to make a Constitution check that round and reduces the DC of subsequent checks by 1. Exhaustion levels gained are never lethal and are removed after a minute of rest.

Give and Take: Scoring occurs at the end of each round of a wrestling match. A grapple that is not maintained to the end of the opponent's turn scores no points.

Showboating: Wrestling bouts can be simple athletic endeavors, or they can be grand spectacles with casts of colorful costumed characters with outlandish names and costumes to match, from masked *luchadors* or gloriously spangled and sequined performers with catchphrases, capes, props, and bombastic entrance music. These endeavors may still be highly athletic (though in some cases they may follow a prearranged script as to who wins or loses a match), but a Charisma (Athletics) roll can be made in place of a Strength (Athletics) check.

Tag Team: This style of wrestling pits two teams against each other, though only one wrestler from each team is on the mat at a time. At any time during the match, a wrestler can tag their partner and then exit the ring, while their partner enters the fray in their place. The partner outside the ring must stay in a specific location and cannot move around the ring to get closer to their partner.

Team Wrestling: Some wrestling matches pit evenly matched teams against one another, with all wrestlers in the match at once. Scoring proceeds as described, and wrestlers may choose to combine their efforts to pin and hold one of their opponents or may engage in multiple one-on-one grapples simultaneously. A wrestler who is grappled and held for three rounds is out of the match and the bout continues until all of one team's wrestlers have been eliminated, or based on the aggregate score for each team if both teams still have wrestlers remaining at the end of the match. Any successful point-scoring move by a wrestler counts toward the aggregate total for their team.

Unsportsmanlike Conduct: In a wrestling match, you often can escape the view of any judges or referees, and a dirty trick maneuver certainly can be used to put an opponent in a compromising position and gain advantage. Using an illegal hold or an unsportsmanlike maneuver such as an eye gouge, groin grab, strike with a closed fist, and so on without being noticed requires a successful Dexterity (Sleight of Hand) check opposed by the passive Perception checks of the judges. If the dirty trick is noticed, the wrestler receives a warning and his opponent gains 1 point. A second dirty trick combat maneuver that is noticed results in the wrestler being disqualified.

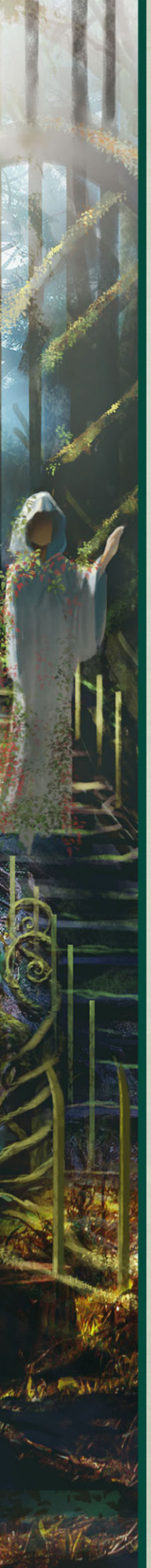
Because of the chaos and confusion of a match with multiple wrestlers on a side, Dexterity (Sleight of Hand) checks to perform a dirty trick combat maneuver without being noticed have a advantage in a team wrestling match.

Scoring: Scoring is checked at the end of each round:

Escape (1 point): You succeed on a grapple check to break free from a grapple when your opponent has maintained the grapple at least once or has knocked you prone.

Hold (2 or 3 points): You succeed on a grapple check to maintain your hold your opponent. If you maintain your hold for two consecutive





rounds, you score 3 points.

Pin (victory): If you maintain a hold for three consecutive rounds, you automatically win the match.

Reversal (2 points): You escape a grapple and make a successful grapple check at the next available opportunity.

Stalling (warning, then 1 point to your opponent): If you use the Dodge action, you receive a warning the first time. Each time you use that action afterwards, your opponent receives 1 point.

Takedown (2 points): You knock your opponent prone and succeed on a grapple check in consecutive rounds. This may be done in either order; knocking them prone and then grappling them, or grappling first and then knocking prone.

Sumo: Sumo and similar forms of wrestling do not rely on grabbing an opponent, but instead of forcing them to the ground or out of the ring with shove contest. This also can be accomplished with a grapple when you force the opponent to move.

Both wrestlers begin near the center of a 15- or 20-foot ring, and must force their opponent back or to the side 10 feet to force them out of the ring, or knock them prone. Both wrestlers begin from a set position marked within the ring and roll initiative at the beginning of the match. In some cultures, the rules of sumo are considered sacred, and any unsportsmanlike conduct noticed by the judges is grounds for immediate disqualification and forfeit of the match. If you use a 15-foot ring, assume both wrestlers begin in the center square; if you wish a bit more movement opportunity using a standard grid of 5-foot squares, a 20-foot ring may work better.

In the case of a shove contest, the winner can move both his opponent and himself 5 feet. If the opponent's contested check is 5 points or more lower than the attacker, they are knocked prone and lose that match.

The first wrestler to be knocked prone or forcibly moved out of the ring loses the match; unlike a traditional Western wrestling match described above, the match ends as soon as either wrestler is defeated in this way, without a chance for the defender to retaliate.

Once a wrestler is defeated, if the match is going to continue, both wrestlers retake their positions at the center of the mat

Scoring: A sumo contest typically consists of a set number of matches, either within the same day or over a span of days. In a single contest, two wrestlers might have five matches, with the winner determined by whomever wins the most individual matches. Tradition dictates that all matches in the set are completed, even if one wrestler has an insurmountable advantage in that set, both for the loser to demonstrate stoic aplomb in defeat and to determine total number of matches won if the sumo event stretches over multiple days and involves multiple wrestlers, as the winner of the highest aggregate total number of matches at the end of the event is the grand champion of that event.

Special Events

While the preceding section details a broad array of familiar contests from real-world history and culture, this is a fantasy game and it's eminently possible in a higher-magic campaign, or one that features higher-level characters, to dial up the difficulty and complexity of your tournament events. These are especially appropriate if your festival games happen in a specific location, where a permanent stadium or arena is renowned for its famous and unique challenges, but they also could be used at any festival set up in the fringes of a young forest kingdom where the spirit of magic and adventure is strong.

Pillars of Life and Death

Contestants enter a grid that is 100 feet on a side. A total of 36 10-foot-tall spiraling glass columns are spaced every 20 feet on the grid, including around its perimeter. These pillars are sensitive to radiant and necrotic energy, causing them to fill with a glowing light (radiant) or inky darkness (necrotic). The energy required to fill the columns may come from channeled energy or from *cure* or *inflict wounds* spells. The pillars always attempt a saving throw (with a flat bonus of +5) against effects which allow a saving throw, even if normally harmless.

Physically, each pillar has an AC 16, Damage Threshold of 3, and has 12 hit points, and they are not subject to critical hits when empty. For the purpose of radiant and necrotic energy, each pillar begins at 0 hit points, brightening with the respective energy type, up to 100 hit points of each. Pillars can absorb both types of energy simultaneously; they do not cancel one another

out but accumulate separately, with light and dark spiraling around the pillar.

Each competitor is given a colored token, and when they cause a pillar to reach 100 positive or 100 negative hit points, they 'capture' the pillar as it turns wholly white (positive) or black (negative) and the crystal sphere mounted at the pillar's top glows brightly in their color. This is true even if another contestant has charged the majority of the energy into the pillar; it is the contestant who pushes the pillar beyond 100 positive or negative hit points that captures it (this includes creatures summoned by a contestant). Captured pillars become amazingly durable (AC 18, Damage Threshold 8, 180 hit points).

Competitors may use melee, ranged, targeted, or area-effect abilities to charge the pillars. All contestants on the field gain the benefits of a *death ward* spell. A contestant that destroys a pillar receives one penalty point, which is deducted from the number of pillars they have captured when tallying the winner. A contestant that attacks another competitor is disqualified.

Cheating: If you wish to grant an unfair advantage, one contestant is given a special item warded with *magic aura*. Such items can adjust damage or confer the ability to deal radiant or necrotic damage more easily. Using such an item is grounds for disqualification.

Sample Contestants: The following expert contestants enter this event. Unless otherwise noted, all spells listed below have a range of touch. Only spells relevant to the contest are listed here, along with the number of slots per day each character can cast.

Ygg Vardu (gnome female cleric of the Destroyer, CR 9) **Attack** +9, **Channeling (4/day)** 6d6 necrotic damage, DC 17, 5/day, **Spells** (DC 17) 6—*harm* (x1), 5— (x2), 4—*blight (x3)* 3—*(x4)*, 2—*shatter*, 1—*inflict wounds* (x4), **Strategy** Ygg uses her area-effect powers while moving from pillar to pillar and targeting them with *harm*. If she sees a radiant damage pillar near filling, she uses *shatter* to destroy it.

Levigud Stolikan (human male cleric of the Goddess of the Dead, CR 10) **Attack** +9, **Channeling** 6d6 positive, DC 17, 6/day, **Spells** (DC 17) 6—*heal (x1)* 5—*mass cure light wounds* (x2), 4—(x3), 3—*revivify (x4)*, 2— *(x4)*, 1—*cure wounds* (x4), At Will— *sacred flame* **Strategy** Levigud tries to hit the largest number of pillars with his area-effect radiant damage, but if a pillar is close to being healed he focuses touch-range cure spells on it. All of Levyn's healing heal an additional 2 hit points per spell due to his domain.

Monde Ispemon (human male sorcerer (celestial) CR 11) **Attack** +9, **Channeling** none, **Spells** (DC 17) 6—*heal* (x1), 5— (x3), 4—*blight* (x3), 3—*fly*, *vampiric touch* (x3), 2— *(x3)*, 1— *cure wounds (x4)*, Cantrip—*chill touch* (3d8), **Strategy** Monde lets others do most of the work and tries to capture pillars that are nearly filled, whether with radiant or necrotic energy. He spends the first round casting *fly* on himself, then uses *cure wounds* on nearly-filled radiant pillars, while he flies to the center of the arena and uses *blight* and *vampiric touch* on necroticly charged pillars.

Winning: There are two winners in the contest. The first competitor to charge a pillar is given a *wand of of chill touch* or a *healing potion* that refills itself each dawn. The contestant who charges the most pillars is declared the grand champion and is given a *wand of lesser restoration* (it casts lesser restoration for 1 charge, and the wand has 2 charges that are renewed at each dawn).

Shooting Gallery

Contestants are assigned positions on an archery list 300 feet long, with targets placed at 50 feet, 150 feet, and 300 feet. Each contestant may choose a shortbow, longbow, light or heavy crossbow, or sling, along with 20 arrows, bolts, or sling bullets.

Contestants must hit each target at least once, but they may otherwise choose their target. Each target has a vertical concentric circle, an outer circle that is AC 10 (scoring 1 point), an inner that is AC 16 (scoring 2 points), and a bull's eye that is AC 21 (scoring 3 points). The point values are increased by 1 for the second target and by 5 for the third.

In addition, the contest has several magical surprises. Each competitor should roll 1d6 each round. On a roll of 1, a *gust of wind* strikes them for 1 round, causing their attacks to have disadvantage, and forcing a small competitor to make a Strength save (DC 14) or be knocked prone. On a roll of 6, one of the targets (equal chance of each) is surrounded by a 5-foot radius cloud of smoke for 1 round, applying disadvantage to that target.

The top two contestants move on to a final round. The master of the archery lists has secured a collection of mock *ioun stones*, 5 painted black and 5 red. Each is AC 17, has a damage



threshold of 4, and 15 hit points. The *ioun stones* orbit within a 5-foot column of light 50 feet away. Contestants are given a quiver of 20 arrows, and an extra quiver is placed at their starting point if they need additional ammunition. Contestants roll initiative and can move and fire as they wish at targets of the color assigned to them. When only one target remains, the column of light fills with spiraling streamers of color that grants the final target an additional 10 hit points. The first to knock down all 5 of their targets wins.

Cheating: If you wish to grant an unfair advantage, one contestant is given a +1 bow.

Sample Contestants: The following expert contestants enter this event:

Vail McIlrath (human ranger CR 12) – **Weapon** longbow, **Range** 120 feet, **Atk** +9/+9 (1d8+5).

Navara Kadani (elf female fighter CR 9) – **Weapon** longbow, **Range** 120 feet, **Atk** +11/+11 (1d8+7), **Strategy** Navara focuses her efforts on the middle target. When time is nearly up, she will use an action surge to take four shots in the last round.

Florin Moyur (female halfling fighter CR 11) – **Weapon** hand crossbow, **Range** 120 feet, **Atk** +9/+9/+9, **Other** Crossbow Expert and Sharpshooter feat, **Strategy** Florin focuses her efforts on the farthest target. In the final, uses her action surge to make six shots.

Domm Jurga (male half-orc monk CR 11) – **Weapon** sling, **Range** 120 feet, **Atk** +9 (1d8+10), **Other** Sharpshooter feat, **Strategy** Hitting the nearest target as many times as he can.

Winning: The contestant with the overall high score wins a pair of *lesser bracers of archery* (or *bracers of slinging* or *bracers of the crossbow* with an identical effect when using those weapons, if that is their weapon of choice).

Test of the Axe

Contestants must hew through as many 2-foot thick logs (AC 13, 55 hp) as fast as possible in one minute. The logs are spaced 10 feet apart, so competitors must move from one to the next once the prior log is demolished. A central rack holds a large collection of masterwork handaxes,



throwing axes, battleaxes, dwarven waraxes, orc double axes, and greataxes. Competitors may use a single axe or one in either hand, as they choose.

Cheating: If you wish to grant an unfair advantage, one contestant is given an adamantine axe of their favored type, disguised to look like ordinary steel. Against the logs, this axe grants deals an additional 2d6 damage. As a quirk of the contest, such an axe (of a random type) might be placed among the tools available for all competitors. A DC 20 Intelligence (Investigation) or Wisdom (Smithing Tools) check will identify its composition, but this requires a standard action examining the axe. A dwarf has advantage on any such checks. If two characters both recognize the axe's worth, or if an NPC who knows which axe it is goes for it at the same time as a PC who recognizes what it is, make an opposed Strength check (adding any bonuses on disarm combat maneuver checks each contestant has); the winner gets the axe.

Sample Contestants: The following expert contestants enter this event.

Domm Jurga (orc male barbarian 11) **ST** 20, **Attacks** 2 with greataxe +9 (1d12+8) or +15/+10/+5 (1d12+18), **Strategy** Domm rages during the first round and keeps moving to new logs as soon as one is cut in half.

Dizonar Redd (dwarf female fighter 12) **ST** 18, **Attacks** 3 with dwarven waraxe +8 (1d10+4)

Kyller Murso (human male fighter 9/barbarian 1) **ST** 20 with rage, **Attacks** 3 with handaxe +9 (1d6+4)

Quilaj Sorakka (half-orc female ranger 10) **ST** 18, **Attacks** 2 with battleaxe +8 (1d8+4)

Winning: The winner is the competitor who has destroyed the most logs. Partially destroyed logs only count in the case of a tie, in which case the competitor whose final log had the fewest hit points remaining wins. The grand champion wins a *+1 plant bane adamantine axe* of their favored type. Second place wins a non-magical adamantine axe of their choice.

The Siege Mortis

This unusual contest is often blended with another event where the strange, the exotic, and the macabre are celebrated, such as a menagerie of bizarre beasts or a carnival of freaks, and is typically held at midnight. An individual can take this challenge only once, though other characters may attempt it as well. At the conclusion of the companion spectacle, a strange thronelike chair of bronze metal is placed in the center ring, and the contestant is brought to sit upon the chair. Unlike the other games, the contestant can bring anything they wish, but if they are killed or quit the contest everything they bring within them becomes property of Madame Midnight, the mistress of the event and of the mystical *Siege Mortis,* the Seat of Death. They can abort the challenge at any time, ending it immediately, but if they surrender during the test they walk out with only their skin. They may cast preparatory spells before sitting the *Siege Mortis*, but spells lasting less than two minutes expire before the contest begins.

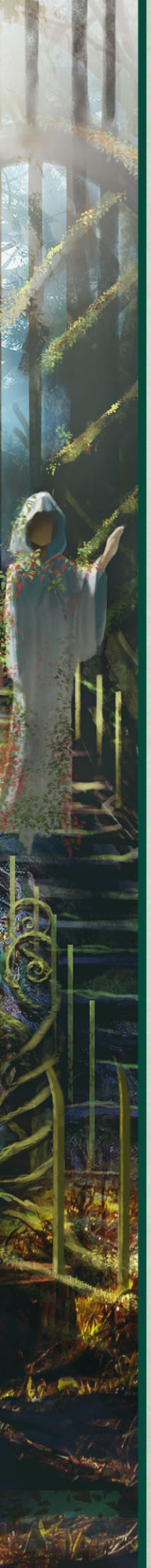
The contest begins with the contestant being seated in the *Siege Mortis* and concentrating for two minutes. During this time, Madame Midnight works the crowd, calling for bets for or against the contestant. After one minute, the contestant is surrounded by an illusory environment (as a *mirage arcane,* DC 18 to disbelieve) surrounded on all sides by transparent *walls of force.* From within, the *walls of force* appear to extend the terrain to the horizon; only on reaching the wall will a contestant realize where the end of the "arena" lies. Those outside the walls, however, automatically perceive what transpires within with *true seeing,* allowing them to view the proceedings without obstruction.

At the same time, in a different random location one or more quasi-real creatures appear, equivalent to the illusory monsters created by a *phantasmal force* (DC 18) spell. There is an equal chance of a CR 5 creature to be there, usually an elemental. At the GM's option, the power of the *Siege Mortis* may adapt itself to provide even greater challenges for higher-level characters, but its dangers should never be less than those described above.

The illusory environment can be anything, including buildings, and should be suited to the creature that appears. The environment provides no cover and successful disbelief allows a creature to ignore any perception of difficult terrain. Illusory structures, trees, and the like have a quasi-real structural framework that can allow a creature to hide, and even if disbelieved hinders movement as difficult terrain and can be climbed (DC 15). Quasi-real liquids can be swum (DC 10) or walked through.

Winning: The contest lasts for two minutes,





until the contestant or all quasi-real creatures are killed, or until the contestant surrenders. Depending on her mood, Madame Midnight may call out to the crowd to judge a contestant asking for surrender and may delay until the end of the round before ending the contest. Surviving the *Siege Mortis* without slaying the enemy wins no Renown, but the PC keeps her gear. Slaying the quasi-real creature(s) wins 1 point of Renown and a set of four *elemental gems*, one of each type. Victory brings 2 points of Renown if accomplished in 3 rounds or less of actions, 3 points if achieved in a single round (measured from the point when the PC takes their first standard action).

The Tower of Jewels

Competitors must climb to the top of a 60-foot wooden column, painted to resemble a tower, and retrieve a single gemstone of their choice from a turret-shaped box at the top, and climb back down without falling. The pole itself has been sanded smooth and requires a DC 19 Strength (Athletics) check. The top 30 feet of the pole has been greased as well (DC 24). A competitor may use Athletics or Acrobatics to begin their climb with a high jump, requiring a DC 20 check to grab onto the pole jump and grab on, but they may not jump down. A competitor who wishes to climb naked can take off their garment and improvise a climbing aid as an action, using their clothes to create the climbing aid (reduce the DC of each check by 2). This can be used as a 10-foot-long makeshift rope if tied to the box at the top of the pole (taking an action to tie properly), reducing the Climb DC to 10 for that portion of the pole.

The box has a simple lock that requires a DC 17 Dexterity (Thieves Tools) check, though it would be difficult to bring up a set of thieves tools when climbing naked. A Dexterity check can be made without them, but the DC is 25. A competitor can also try to smash open the box (damage threshold 5, hit points 15, DC 19 Strength (Athletics) check to break).

The box contains 6 gems, one of each worth 500, 100, 50, 10, 5, and 1 gp. A DC 19 Intelligence (Investigation) can determine which is of greatest worth. If the box is smashed open, the gems are scattered onto the ground– the PC can catch one of them with a DC 15 Dexterity saving throw, but must make a DC 30 Intelligence (Investigation) check as an reaction to catch the most valuable one. Any jewels which fall have a 50% of shattering when they hit the ground below. A competitor may palm one additional jewel with a Dexterity (Sleight of Hand) check. If the event marshals notice (19 passive Perception), the competitor is disqualified; if not, they keep the extra loot.

Cheating: If you wish to grant an unfair advantage, one contestant is given clues about the cut of the most valuable gemstone, granting advantage on checks to pick it out.

Ali Zirasghar (half-orc male monk CR 10) **Speed** 60 feet, **Attacks** unarmed strike +8 (1d8+4), **Strength** 14, **Dexterity** 18, **Skills** Athletics +6, Acrobatics +8, Investigation +6, **Strategy** Ali makes a running leap up the pole using Step of the Wind, and climbs as best he can, using slow fall to avoid damage if he falls. He tries to smash the box and grab any jewel and get back to the finish as fast as possible.

Jashev Derry (halfling male barbarian CR 10), **Speed** 40 feet, **Attacks** Strength check to burst box +4 with advantage, **Strength** 18, **Dexterity** 14, **Skills Athletics** +8, Acrobatics +6, Investigation +1, **Strategy** Jashev uses his impressive strength and rage to try to break the box grab any jewel he can.

Valekar Dekorma (human female barbarian CR 10) **Speed** 40 feet, **Attacks** bite +9/+9 (1d4+7 when raging), **Strength** 20, **Dexterity** 15, **Skills** Athletics +9, Acrobatics +6, Investigation -1, **Strategy** Valekar rages and double-moves up the lower part of the pole. At the greased area, she uses her bite to create a hand-hold (reducing the Climb DC by 5) and moves at half speed until she reaches the top.

Zodi Kiuwa (human female rogue 10), **Speed** 30 feet, **Attacks** dagger +9 (1d4+1), **Strength 13, Dexterity** 20, **Skills** Athletics +5, Acrobatics +13, Investigation +6, Sleight of Hand +13, Thieves Tools +13 **Strategy** Zodi uses masterwork thieves' tools and tries to climb carefully and select the best quality gem she can.

Winning: There are two champions: The *sharpest eye* is given for bringing back the most valuable jewel. If more than one person retrieves a 500 gp gem, the one who brought it back first is the winner. The *sharpest eye* keeps their jewel. The *swiftest hand* is given for coming back with any jewel first, whatever its value. The *swiftest hand* keeps their jewel and the jewels brought back by of the other competitors (except for the *sharpest eye*).



The Hell Horse

In jousting circles, legends speak of a dreadful beast who roams the land to and fro, seeking whom he may devour among those who embody the chivalric ideal and who seek to demonstrate their purity and puissance on the tournament lists. Faceless and nameless "black knights" throughout the years have sought titles of achievement and honor in the tourneys while keeping their identity a secret, or have hidden their past shame beneath a mask or hood while they sought to repair their honor. Most trueborn and honorable knights avoid confrontations with them for fear of besmirching their own reputation by losing to an opponent of no repute (with little renown to be gained even in victory), and such knights typically have no recourse to compel their challenge to be answered. However, for decades knights who have refused challenges from nameless foes have been found murdered, their bodies battered, charred, and mutilated, with scarcely a trace found of their killers but a crude, sooty black mask drawn in the dirt. On a few occasions, a suspect has been found and even tried and condemned for such murders, protesting their innocence all the way, but even after their execution the respite was short before the murders began again, always with the same modus operandi.

In truth, none of those caught have been the true mastermind behind this decades-long campaign of terror against knights noble, valiant, and true. Each has been an unwitting or unwilling catspaw of an inhuman killing machine called **Ashavin**, a half-breed nightmare from the pits of the Abyss unleashed upon the world by his cunning succubus mother, Othenia. Not content to lure mortals of good heart to their doom through the typical sin of lust, she devised a rare plan to play upon pride and wrath, seeking out those paragons of goodness and mercy who sought to rise in public esteem and to be inspirations to the people at large. Her bestial son would instead seek them out in the guise of a common steed, or recruit a rider for himself willing to help take down the proud and the mighty, humiliating them on the field before slaughtering them once their fame and renown

had been destroyed. Ashavin has recruited a long succession of accomplices, both as his personal riders and with a retinue of spies, informants, and allies always on the lookout for new targets.

In a Tournament Setting: The growing fame and success of the PCs, or of one of their allies, in the jousting lists and in general heroics draws the attention of Ashavin and his marauding minions. He devises a plot to murder the target by infiltrating the jousting stables disguised as an ordinary horse, suppressing his smoke and flaming hooves. He attempts to lure the target into riding him, replacing grooms and valets with his own minions or intimidating others into sending PCs his way, making excuses about why other horses cannot be used in the list. Once a PC has mounted Ashavin, he uses magic to attempt to swiftly kill his rider. If he succeeds, he carries off the PC's body and gear, eventually mutilating the corpse to avoid raising from the dead and then leaving the body nearby.

If the PC survives but remains astride him, Ashavin *plane shifts* to the Abyss and engages the PC in single combat; an unwilling PC can resist being taken with a successful DC 19 Charisma saving throw. If he already has used *plane shift* that day, he uses hide in plain sight and his ring to flee into the stables, where he has stashed a scroll of *teleport,* using it to return to his mercenary followers. After Ashavin is dealt with, the tournament continues with the audience shaken but enthralled by the spectacle.

Ashavin

Large fiend, chaotic evil
Armor Class 18
Hit Points 126 (12d10+60)
Speed 60 ft.; fly 90 ft.
Speed fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	20 (+4)	10 (+0)	15 (+2)	17 (+3)

Saving Throws Dex +8, Wis +7, Cha +8
Skills Insight +7, Perception +7, Stealth +8
Damage Resistances cold, lightning; bludgeoning, piercing, slashing from nonmagical weapons
Damage Immunities fire
Senses darkvision 60 ft., passive perception 17
Languages Abyssal, Common, Draconic, Giant, Infernal, Sylvan, Telepathy 100 ft.
Challenge 13 (10,000 XP)

Confer Fire Resistance. Ashavin can grant resistance to fire damage to anyone riding him.

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

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

At will: *detect thoughts, disguise self* (as a normal horse), *mage hand, minor illusion*

3/day each: *arcanist's magic aura, charm person, blight, suggestion*

1/day each: *harm, plane shift* (self and rider only)

Actions

Multiattack. Ashavin makes two attacks with its hooves.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+6) bludgeoning damage plus 10 (3d6) fire damage.

Ethereal Stride. Ashavin and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

Tactics

Before Combat He disguises himself as an ordinary horse (or sometimes as a hippogriff or Pegasus, if such exotic mounts are being used nearby).

During Combat Ashavin uses his *harm* spell during a surprise round. He then fights unless outnumbered by at four or more combatants, using *Ethereal Stride* to escape.

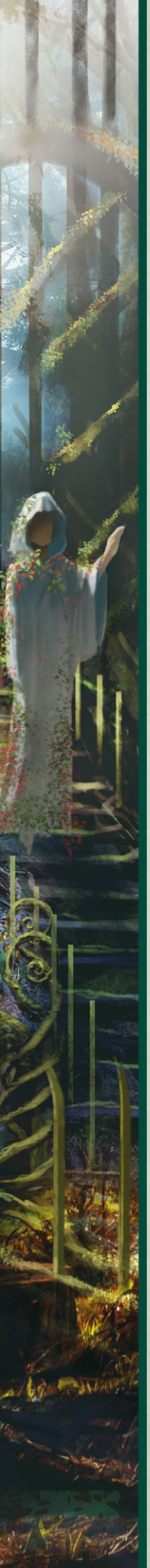
Morale Ashavin flees if brought below 30 hp or outnumbered.

Treasure *A handy saddlebags* (as haversack), scrolls of *raise dead* and *teleport*, 66 pp.

The Spoils of Victory

Once the joust is completed, total the party's Renown. As the rulers of the Stolen Land, the group can recruit followers to the service of their domain, who will serve as steward, castellan, war-captain, high justice, bishop, court-mage, court-bard, or a similar prominent role. These people are loyal to the domain as a whole—not a single PC—though they follow the direction of any of the PCs, in keeping with whatever hierarchy the players have decided upon. The CR of these followers cannot exceed 2, though 90% of them will be CR ½ or 0. Use their Renown score to determine number of followers. A group with at least 1 point of renown also gains a special cohort follower, who is approximately two levels lower than the lowest-level PC, and gains levels accordingly. These followers and cohort need not be recruited; they come forward immediately from the crowds at the festival to pledge their fealty. These followers may be warriors, experts, or commoners, as desired by the PCs and possess appropriate basic gear. In addition, the PCs' kingdom gains the following political benefits based on their final Renown. Each level of renown includes the benefits of all levels that precede it. If your tournament is large, with many events, you might choose to increase the Renown required to earn each of the following levels of fame and esteem. Losing large amounts of renown may cause your followers and cohort to leave you, or at the very least to become disgruntled.







Appendix: Festival Edicts

If you are using the kingdom-building rules found in ***Kingdoms (5E)***, hosting a festival uses a monthly edict and requires the expenditure of building points (BP). The following rules for festival edicts were first published in ***Ultimate Rulership (5E)*** from Legendary Games and are reprinted here for ease of reference.

Festival Edicts

A Festival Edict is a special edict distinct from the broader Holiday Edict. Whereas a Holiday Edict declares days to celebrate on the calendar across the length and breadth of your kingdom, a Festival Edict is a specific, one-time event (though it could be repeated later) focused in a particular place at a particular time for a particular purpose. A Festival may be called for any reason or for no reason at all and include tournaments, games, music, dancing, feasting, drinking, parades, fireworks or magical displays, and similar entertainments of all kinds, but every one undertaken with special magnificence.

Festival Edicts bring great crowds of people together to celebrate and are normally held in the same hex as a settlement, to facilitate easy access for crowds to reach the festival grounds. Festivals can, however, be hosted at any Landmark special terrain. Festivals may be either civic or religious in nature.

Cost: Festivals require a great deal of resources to pull off. A festival costs 1d2 BP if held at a Landmark in the countryside, 1d4 BP if held in a village, 1d8 BP if held in a town, and 2d6 BP per city district if held in a city.

Benefit: A festival celebrated at a Landmark

in the countryside increases the Landmark's bonus to Loyalty by +1 for 1 year. Festivals celebrated in cities, towns, and villages have the following effects.

Civic Festival: A civic festival celebrates local traditions, events, heroes, or culture, including athletic and artistic competitions. **Requires** Tavern (village), Theater (town), Arena (city), or Landmark (located in the same hex as the settlement). **Effect** For one month, your kingdom gains a +2 bonus to Crime and Society, and the civic festival increases the effects (see below) of Arenas, Black Markets, Bordellos, Dance Halls, Gambling Dens, Inns, Luxury Shops, Markets, Monuments, Palaces, Parks, Shops, and Taverns in that city.

Religious Festival: A religious festival produces an outpouring of piety and pilgrimage, sometimes marked with great solemnity and other times with great rejoicing. **Requires** Shrine (village), Temple (town), Cathedral (city), or Landmark (located in the same hex as the settlement). **Effect** For one month, your kingdom gains a +2 bonus to Law and Society, and the religious festival increases the effects of Cathedrals, Graveyards, Inns, Luxury Shops, Markets, Monuments, Parks, Shops, Shrines, and Temples in that settlement are increased (see Risks).

Determining Success: When you issue a Festival Edict, make Economy, Loyalty, and Stability checks. If all three succeed, the Festival is a resounding success, doubling the effects of the buildings listed above; in addition, you gain the benefits of an Outstanding Success (01-50), Visiting Celebrity (51-95), or both (96-00) kingdom events.

If two checks succeed, the Festival is a modest success, increasing the effects of the listed buildings by 50% for one month. Total the bonuses for all listed buildings in the settlement together before applying the 50% increase, rounding down; do not apply the 50% increase separately to each building.

When buildings effects are increased (whether doubled or by 50%), this increase includes not only kingdom and settlement attribute modifiers like Economy and Lore; it also includes a doubling of Base Value and magic item creation during that month. This increase allows a settlement to exceed the normal maximum Base Value for a settlement of its size (either doubling or increasing it by 50%, as appropriate) for that month. It likewise creates temporary magic item slots that are filled immediately and can be used just like any other magic item slots in the kingdom. However, any magic items created in this fashion are available only during the month of the Festival Edict and the items and their slots disappear when the festival ends, being taken home by the crafters and merchants who brought them to the festival.

If only one check or no checks succeed, see **Risks** below.

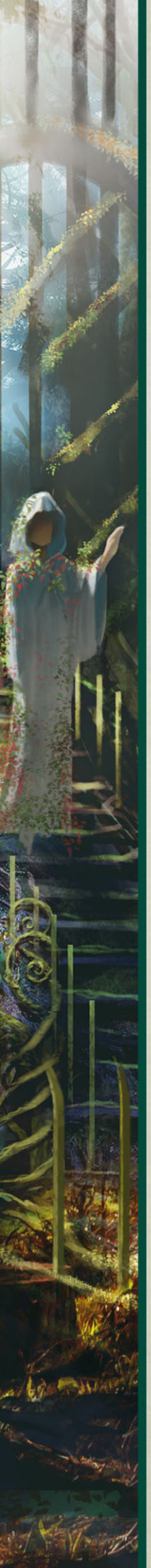
Risks: Regardless of the overall success of the festival, the great influx of human(oid) and mercantile traffic involved creates the potential for enemy infiltration in the guise of pilgrims and festival-goers, or discord and strife between foreigners and locals or different groups coming together in one place, or just general drunkenness and mayhem should celebrants get out of control and overwhelm the ability of the settlement or the kingdom's ability to handle so many people in such a small space. During any month when a Festival Edict is issued, the entire kingdom takes a -2 Stability penalty, and any Stability checks required for the settlement or hex where the Festival is held take a -4 penalty (this does not apply to the Stability check to determine the success of the festival, but it does apply to any kingdom events triggered by the festival).

Unsuccessful Festivals: If only one check succeeds, the Festival is unsuccessful and grants no benefits; in addition, there is a 50% chance that disgruntled citizens issue a Building Demand (as the kingdom event), blaming the lack of success on the absence (or presence, if they demand demolition) of that building.

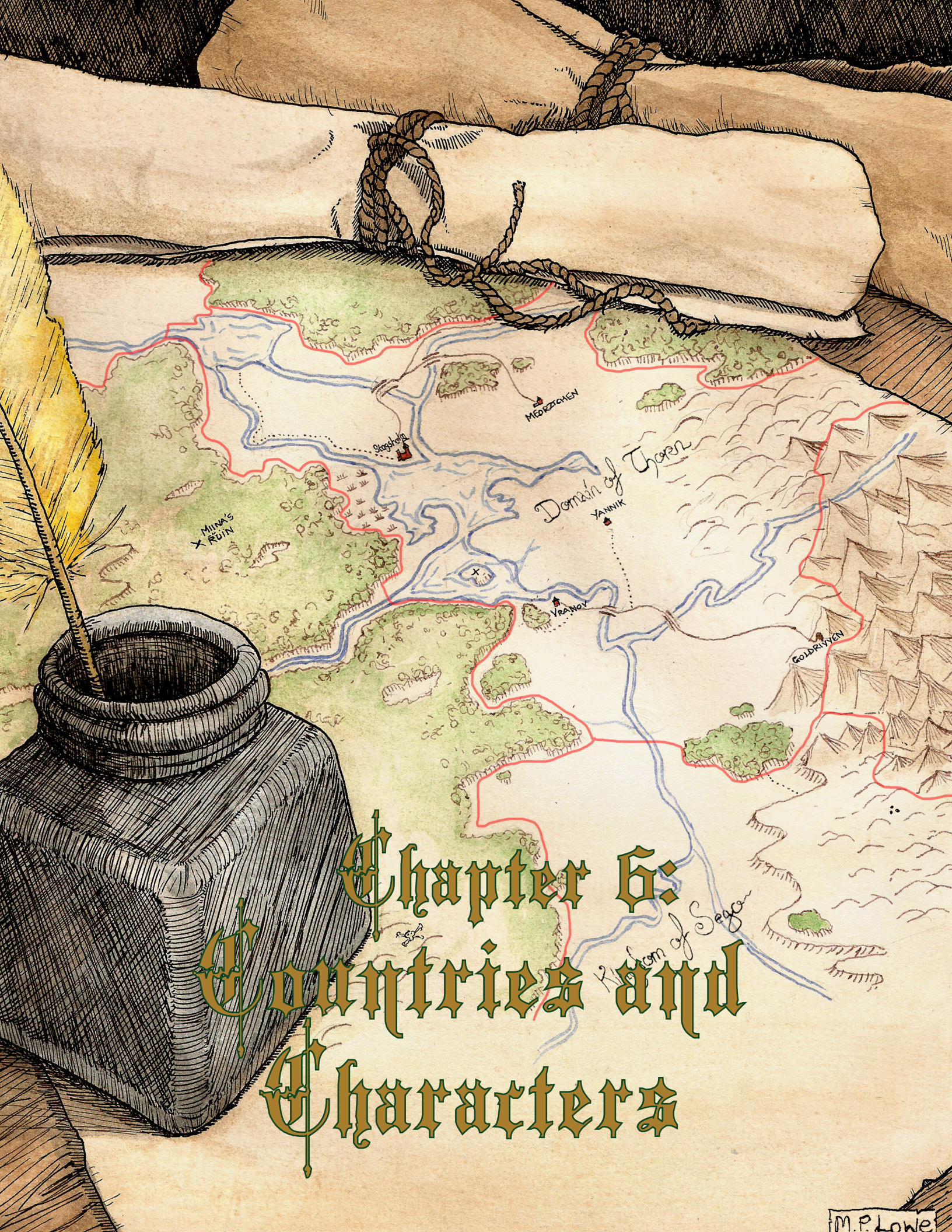
If all three checks fail, the Festival is a disaster, providing no benefits. The kingdom loses 1 point of Fame and gains 1d4-1 points of Unrest, and disaffected locals bankrupted by the festival and lingering troublemakers in the wake of the festival become Squatters (01-50), Vandals (51-95), or both (96-00), triggering kingdom events of the appropriate type.

Natural 1: A natural 1 is always a failure on any kingdom roll, and each time you roll a natural 1 on any of the three kingdom checks to determine the success of the Festival Edict there is a 25% non-cumulative chance of triggering a dangerous settlement event. This event may be of any type, but only one such event can be triggered, even if you roll more than one natural 1.





Renown	Benefit
10	*Grudging Respect:* PCs are acknowledged by lesser nobility nearby as the legitimate rulers of their country. Larger and more established kingdoms are less convinced but decide to ignore them rather than act directly against them. Some notable citizens from the surrounding kingdoms are intrigued by the PCs and their kingdom, and each month for the next year, during the Event Phase of running their kingdom, the PCs can roll 1d20. On a natural 20, the Festive Invitation or Visiting Celebrity kingdom event occurs (equal chance of either); this is in addition to any other event that month.
15	*Handshake Agreement:* The PCs' kingdom gains a +2 circumstance bonus on all skill checks, Economy checks, Loyalty checks, and Stability checks related to establishing embassies for one year. In addition, a settlement in a nearby nation (with a total route length (TRL) of less than 20) establishes a trade route. You can invest any amount of BP (up to a maximum equal to your Renown) in this trade route, as if you had used a Trade Edict to establish the route, but the route is created immediately and grants you a +1 bonus to Economy for one year and increases your treasury by a number of BP equal to the trade route's route modifier (RM) plus 2d4 BP for every 5 BP you invested. Your settlement must have a Pier or Waterfront to benefit from a trade route that travels over water, as described in *Pathfinder Roleplaying Game Ultimate Campaign*. At a personal level, your PCs make an agreement with a neighboring kingdom that they can execute at any time within one year, allowing them to make a single transaction up to 10,000 gp and pay 10% less than normal when purchasing an item or receive 10% more than normal when selling something.
20	*Worthy Rivals:* Neighboring kingdoms unanimously acknowledge the PCs' kingdom as a legitimate, allowing automatic success on skill checks, Economy checks, Loyalty checks, and Stability checks made to establish an embassy with any nation that shares a border with the PCs, and a +5 bonus on such checks to establish embassies with any nation whose territory is within a number of hexes of the PCs' border equal to the PCs' renown. This does not apply to states already at war with the PCs or whose territory has been raided by the PCs, including on adventures not sanctioned by that nation's ruler. The PCs also gain a +2 circumstance bonus on such checks made to create a treaty, alliance, or trade route with nations within this radius of the PCs' kingdom. If a regional council is convened with heads of state from nations in the area, the PCs will be invited to send a representative to sit on the council and decide matters of mutual interest.
25	*For Our Mutual Benefit:* As Renown 15 above, but in addition the kingdom offers a balanced treaty or alliance, whichever the PCs desire. If the PCs opt for an alliance, their new ally offers to loan their kingdom a company of 50 1st-level human warriors (if using the ***Ultimate Battle*** army size rules) or a Large army of 200 1st-level warriors (if using the unit sizes in *Pathfinder Roleplaying Game Ultimate Campaign*) with a 5th-level warrior commander. This functions as a military unit owned by the PCs' kingdom for as long as the alliance lasts, but they do not need to pay upkeep or maintenance costs, as they are paid by their ally. Accepting the army requires the PCs to make a successful Loyalty check each month to avoid generating 1 point of Unrest; if they make three consecutive successful checks, their citizens accept the presence of the allied army and no further checks are required. In addition, the PCs can make a single purchase or sale during the year of an amount up to 1,000 gp times their Renown, decreasing the amount they must pay or increasing the amount they earn by 20%.
30	*A Crown of Laurels:* The PCs are so impressive that one additional country within a number of hexes equal to the PCs' Renown also offers them a treaty or alliance, plus one additional country for every 5 points of Renown over 30. At the GM's option, these countries may already be friendly or even allies, seeking to form a bloc with the PCs' kingdom. Alternatively, some of the countries offering treaties or alliances may be enemies and trying to pull the PCs' kingdom to their side. If so, one kingdom may offer to cede one or more hexes of territory (including any settlements, improvements, or natural features or resources in those hexes) to the PCs' kingdom as an inducement for them to ally with them rather than with their rivals.



Chapter 6: Countries and Characters

In the far-off forest kingdoms and border baronies, you'll find an assortment of minor domains ruled by the local lords and their privy councils. Some of these isolated territories have existed for many long years, simply never choosing to expand their borders or spread their fame far and wide but content to abide in relative peace and security in vales and fells far from the wars and intrigues of the great powers. Others are newfound dominions hacked from the wilderness by might and magic, with their rulers seeking to establish a claim and garner notice from nearby nations to gain legitimacy in their eyes. Any of these lands could be an interesting place for your adventurers to visit, or they might receive a message from the ruler of one of these kingdoms seeking a visit to the heroes' own lands for the purpose of trade or diplomacy. If the heroes host a grand celebration, representatives from these countries might come to send their champions or hawk their wares or even just join in the merriment and revelry.



Nurtured from wisdom, courage, and love is the brightest life.

Cors'aed, the Hundred Gardens

Cors'aed is a remote nation currently consisting of six forest settlements (typically tree-top villages) with garden reserves spread across a handful of worlds, and a capital city hidden in a demiplane. Founded by **Tialua Re'Duoth**, an elven oracle of life, she rules Cors'aed as Queen, with the support of an advisory council made up of her long-time adventuring companions. Re'Duoth uses her nation as a means to spread her philosophy of harmony with nature. Other goals include collecting and researching healing arts and nature magic. The nation also secretly monitors for signs of planetary invasions.

Many of the nation's leadership roles are fulfilled by Re'Duoth's companions. Each of the forest settlements is built to be as self-sustaining as possible, with voted leaders serving a three-year term. The settlements are often deeply remote in lush habitats (some are situated near ley lines). Due to the distance, the settlements functions more like vassal states (or branch communities, as Re'Duoth likes to call them). Trade is sometimes conducted with foreign rural communities that have a surplus of necessary goods in exchange for healing services or for Cors'aed brokering trade agreements between rival groups as a neutral third party.

The capital, **Talmhainn Aladar**, resides within a demiplane that Re'Duoth found during her interstellar adventures. Due to a combination of mythic magic and technology gifted from some of Tialua's sponsors, the capital is home to several natural ecosystems, including a small lake, a forest, and even a small "underground." The citizenry is a diverse mix of races across multiple worlds, many of whom are survivors of foreign attacks. The city's architectural style is an amalgam that presents a surreal landscape of massive gardens, tree dwellings, and exotic buildings.

Re'Duoth and her companions' backgrounds as interplanetary adventurers is well-known by the citizenry; she occasionally visits the settlements a couple of times each year to sing to the children new stories of her travels among the stars, regaling them with tales that often seem too outlandish to be true.

The nation relies on alliances with druidic orders, natural defenses, and friendly fey to keep its settlements safe from overly ambitious or aggressive nations. Constant monitoring is used to assess where a new branch community can be built when Cors'aed is ready for more growth. Healing ruined worlds is the penultimate goal of the nation. Re'Duoth sometimes attends foreign tournaments with Sir Gorf to scout for new talent to infuse into her nation.





Marland

Marland is a small forest kingdom far from civilized lands. Its primary inhabitants are wood giants led by their chieftain **Niheall Dalach** and the giant and priestess **Roe Sig Dalach**, who trade with the river giants and are perpetually at war with the powerful trolls that infest the areas they watch over. It is unclear whether they worship the legendary spider (and some say goddess) known as the **Forest Mother** or merely have the same goals of protecting the uncivilized forest where they make their home.

A cyclopean, ancient tower is said to rise in the darkest part of Marland, the strange architecture and odd vegetation supporting the tales of its origin in a vastly distant realm. Few giants of the forest will venture near the place, but they share tales of foolish adventurers who have dared pass its gates, most never to return, but for a few horribly mutated and changed. The giants' most dangerous foe is the mighty two-headed troll **Froth ha Cyon** and his clan of depraved and savage kin. The troll lord is said to have sorcerous powers and his soldiers revere him as semi-divine and serve with a fanatic zeal in their blood-hunts for the more peaceable giants of the forests and rivers. Meanwhile, his raiding may be a cover to clear out opposition and prepare for an incursion into the nameless tower in search of a powerful artifact he believes will make him invincible.

Marland was once ruled by a noble liege who kept the peace throughout the land, but the last king grew too bold and dared the alien tower, ne'er to return, and civil war wracked the land. Whole villages were exterminated and most of the population fled. After the fall of that kingdom, the forest swiftly grew back and the giants reclaimed the land as the human population abandoned it. The surviving soldiers who once served the lord of Marland were among the last to leave, as they strove to preserve peace and protect people. The grizzled veterans of his guard still carry the broken-sword banner of **The King's Fist,** though they have fallen from faithful protectors of the land to mercenaries fighting for coin. Their loyalty remains firm once bought, but their devotion to ideals and justice is now tempered by bitter experience and leavened with the coin of their latest employers.





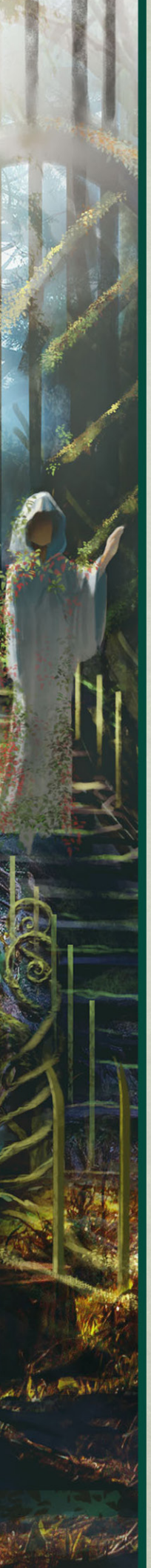
Naurcrist

Deep within the forest lies a little realm of elven druids called Naurcrist. They venerate dragons as the pinnacle of nature perfection, with a special regard for green dragons as purely efficient hunters, though they eschew the malevolence that green dragons exhibit. In fact, most inhabitants of Naurcrist are lovers of peace and seclusion, but they do not tolerate intruders who disrupt the peace and sancity of their forest realm. Such interlopers are hunted down by the experienced rangers of the realm and are warned to leave and never return, on penalty of death. All of the citizens of the realm must collaborate to improve the kingdom and defend it from their more expansive neighbours, and for this reason the people of Naurcrist are a tight-knit and loyal group, united by their suspicion of outsiders and their reliance on each other.

The king of Naurcrist is elected in a trial by combat against a draconic creature. Their current leader, King **Daer' Celeb**, bested an old green dragon in solo combat five centuries ago and has been the king ever since.









Should control of Pharos Imbros be regained, the lights atop its gleaming spires will shine once more, providing a beacon of safety over the surrounding area.

Adventurers who gain the favor of Ikelos and his court shouldn't be surprised that the wandering lord might show up once every few months, ready to spend a night of revel with his good friends. Ikelos and his court appear at dusk and are gone by the time dawn breaks, though no one ever manages to see them go. In their wake they leave good dreams and protection from nightmares. Ikelos is an indiscriminate reveler and prone to getting attached to mortals that catch his fancy, readily impressed by those who display either great finesse with the blade or affinity for the stars. Paramours of the dream-sorcerer find him visiting their dreams at night, and often wake up feeling completely revitalized.

Oneiroi

Ruled by the fey lord **Ikelos**, Oneiroi is a twilight realm of lakes and streams, dotted with marble ruins that never decay. The fauns and nymphs of Ikelos's court accompany him on his frequent travels outside the small kingdom, ever-ready to make merry and frolic with new people, in new places. Outgoing and gregarious, the fair folk of Oneiroi travel with brightly-colored pavilions and always seem to have a plentiful supply of wine, food, and comfortable cushions to recline on. Ikelos, a wolf-tailed satyr with compelling green eyes, is rumored to be the son of a nymph and a mysterious moon-lord, from whom he gets his powers over the dreams of mortals.

At the center of the small country is Lake Pasithea, on which sits Ikelos's palace, **Pharos Imbros**, a cluster of glittering, white-columned towers, visible in the distance from almost everywhere in the realm. It is also overgrown, abandoned to the strange, shadowy forces that claimed it long ago, when Ikelos was still young. The fey lord desperately wants to reclaim the jeweled spires of his home, but his magic has no effect on the alien creatures that now reside in its walls. He has no understanding of why his palace was invaded, but suspects that it has something to do with a cloaked, otherworldly stranger that appeared one night many years ago.





by the dead and things far worse, though they generally confine their spirit-roaming to the battlefield itself and do not much trouble the nearby settlements, save with strange lights and frightful sounds in the distance.

Several small neighboring villages have supported the keep and the prince's family for generations. The villeins provide the few staff brave enough to work there. Surprisingly the Prince is considered a fair if strange ruler; and is actually a stalwart defender of his folk. While not popular as such, he is certainly seen as better than many fey overlords.

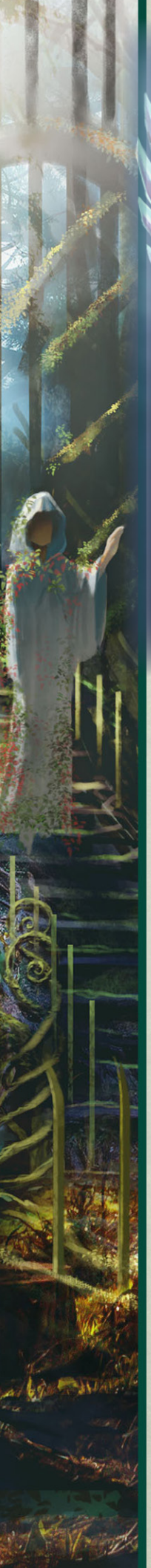
The Prince's pre-occupation with intrigue amongst the high courts of the fey and the reconstitution of his birthright have taken their toll on the principality. Its limited resources go unused and his neighboring domains eye his lands greedily, for its potential as a highway for interplanar commerce have never been truly explored by the flighty prince.

Outland

The domain of the mysterious **Magpie Prince** is a strange place, where the veil between the mortal world and that of the fey has worn very thin indeed. Directions to the Prince's forested domain typically say only that it lies "out by the end of the woods," yet those traveling to it never quite seem to reach the end of the wood. In truth, the Prince's domain is otherworldly, and those traveling nearby who stray from the only path never quite seem to get clear of the trees, as they go on endlessly in the verdant verge where the planes meet.



The Prince lives (or rather haunts) an old single fortified manor-keep with an expansive view over the wood and heartland below. This nameless keep (called simply "The Keep" within his realm) stands on a bluff above the rolling heath, amongst the last trees of the forest's edge. The ancient stones of the keep are overgrown with briars and wild roses. Decay has reduced outbuildings to rubble. The heath below is the site of an ancient battle and is haunted





Quontriell

This realm of the fey queen sisters is well over a millennium old, originally founded by those fey seeking a more peaceful coexistence and protection in shared strength, ruled by the eternal archfey sisters. A land guided with ideals of harmony and the law of cycles, day and night with light and dark. Its symbols that of the celestial images of sun, moon, and stars.

At the heart of the realm, among trees older still, is the protected capital in which so many different fey come together and offer shared experience, while still wild given their nature. Mortal races are allowed in, such as elves, gnomes, some dwarves, and even humans but closely watched unless they have proven themselves or become a citizen under the fey queens. A hub of trade, surprisingly for some, as well those with talent and craft who can create great beauty. Learning, art, and music are highly prized with song a shared tradition going back generations.

Other villages and towns, as well hidden and secret groves, can be found farther out within the forest, the fey showing fidelity to the queens yet often isolated from each other and scattered. Yet in times of need there are many who will come together to protect and defend their home.

Yet this realm is not without its issues. With monsters disturbing the borders, squabbles with others races, encroachment of neighboring nations, even between the fey themselves with their ancient feuds and secret grudges. The fey sisters do all they can to protect those under their care, to keep peace and the contentment of its subjects. With this contending with the politics of the royal court.

Except there is a hidden danger of the growing unrest within the heart of one, the younger sister who felt unappreciated in her efforts. The queen of the night who felt the fey spend too much time frolicking during the day and ignoring the beauty found after the sun had set. The lights of the countless stars, the beauty of a moonlit night, yet more importantly her own self unnoticed or even unloved.

All who enter, beware if you seek to cause trouble but otherwise welcome. Remember though all is not as it seems, nor all can be trusted. The fey can be fickle and ever shifting, yet surprisingly there has been lasting order so far with friendships and loyalty to be found.





The Shrouded Vale

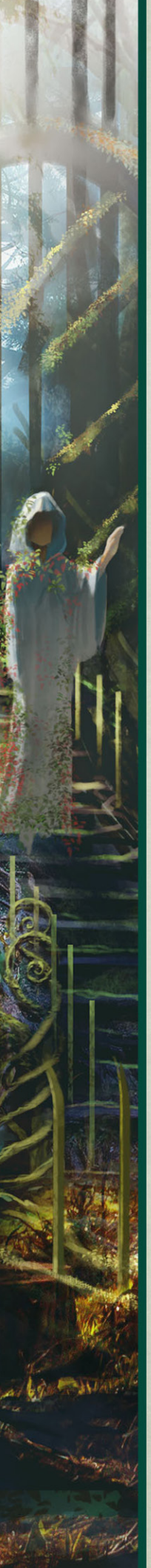
This grey elven city-state lies in a sheltered vale in the heart of an ancient forest. Deep at the forest's heart, the elves through their magical arts and long centuries of careful craftsmanship have wrought a beautiful city encircling the foot of a high white mountain, laid out in seven circles rising up the mountain to a tall white tower. A spring high up on the mountain descends in a cascading waterfall from one level of the city to the next, flowing out through a magnificent spillway flanking the city's gate.

Veins of mithral lie beneath the mountains root, and this beautiful metal has long been used by the elves of the Shrouded Vale to craft weapons and armor of surpassing lightness and loveliness, as well as spun in thread and wire to craft artistic sculptures of enduring delight. This mineral wealth and the fine artisans of the vale with their mundane and magical talents make this a kingdom where no one seems to want for anything, though those of the vale are deeply traditional and follow a rigid caste system with warriors, mages, and artisans at the top and ruled by the dynastic Pullusilva family.

The Shrouded Vale gets its name from the fog and mist that hide it from those not given access to the vale by its inhabitants. Those without a token granted by a native of the vale—and typically only those of noble blood are entrusted with such tokens, to be shared only with those who have shown their worth—become magically lost when entering the mists, losing all sense of direction until they inevitably find themselves stumbling back out of the mists. Such tokens function only for those to whom they are freely given; if stolen or taken by force, they crumble to dust.

High up on the shoulders of the mountain and its surrounding peaks, flights of griffons nest and are allies of the elves, joining with select members of their ranks in the **Order of the Winged Lion**. While not all griffons view the elves with friendship, those joining the order do so of their own free choice, forging a true and lasting friendship with a single rider. In some cases, that bond may survive to another, especially a child of the original rider or griffon, but in many cases when a mount or rider is killed the bond is sundered forever and the survivor never pairs again. The noble **Dhentalis**, second in line to the throne of the vale and head of the order, is considered a local hero.







The State of Autumn Leaves

This crusader state, known as ***Yavie kela naia*** in the Tel'Quessir tongue, was founded and is still ruled by an order of paladin knights called the Wolves of the Autumn Leaves (*Draug en' i' yavie kela* in Tel' Quessir). These noble knights are devoted to the powers of nature as well as to law and goodness, following the paths of gods and goddesses of the hunt and harvest, field and forest, with honor and respect to the eldest fey of noble spirit as well. Each member of the Wolves takes the Oath of the Ancients to honor nature and those that dwell therein, and as the Order is also the state, the Oath of the Ancients is law for all within their realm. The knights enforce the oath and stand watch over the ancient nature shrines and groves and places of great natural beauty.

The Grand Master or Grand Mistress of the Order is the *de facto* ruler of the state, with the current head of the order being **Grand Mistress Katernin Merieledittor**, a doughty half-elven woman who has held her post for nearly 50 years. Wood elves are the most common race in this land, outnumbering humans by four to one, though with a half-elven population that has been steadily increasing since Mistress Katernin acceded to leadership of the order. The State is friendly to the fey and a protector of forest races, but also has a substantial population of dwarves in the northeast of the country, and small enclaves of halflings and gnomes as well.

The State is renowned in neighbouring lands for its Autumn Equinox Festival, which is held annually in front of the main castle keep in the capital of **Reykjaholt** under the watchful eye of the Statue to the First Grand Mistress. The legendary Skavif Asdisdottir is said to have claimed Reykjaholt for the order by skewering an entire flight of forest drakes and wyverns on her lance from the back of her trusted hippogriff, and in her honor the jousting competition at the tournament includes not only traditional jousting on horseback but also an aerial joust featuring hippogriff riders. Other competitions at the tournament, from archery to pie-eating, are popular with locals and visitors alike, and many outsiders make the long trek to Reykjaholt to partake. However, outside of this grand festival visitors are relatively few and far between, though they are welcomed as long as they bear no ill intent or wish to assist in the defense of nature and the wild beauty of the north.





Stony Vale

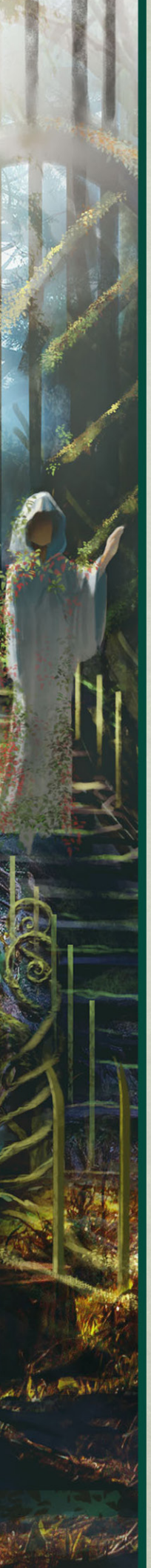
Stony Vale draws its name from the large stone quarries that produce high-quality marble, granite and other stone in large quantities and used not only for building material but also prepared for export as polished tile and decorative stonework. Some of the stone comes for the open pit quarries that dot the valley, though the best stone is mined underground. Some logging also takes place along the edges of the Great Forest, but the superstitions of the people ensure that more trees are planted than harvested, and offerings are left for the eldest of the fey with every tree that is felled.

The Stone House, the largest habitation in the Stony Vale is named after The Stone House Inn and Taproom, the very first permanent structure in the area. This town is home to around 3,500 permanent residents year round, though its population swells periodically with an influx of fisherfolk coming to take advantage of the massive runs of salmon and steelhead coming upstream, and for the daring to hunt the mauls of bears that also congregate around the vale's rivers during these runs.

The newly built Stonegaard Keep is located just outside of town and is the dwelling place of **Lord Helvath Stonegaard**, a relatively recent arrival in the vale just over a decade ago and unifying a rag-tag collection of isolated and fractious mining villages and forest hamlets into a maturing domain working together for the common good. Lord Stonegaard is an experienced warrior who cares well for his people's needs for security and prosperity. Having adventured extensively in the hills and forests of this land and the farther reaches of the mountain peaks beyond, he is very familiar with the giants, trolls, and other menaces of the surrounding territory, and he and his old adventuring companions mount frequent ridings around the vale's borders to keep the peace.







Festival Fame

When wandering the tents, stages, and midways of a fairground, festival, or tournament, heroes have the opportunity to meet all manner of unusual and interesting individuals. Some of their time may be spent competing in the various events, while many encounters may be entirely mundane exchanges with vendors hawking their wares or simple citizens enjoying the festivities. Such occasions are also a great opportunity foreshadow potential allies, enemies, or other contacts. Sometimes, though, you may simply want to introduce a potentially interesting character when your heroes decide to strike up a conversation. The following characters are provided to give you a range of options for intriguing spur-of-the-moment encounters that may or may not be connected to upcoming events in the campaign, but have some tangible hook that provides some greater meat for interaction with the heroes than a character you have to improvise on the spot.

Aria Darkspark: This winsome minstrel has dark red hair and pale skin, with eyes the color of autumn leaves; however, she is not human as she appears. She was once a noble of the fey courts, but her status was usurped by another fey in a treacherous bargain that forbids her from speaking directly about her fate. She hides subtle hints in her music in order to ask for help from those who might understand them and perhaps aid her in her quest to regain her stolen life and place in the fey realms.

Benedict Harn: This tall, scarred human warrior is well into his middle years, with his brown hair liberally streaked with gray and missing an eye from a long-ago wound. A former mercenary, he is cautious and still wears a rugged but fine-quality chain shirt and leathers almost everywhere he goes, and his keen-edged bastard sword is never far away. Though he can be a bit glum at times, he is good-hearted and willing to pitch in and help those who need aid, whether by demonstrating his masterful swordsmanship or just with his strong arms and back. His small but lively spotted dog **Max** is a constant companion and a source of cheer for him, and those who show kindness to Max are likely to earn Benedict's favor.

Bragulam the Avenger: This elven magician looks far younger than his years, and he plays up this image by being coy and clumsy in conversation, giving off the appearance of an apprentice who has recently taken up the family trade of wizardry because his parents insisted but has yet to master more than minor magics. This façade is to deflect attention from his true skills not only in magic but also as a thief. He often visits tournaments, and in particular archery competitions, claiming to be a fan of the arts of bowmanship, but usually he is actually investigating visiting nobles with magical talent in hope that he can borrow or steal their spellbooks for a few days to add to his own magical library.

Daer' Celeb: This venerable elf has emerald-green eyes and long black hair, with a kindly demeanor and a gentle face. A mighty archdruid and king of the woodland realm of Naurcrist, he is rumored to be a half-dragon with the power to transform into a mighty draconic form in combat, though if true he uses his shapechanging powers to hide this fact in his everyday encounters.

Daven of the Glade: Not only a source of news, song, sleight of hand tricks and amusing stories, tis wandering minstrel is quick with his daggers and rapier and a keen shot with his short-bow. Daven is the youngest son of a minor lord and lady allied with a nearby settlement of wood elves and the local "court" of the forest denizens. Known for his clear voice and long memory, Daven can recite the ballads of old, the fairy tales of the Seelie Court, and of course his own marvelous exploits. He is happy to participate in non-lethal fencing contests if for nothing else than to wager on his drinks or those of his competitors.

Donatello Stohl: Born the son of a humble butcher, this young man plied his artistic talents as a storyteller and performer into a way out of small-town life. He cemented his fame as much by luck as by pluck, however, while performing in a roadside tavern when a group known as the Tuesday Knights came in looking to hire adventurers to help them slay a dragon. Captivated by the call for adventure, and exultant over their success in the dragonslaying (and butchering!) business, he has sung of the group's heroics ever since.

Dumpelfaert "Pel" Longshanks: This self-deprecating halfling has black hair and green eyes, and he plays on stereotypes about his race as he practices simple larceny. However, his mischievous façade disguises a keen mind, as he has studied the arts of wizardry for years.

He introduces himself as Pel, as he inherited his grandfather's name, Dumpelfaert. Other children called him Dum or Dump, or much worse, Faert or ElFaert. Pel quickly learned to use his minor magics to entertain others and get humorous revenge on bullies, both his own tormentors and anyone he sees taking advantage of someone weaker.

Eldon Graycloak: This young half-elf with amber-colored hair and friendly brown eyes and light brown skin is a happy-go-lucky adventurer and gadabout who enjoys a good party more than almost anything. He is a priest of the god of bravery, freedom, ale, and wine, and he celebrates the bounty of his divine patron whenever and wherever possible, making the rounds at every festival to help provide libations to all and inspire them to reach out for glory!

Erdan, Lord Warden: This steadfast warrior, dark of hair and dark of eye, rose up from humble beginnings as the son of a poacher to range far and wide on behalf of many nobles. Erdan trains their wardens and patrols to protect their lands from wild and dangerous beasts, bandits, and (ironically) poachers, though he encourages wardens to guard with a just and merciful hand, for it is better to turn a poacher's hand to service than to cut it off and make the whole countryside an enemy. Erdan visits festivals looking for people to help clear the forest of some nasty beasts.

Erghan the Errant: This hale and hirsute landless knight is in his mid-thirties, with a full beard and thick black hair. Erghan is well-known across the land as a traveling free lance, willing to work for those willing to pay, and has earned a strong reputation as a jouster through traveling from tournament to tournament across the land. He bears numerous scars from his jousting days, but the most prominent one is on his left cheek and he always says that one did not came in a joust. While happy to claim a prize for winning, Erghan is serious and reserved, always listening and watching. His taciturn demeanor combined with his intimidating gaze dissuades people from asking him what or who he is seeking, but few want to be around when he finds it.

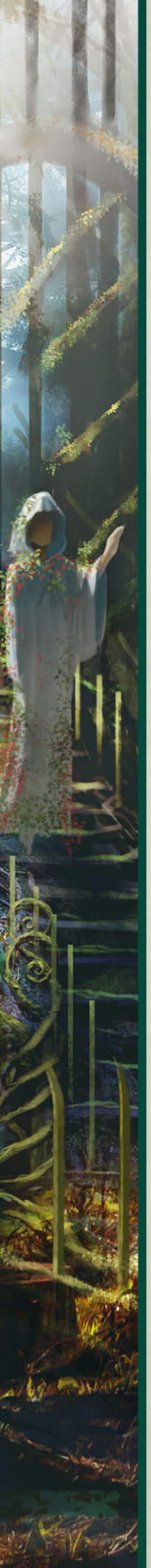
Falthen: This jovial half-elven ranger has patrolled the hills and forests for years with his trusty longsword and bow. Friendly and always ready with a joke, Falthen loves dwarves and will strike a conversation with them immediately in fluent Dwarvish. If asked how he knows their



tongue so well, he tells how he was taken in my a group of mountain dwarves after they found him wounded by a green dragon. He is a cautious man and constantly listens to everything going on around him for danger. Falthen is a monster hunter by trade and goes to tournaments to test his skill against other warriors, get new supplies, and maybe a pick up a contract or two for his services. His events in the tournaments would be archery and the melee.

Girrimm: This robust half-orc spent many years as an adventurer before retiring to a monastic life of contemplation and self-perfection. Now well into his middle years, with thinning hair and dulled tusks, Girrimm is soft-spoken yet articulate, drawing upon decades of experience in his wide-ranging travels to offer advice and a balanced point of view informed by exposure to many cultures. His monastic code discourages violence, yet his somewhat portly physique and graying tonsure belie his true conditioning and his ability to unleash a devastating dance of punches, kicks, throws, and holds should the need arise.

Groogan: This handsome but solitary Elven ranger has a sharp eye and an even sharper wit, and is an expert at playing to crowd and winning



their favor when he enters contest with mock courtesy and flamboyant gestures. When he is not making wagers and winning at the archery events, he is conversing with the crowds and subtly gathering information on local politics and powers, always on the lookout for business opportunities for himself or his allies.

Ikelos: The mysterious satyr sorcerer is lord of the fey domain of Oneiroi. Drawn to any large festival or tourney, Ikelos and his court arrive ready to party. The fey lord offers rest and relaxation in his lavish pavilion to any champion who competes in the tournament, though adventurers accepting his hospitality often get far less sleep than they might hope.

Jaybird: This well-traveled elven ranger is a skilled archer, his crystal blue eyes able to pick out every hair on a horse's tail. He travels the tourney circuit to show off his skills as a sharpshooter, but win or lose he is an easygoing traveling companion, a gracious competitor willing to applaud a great shot by another, and a loyal friend and member of a royal order of archers in elven lands.

Jilk: This clever goblin rogue is a creature lost in the mortal world, marooned after an expedition on behalf of an erlking's court. Since his original mission entered the mortal world near a woodland festival, he now wanders from town to town in search of a similar event hoping that a way home to the fey realms will manifest itself. Jilk carries a sack of muffins wherever he goes and trades favors and information for more muffins, especially when the opportunity to try a new flavor presents itself. No one knows where the obsession with muffins comes from.

Jovin Timmar: This human master bowyer is renowned even among elves for his craftsmanship, and he often trades playful verbal barbs with his many elven customers. He has only one eye and the story of how he lost the other one changes daily. Jovin is constantly looking for rare woods and willingly contracts adventurers to venture deep into the forest in search of the best materials for his bows.

Koravis Duskwhisper: This elven archer has a lean, hard body with fair skin and black, medium-length hair. His left eye is a haunted green while his right eye is a vibrant shade of violet. He tends to dress in dark greens with a raven feathered cloak, and he typically wears a falconer's glove but uses it as a perch for his raven companion, whose company he prefers to that of other humanoids. He carries a traditional elven longbow and longsword, each inlaid with black onyx.

Kristryd Morkeln: This middle-aged dwarven redhead has crystal blue eyes rare for a mountain dwarf. Hailing from far-off Reykjaholt in the State of Autumn Leaves Order, she has left her adventuring life behind for the quiet life of a farmwife, though she still wears a dragonscale vest over her festival dress, and has an assortment of capes tanned from the hides of monsters she slew once upon a time. She occasionally dabbles in fencing contests at tournaments, though is more likely to chime in with the old songs of her people and her homeland on her dulcimer.

Lady Moragan: This lovely lass has snow-white hair with a streak of black that belies her youthful features. Attired in green and gold and scarcely five feet tall, with an impish smile



and a roguish heart, she has shocked many warriors a foot taller with her keen aim with a composite shortbow, often taking top honors in both archery and knife-throwing contests, or with her fine bladework with a rapier. Her movements are uncannily swift, some say due to a touch of fey heritage.

Lady Theya: This middle-aged human noblewoman retains all of her beauty, ripened and matured with the blessings of experience. Her hazel eyes sparkle with with and wisdom, and her long golden curls have scarcely faded with a touch of gray. She travels frequently, winkling her way into the councils of rulers and power brokers alike, and despite her reputation for eccentricity and oddness many have learned to heed her counsel. The lady is secretly a gold dragon shifted into human form, and in her constant roaming to festivals and tournaments she is always on the lookout for those who might show themselves worthy of her favor or advice by demonstrating honor, courage, courtesy, and kindness.

Leopold Goldimire: This middle-aged halfling rogue has a short shock of unruly black hair and light green eyes the color of spring grass. He is a master of disguise, often aping military men and their uniforms for the fun of seeing the confusion on the faces of "subordinates" when he tosses out orders with impunity. He is quick to smile, but his smile hides a ruthless heart as he is even quicker to kill for the sake of ill-gotten gains.



Light-fingered Lauria: This sly and streetwise girl uses her dimples and red-gold curls to disarm the foolish through clowning around and a guileless charm that puts them at ease. All the while, her quick hands are hard at work lightening the pockets of those nearby of a few coins. If she's ever caught, she's quick to deflect blame to others who have forced her to a life of crime, ratting out her rivals and painting herself as an innocent in need of rescue.

Lillian Hawksworth: This gregarious young merchant lady is quick with a song or a story, plying her bardic training to entertain and entice customers to linger around her festival booth and take home some of her wares. She is an expert fiddle player, often entering fiddle contests when attending festivals. A wink of her soft brown eyes and a fetching smile are often enough for Lillian to charm her way out of any situation, but she is also very adept with the rapier and main-gauche, winning several local fencing tournaments and turning most would-be robbers from hunter into hunted.

Little Gerrold Magwire: This bombastic beardless gnome alchemist has bright red and orange hair that sticks up like a rooster's comb. He is a purveyor of potions and elixirs that ease aches and pains, soothe the mind, and transform the body. Of course, when not peddling his medicines and curatives, he also sells all manner of objects that go BOOM, and he's always prepared with an assortment of explosives and an ornate revolver just his size! He sells his wares out of a magical pop-up booth that is much larger on the inside than on the outside.

Liviel Ambergyle: This slight woman of medium height has bright blue eyes and long black hair with early streaks of gray. She comes across rather reserved and shy though friendly with those patient enough to engage with her. Even so, she is somewhat tentative in revealing much about herself, and as a skilled illusionist she is well able to keep her secrets safe even from magical prying.

Liviel travels to festivals and tourneys to sell her wares as a master herbalist specializing in tinctures, salves, and other concoctions derived from the herbs she gathers in her travels. She was apprenticed to a wizard who taught her the





art of illusion, and she took up the adventuring life for a time amongst a rather disreputable band of hooligans. She became disillusioned (so to speak) with that group and with adventuring in general and retired to the life of a traveling herbalist. She maintains a modest income from selling her wares but is always afraid of running into someone from her dubious past and thus is rather reserved around anyone she doesn't know well. She is more outgoing when dealing with regular customers and those who show a keen interest in herbology.

Lord Artur Grame: This questing knight is legendary for his ventures deep into the realms of the fey. Time flows strangely in faerie bowers, and though he was born centuries ago Lord Artur is scarcely past middle age, and retains a merry twinkle to his eyes. Some say he has been blessed by the fey or even become one of the fey himself, and in any case faerie creatures treat him with respect uncommon for a mortal. More than a few noble ladies have tried to capture his heart, and perhaps a chance at immortality, but Lord Artur comes and goes as he will. Travelers in the wild have reported him appearing suddenly with a hearty laugh and a ready blade when they were faced with deadly danger and salvation least expected, departing with a wink, a joke, and a bit of sound advice for those he had rescued.

Lord Helvath Stonegaard: With a weathered face, long brown hair, and wary green eyes, Helvath Stonegaard stands out from many of the courtiers and city-dwelling nobility. He is every inch a border lord, more comfortable in his blackened mail and breastplate adorned with the White Tower than in velvet hose and doublet or fine embroidered coats. He has only recently attained a position of lordship, having brought



peace and security to the troubled and lawless mining colonies of Stony Vale, but he seems little interested in currying favor with other nobles unless they extend a sincere hand of friendship to his people.

Master Francisco Rosini: A wandering halfling merchant, Francisco has the urbanity of a cultured commander as well-read as he is well-traveled, the business acumen to match the most conniving skinflint, and the towering ego of a demigod. Dressed in red velvet doublet and hose with gold trim, a wide-brimmed fop-hat (with a feather or two), Fransico is a natural charmer with dark, curly hair; a long, pointed nose; dark eyes dripping with sincerity; and meticulously grooming to go with a radiant smile that lights up a room. He always has a wide variety of unique items available, and of course whatever he doesn't have he most likely knows just where to find it. Of course, buyers must beware, as Francisco has no qualms about selling heroes a very hot stolen magical item that just so happens to have been illicitly acquired in the next town that they visit.

Mathias Velkham: This brown-haired, blue-eyed professional hunter and trapper can be gruff at first blush, but is well-mannered once he's had a moment to get to size up anyone he meets. He rarely travels without his bow and boar spear, and might enter an archery contest if the mood strikes. In most festivals, however, he just comes to watch the events and enjoy some good food and company. He enjoys stores of a good hunt, and the fiercer the prey the better, and if impressed he may try to recruit the heroes to aid him in a hunt for a mighty beast.

Mattus Kudno: This young human has black hair and a somewhat wild expression of exultation in his deep blue eyes. His faintly purple skin reveals a strangely altered bloodline, and he in fact is an elemental sorcerer who wields strong air magic. Though tales say he made his fortune as a common bandit, he is rumored to have powerful royalty as an ally, as well as allies in other planes.

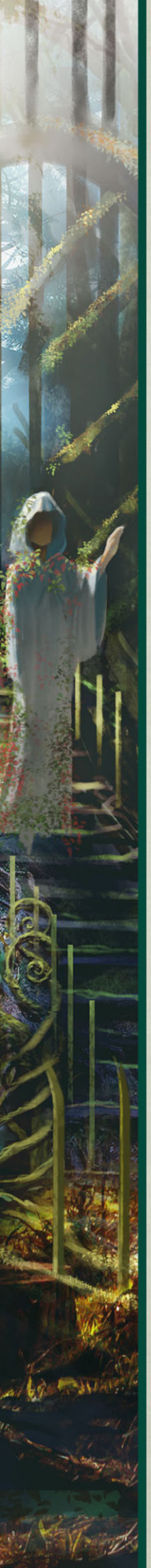
Min Bein'Meleth Rámalóce: This dark-haired half-elven ranger is hard-working and kind, known for liberally sharing both his coin and the fruits of his hunting and trapping with the poor and hungry, using a magic ring to quell his own hunger and thirst so he has more to give to others. He has an intelligent magical bow named *Avenaada* whose own mind and sight helps guide his shots. Min's spirit is bonded to this sentient weapon and forsakes all other ranged weapons.

Peren Amastacia: This good-hearted nobleman is a kind and loyal half-elven cleric with golden eyes. A former ship's captain, he still yearns for the sea, yet the call to the adventuring life often takes him far from its shores. Though gentle in conversation, he is deadly and implacable with both maul and spell in the fight against evil.

Qilalia: This mysterious woman is more than she seems. She wears many faces and names but often takes the guise of a seemingly elderly absent-minded merchant of curiosities, from books, trinkets, and candles to potions and minor magical items. In reality she is a powerful sorceress looking for people to do her bidding.

Rymon Anster: This young boy in a hooded blue tunic and soft leathers is just into his teenage years, but has trained for years with a mysterious clan of ninjas to dual-wield a pair of swords. His eyes are a vivid electric blue and occasionally crackle with sparks when he is angry or excited, reflecting the dragon blood that flows through his veins. He is eager to enter mock battles and test his swordsmanship against older and more experienced fighters.

Sebastian Bender: This tall human bard is striking both for his height and his robust



strawberry blond hair and beard. In his mid-twenties, he's spent years already studying the history of local tournaments and how they reflect the people and the land where they occur, including unusual traditions, racial and ethnic music and cuisine, unique costumes and events, and so on. Friendly and agreeable, he is a great resource not just for information about any tournament he attends, but also for other rumors and potential adventuring opportunities. While not a pacifist, he is an expert diplomat, orator, and negotiator and always seeks a non-violent solution to problems he encounters.

Sir Abji: This half-elven bard earned an unusual knighthood for his artistic accomplishments rather than for military or martial accomplishments. The bronze-skinned and golden-haired Abji is a composer of complex music that baffles the mind, and also a multi-lingual scholar, who hires and enchants others to do his dirty work so that he may spend his days creating music and studying ancient lore.

Sir Geoffroy: A skilled and competent jouster, Sir Geoffroy rides under the banner of a pair of under the fey queen sisters. A cheerful yet serious young paladin, he keeps mostly to himself in prayer and practice with arms and armor, though with some encouragement can enjoy feasting and fun. He is very courageous and unwavering in the face of danger, a guardian ready to fight any evil that might taint the beauty of his home.

Sir Gorff: This green-skinned grippli frog-man draws japes and stares from opponents who don't know him, but anyone facing him a fencing duel, on the jousting lists, or even in a cooking contest soon learns the error of their mockery as he dives in close under their guard and befuddles opponents with swift slashes, dirty tricks, and antagonistic mockery in turn. Raised as the butler of a fey noble, Sir Gorff is fiercely loyal to the Queen of Cors'aed and to his trusty mount, and to any ally who earns his respect.

Ssemock Thistletongue: A true rarity, Ssemock is a nagaji knight with deep black scales with an overlapping pattern of pale amethyst. He rides a giant dire toad wherever he goes, and whenever possible even in formal jousts. The toad's dark red skin hints at its fiendish bloodlines, but it is a loyal steed to Ssemock's serpentine stare makes many opponents uncomfortable, and his devil-toad mount scarcely less so, and Ssemock enjoys the nervousness they engender but also respects those willing to look past their outre appearance to see the noble knight and steed within.

Vincente Nola: This green-haired half-elf of wood elven descent is exceptionally charming, a social gadabout who loves meeting new people from every land. He is a master of many forms of entertainment, though he best loves comedy as it puts people at ease and loosens their lips, allowing him to inveigle information out of them that they might not wish to share and exploit it for his benefit.

Yarthing: This brown-haired halfling horse groom has a jovial exterior that hides bitterness at his economic and social status as a commoner, along with a bit of a mean streak. He sometimes plays mean-spirited pranks on the egotistical and arrogant, and he's amenable to take bribes to putt burrs under an opponent's saddle, add "extras" to their mount's feed, or cut through someone's reins or saddle girth.

Yran Ecrem: This veteran soldier is a loner, having left military service behind long ago in favor of roaming the trackless wild wearing battered leathers and roughspun clothing in earthtones and olive drab to better camouflage himself. He is a skilled archer and dual-wielding swordsman, but is also self-sufficient in the arts



of herbalism and healing. He has a strict personal code of honor that he never violates, and holds faithless knights in contempt. However, he is not above using traps and similar dirty tricks or traps against opponents he feels deserve no better. If he enters a tournament or other competition, he always follows the rules and denounces anyone he sees violating them. If he accepts a mission, however, he will do whatever it takes within his code to see it done.

Zazel: This purple-haired gnome bard loves gaudy and ostentatious uniforms when performing with his glockenspiel. He loves tall fur shako hats with grand plumes of fur or feathers, large brass buttons and badges, oversized epaulets, sashes, cords, suspenders, stirrups, and highly polished boots, each one highly coordinated in two or three colors, though he may use magic while performing to shift to color of his uniform to match different songs as he plays.







Chapter 6: Conquering Heroes

This chapter presents you eight amazing pregenerated characters ready to conquer the world. Specifically, these ready-to-use characters are ideally suited to shine in any campaign where your heroes are hacking a dominion of their own out of a harsh and unforgiving wilderness, exploring the wild lands, tangled forests, and hollow hills haunted and hunted by mysterious fey and savage barbarians alike. In such lands, a hero might carve out not just a legend by a kingdom and crown of her own! These characters are not just a pile of stats: Each pregen is as much about story as combat, but rest assured that when it's time to thrown down, none of these characters will be stepping to the sidelines. Print these heroes out and double-dip them in the stuff adventures are made of. Each hero includes a backstory, roleplaying tips, special equipment, and special campaign backgrounds that serve to connect them with the themes of wilderness exploration and trafficking with the fey. Each also lists specific level advancement information for their first few levels, with further suggestions for developing the character's long-term mechanical build. We haven't even mentioned the fantastic old-school character portraits or the included foldable paper miniatures for every character! These characters can serve as allies or rivals; sidekicks, henchmen, or hirelings; or even as replacement characters your players could use as their own.

If you are using the kingdom-building rules presented in Kingdoms and Ultimate Rulership from Legendary Games, each character has notes regarding the rulership roles for which they would be best suited.







Arkadyus Sakharov

"Being born a bastard doesn't preclude me from a noble life. I know my birthright, even if my father's family won't recognize it. Instead, my true inheritance lies over the horizon in a land and a kingdom of my own making."

Arkadyus Sakharov

Medium humanoid, lawful good
Male human bastard ranger 1
Armor Class 18 (scale mail and shield)
Hit Points 12
Speed 30 ft.

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

Saves Str +5, Dex +5
Skills Animal Handling, Athletics, Nature, Perception, Survival
Senses passive Perception 14
Languages Common
Gear scale mail, mace, dagger, shield, longbow and 20 arrows, explorer's pack, signet ring (real, but stolen), fine outfit, bag with 15 gold pieces.

Favored Enemy: Human, Orc. You have advantage on Wisdom (Survival) checks to track his favored enemies, as well as on Intelligence checks to recall information about them.

Natural Explorer: Grassland. While traveling for an hour or more in his favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Halls of Power. Your lowborn blood gives you a unique advantage on dealing with nobility. A combination of your own knowledge and asking questions of the right servants allows you to gain an understanding of the political climate without anyone taking notice of you or recognizing you in any but the most paranoid noble circles.

Actions

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

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

Longbow *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Trait: I'm rude to people who lack my commitment to hard work and fair play. Also, I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear.

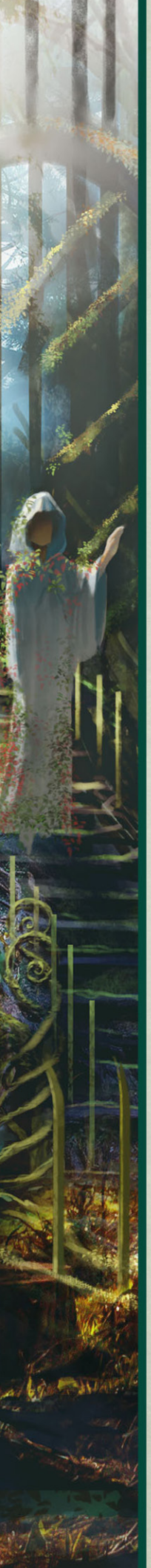
Bond: No one else is going to have to endure the hardships I've been through.

Ideal: **Aspiration**. I'm determined to make something of myself.

Flaw: People who don't take care of themselves get what they deserve.

Background: Born into squalor, Arkadyus Sakharov (ar-KAYDEE-us SAHK-uh-RAHV) has always lived a hard life. Whether fighting for scraps from the tables tended by his tavern wench mother, Isilda—or hunting the wilds as a young warden to earn extra coin to see them through the winter—he never lost hope for a brighter future. For Arkadyus' mother often filled his head with stories about his father, a noble lord named Aerdon Tselner who found frequent solace in her arms. An honorable man, Aerdon suffered under a difficult, arranged marriage to his sickly, conniving wife, Baroness Denila Gress, a perpetually cruel and ill-tempered woman who bore him three sons of like demeanor. Wracked with guilt over his affair, and torn between his love for Isilda and duty to his kingdom, Aerdon longed for the day when Denila would pass away from one of her frequent illnesses so he could bring Isilda and Arkadyus to live with him. He even gave them his signet ring and a promise he would do so when the time was right. Unfortunately, Aerdon never fulfilled that promise. Instead, he fell victim to mercenary bandits paid by Denila to slay him. She then secured the kingdom only for herself and her sons— stalwart Bherim, petulant Milo, and the studious Yheltsiv. As Arkadyus grew





older, his frequent trips into the wilds sustained him and his mother even as Isilda's health declined. After a particularly bad winter when he spent their last coin on a street healer's poultice, Arkadyus finally grew desperate enough to use his father's signet ring to gain an audience with the Baroness. But Denila saw only the threat he posed to her sons' claim on the throne. So she had him beaten, cast out, and the ring taken from him. Arkadyus crept back to steal it again, bloodying and breaking the nose of his half-brother Milo—the most handsome of the Gress boys (and Denila's favorite)—during his escape. Thereafter, he took to the wilds again, leaving his ailing mother with friends and promising he'd send money for her care. Now he longs for an opportunity to provide a new life for them in the Lost Lands, hoping to establish a kingdom independent of his father's legacy.

Physical Description: Even at 20 years old, Arkadyus cuts an imposing figure in his chain armor and heavy shield, standing 6-feet tall and weighing 185 pounds. His shoulder-length, dark brown hair and moderate beard tend to grow out more quickly while traveling the road. He knows well enough to sharpen his image in civil company, however, doing his best to impart a more regal appearance when he can—even if his clothes don't always look the part. Arkadyus keeps his weapons and armor in good repair, however, and routinely wears his father's golden signet ring on his left hand. The double image of a silver stag and gray wolf adorn his shield, serving as his personal heraldic device and an emblem he hopes to make known throughout the Lost Lands.

Personality: Arkadyus has an intense, determined air about him, always focusing on the task at hand and making sure it contributes to his long-term goals. Forthright and kind, he goes out of his way to help the less fortunate, sympathizing with their plight and seeing himself reflected in their eyes. He believes in seizing the initiative and doesn't shy from hard work. As a result, he cannot abide the lazy, the hopeless, or anyone who preys on others. Arkadyus has spent most of his life traveling the wilds and mingling with commoners. He has a frontier spirit and can-do attitude in all his endeavors.

Advancement

Arkadyus advances as a ranger with each new level. At 2nd level he specializes in the dueling fighting style, allowing him to focus on striking hard without forgoing the defenses of his shield. He also learns *longstrider* and *alarm*, increasing his mastery of the wilderness. At 3rd level, he takes the Giant Slayer feature from the Hunter archetype, allowing him to stalk and kill even the fiercest foes of the Lost Lands. At 4th level he improves his Dexterity.

Roleplaying Ideas

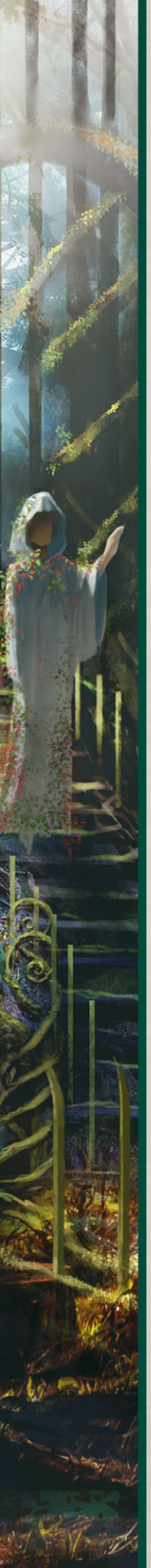
- The Gress family continues to guard against any claims which Arkadyus might bring against their throne. As such, they send paid mercenaries after him in the Lost Lands in an attempt to silence him, caring not that he's already chosen to move on.
- Arkadyus could easily develop a romantic interest in an NPC or fellow companion, eventually leading to a union as king and queen of the Lost Lands. Among his fellow adventurers, Faun and Pollyna represent the most likely candidates. If both are part of his life, he could even marry one and fall into an illfated affair with the other.
- Under the kingdom-building rules of the campaign, Arkadyus is best-suited as a Ruler, but could also develop a leadership role as a General, Marshal, or Warden.

In order to afford all his gear, Arkadyus accepted a 25 gp loan from Radomir Lytkin for which he promised pay Radomir 30 gp within 1 month. If Radomir is not being used, and there is no other PC willing to lend Arkadyus the money, he must reduce his gear by 25 gp.



Davor Hs Hestruk

"Come test your blade then! Mine hasn't spilled blood in *three* days, and I'm sure the Lord in Iron thirsts for a new offering in battle. Besides, this needless chatter gets us nowhere. Now we speak with steel!"



Davor Hestruk

Medium humanoid, chaotic good
Male half-orc fanatic, cleric 1
Armor Class 15 (scale mail)
Hit Points 10 (8+2)
Speed 30 ft.

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

Saving Throws Wis +4, Cha +3
Skills Athletics +5, History +1, intimidation +3, Religion +1, Stealth +3
Senses darkvision 60 ft., passive Perception 12
Languages Common, Giant, Orc
Proficiencies smith's tools
Gear scale mail, greatsword, dagger, light crossbow, 20 bolts, holy symbol, priest's pack, bag of 15 gold pieces

Relentless Endurance: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks: When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Divine Domain: War.

Spellcasting: Davor is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Davor has the following cleric spells prepared

Cantrips (at will) – *guidance*, *mending*, *sacred flame*
1st level (2 slots) – *bless*, *cure wounds*

Warrior's Ways. As a zealot of a fighting god, you can easily navigate the circles of thugs, ruffians, and hired muscle that tend to form in any sizable community. Your reputation, stature, and skills will win at least a grudging respect from most of them, and you can get answers to most questions. You also finds it easy to recruit anything from a small crew to a small army if provided with enough coin.

Actions

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

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

Light crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320, one target. *Hit:* 5 (1d8+1) piercing damage.

Trait I believe actions speak louder than words. I also prefer taking action over taking overlong to think.

Ideal: Independence. I am my own master.

Bond I suffered at the hands of my people, and I will have vengeance from any orc I meet.

Flaw Beautiful women are my biggest weakness.

Background: Davor Hestruk (DAV-uhr HESS-truhk) spent his early years among the Blood Tusks, a wandering tribe of orcs who frequently raided the more civilized lands from their camps in the eastern wilds. His father was Tardrun the Blind—a human battle oracle devoted to the God of War who willingly settled among the orcs to advise them in times of conflict. Initially well-liked, Tardrun fathered many children with the tribe's female orcs, creating his own vanguard of half-breed warriors trained in the tenets of his faith. Davor became his favorite, receiving a full indoctrination as a warrior-priest of the Lord in Iron. His father hoped Davor would someday supplant the tribe's chieftain even as he himself took over as their shaman. Unfortunately, the current chieftain discovered Tardrun's intended coup and had the oracle drawn and quartered before Davor's very eyes. Thereafter, Davor suffered mounting abuse from the full-blooded orcs, relegated to little more than a healer and kept from the glories of the battlefield. Never especially enamored with his life among the orcs—and with only his half-brothers to keep him company—Davor left the tribe to find something new for himself away from his ancestral home. He felt the call of the Lord in Iron leading him to a greater purpose, so he wandered into the west with a handful of his brothers, quickly establishing a reputation as fierce, independent settlers on the frontier bordering the Lost Lands. He and his siblings soon embraced the nationalism of the south, admiring the warrior spirit of the Aldain and proving their worth many times defending local settlements against bandits and beasts. Even so, Davor has kept his eyes on the Lost Lands, feeling the best way to make a new life for himself is to join in building a new nation

there rather than trying to fit within an existing one which the Blood Tusks once maliciously raided. Now he looks forward to doing just that as part of a chartered expedition forging into the wilderness, eager to prove his worth anew.

Physical Description: Even at 21 years old, Davor's 6-foot, 7-inch height towers over most would-be opponents with an intimidating, muscular build immediately advertising his strength at arms. Nearly 300 pounds, he still moves with the aggressive agility of a trained warrior in his overlapping scale mail, and wears a distinctive iron helmet decorated with the markings of the God of War. He always keeps his massive greatsword close at hand, reverently sharpening and polishing the blade anytime he isn't putting it to use. While his brutish features, tusks, and green pallor easily announce his orc heritage to those who meet him, his armor and helmet do much to hide his appearance at a distance.

Personality: Outspoken and direct, Davor favors frank discussions and swift decision-making. He has little patience for flowery talk and long conversations, preferring action over idle dilly-dallying. To date, his life experiences have taught him little more than the ways of fighting, feasting, and carousing with good friends. Because of his faith in the God of War, he never shies from confrontation, welcoming violent conflicts as a test of his skill, and any morbid outcome as an honorable fate, so long as he meets his destiny with sword in hand. Friendly and sometimes entertaining without meaning to be, he proves loyal to his closest companions, always coming to their aid when they need him, even if it means putting himself in harm's way.

Advancement

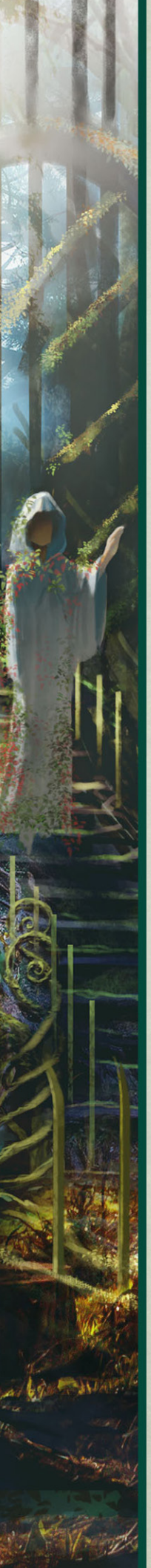
Davor always advances as a cleric. At 2nd level, he adds *guiding bolt* to his prepared spells. At 3rd level, he begins preparing *protection from evil and good*, *aid*, and *spiritual weapon*. At 4th level, he also prepares *warding bond* and increases his Wisdom.

Roleplaying Ideas

- Somewhat out of practice, Davor only knows the basic rudiments of the Orc language and detests using it in polite company, feeling little kinship with that side of his heritage until he ventures into battle. Then, he loses himself to the natural ferocity which wells inside him, giving voice to all manner of colorful phrases in his mother's tongue.
- Davor has an absolute obsession with weaponry, especially swords, and can often recite the history of their manufacture and use in several wars, eagerly doing so for anyone who listens. He meticulously cleans and sharpens his own blade, even casting mending cantrips over it to keep the weapon in pristine condition.
- For all his strength, Davor is easily disarmed by beautiful women, becoming tongue-tied and somewhat enthralled in their presence. Among his traveling companions, this manifests as an uncomfortable shyness and awkward social behavior when interacting with Faun and Pollyna—the latter of which is prone to mercilessly teasing and manipulating the half-orc. This problem also surfaces as Davor's legend grows and NPCs start lavishing more attention on him.

Under the kingdom-building rules of the campaign, Davor is best-suited as a General or High Priest, but could also make a convincing Marshal or Warden.





"Listen to the trees. Hear how they sway and dance, making music on the wind? Already they know I'll hearken to their song. For they're calling me back to the Lost Lands—to the groves of my people—and beyond the Bright Veil, to the very heart of creation itself. I'll heed that call as surely as I draw breath. It's how I'll find my shining moment—and a defining purpose in this season of my life."



Faunlara Daedys

Faunlara "Faun" Daedys

Medium humanoid, neutral good
Female wood elf treespeaker, druid 1
Armor Class 12
Hit Points 8 (8)
Speed 35 ft.

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

Saving Throws Int +2, Wis +4
Skills Animal Handling +4, Medicine +4, Nature +2, Perception +4, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Druidic, Elvish, Sylvan
Proficiencies herbalism kit, healer's kit
Gear leather armor, shield, club, dagger, longbow, 20 arrows, druidic focus, explorer's pack

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance: Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Spellcasting: Faunlara is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Faunlara has the following druid spells prepared

Cantrips (At will) – *guidance*, *produce flame*
1st (2 slots) – *entangle*, *purify food and drink*

Treespeaking. As a treespeaker, you are perfectly at home in woodlands and forests. You can discern at a glance the health of a tree, get a sense of the state of a forest with casual observation, and will never get lost in a forest. You can also find roads, paths, or game trails with little effort, though there is no guarantee they will lead where you want to go.

Actions

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

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

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

Trait My optimism is boundless. Also, I'm as comfortable around trees as most people are around other people.

Ideal: Tradition. I feel the need to return to the groves of my fey ancestors.

Bond As my forebears protected the land, so too shall I.

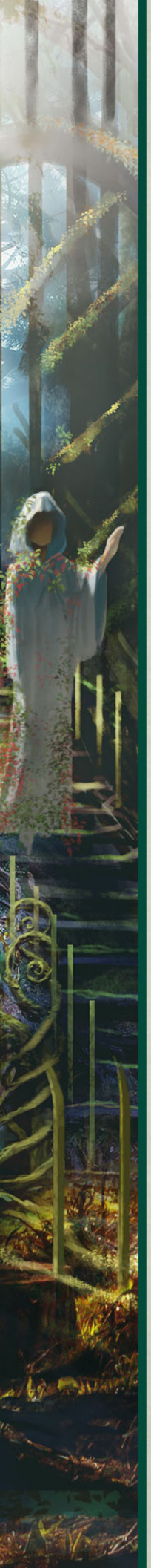
Flaw I fade into the background, preferring observation over action.

Background: Faunlara Daedys (FAWN-lah-ruh DAY-diss) typically shortens her name to "Faun" when introducing herself. Unlike many of her kind, she's lived most of her years apart from traditional elven society. Some of this stems from her ancestors moving north to take shelter in human settlements when bandits and barbarians drove them from their forest. But much of it also results from her fey lineage. In ancient times, members of Faun's family often communed and consummated with powers from beyond the Bright Veil, developing relationships with many magical creatures there, including dryads, nymphs, and the eldest of the fecund fey. As a result, Faun is part dryad, feeling an immediate connection and affinity for the groves and forests of her people, even though she's never seen them.

Physical Description: Having lived 145 years already, Faun still has an otherworldly quality and youthfulness to her pale complexion, dark eyes, and long, autumn-red hair. She stands quite tall at 5 feet, 9 inches, but weighs a very modest 115 pounds. Typically, she dresses in elegantly-tailored, soft leather clothing and armor of varying shades of brown, and a green traveling cloak keeps her warm. Aside from the well-made elven longbow she has strapped to her back, she also carries a heavy wooden shield and an ornately-carved club bearing the likeness of a lithe dryad.

Personality: Words fall from Faun's lips in a mesmerizing fashion, with her tone and timbre both soothing and enchanting at the same time. Yet, she actually speaks very little, preferring to remain quiet and still as she listens to the sound of her friends and the natural world around





her. She has an unparalleled love for plants, especially trees of all kinds, sensing a kindred spirit within them which only she seems to understand. Faun recognizes that civilization often encroaches upon the forest lands and she strives to do everything she can to strike a balance between the two while encouraging her friends to do the same.

Advancement

Faun advances as a druid at each new level. At 2nd level, she adds *create water* and *shillelagh* to her prepared spells, as well as joining the Circle of the Land. As a forest druid, she gains *barkskin* and *spider climb* at 3rd level, as well as adding *spike growth* and *locate animals* or plants to her prepared spells. At 4th level she increases her Wisdom, and adds *enhance attribute* to her spells.

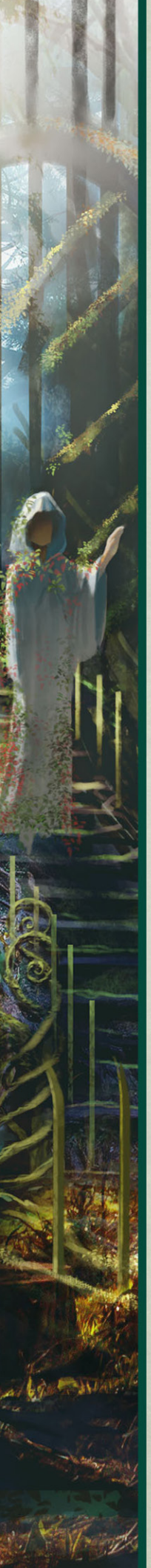
Roleplaying Ideas

- As the campaign progresses, Faun's dryad bloodline should assert itself, drawing her closer to the Bright Veil and the fey realm.
- Though Faun's peopled abandoned their grove in the Lost Lands hundreds of years ago, she seeks to re-establish their holdings, searching for signs of the oldest trees in the forest and communing with her natural surroundings at every opportunity.
- Faun enjoys both the wilder aspects of the forest, as well as the organized farming techniques she learned as a Forlorn in the southlands. Once she puts down roots in the Lost Lands, she actively works to establish a sustainable industry of agriculture for the kingdom, always assuring crops are grown in harmony with the natural environment.
- Under the kingdom-building rules of the campaign, Faun is best-suited as a High Priest or Marshal, but he could also develop a leadership role as Councilor or Warden—or even become a secondary Ruler as queen of the Lost Lands.

Hulgrim Underspool



"Milady! I'd be remiss if I failed to make your acquaintance. Hulgrim Underspool, most grandiloquent esquire—at your service. You know, I do believe that color looks much too drab on you. How about a dash of daffodil yellow? No? Periwinkle? Petunia? Oh, come now. With my magic, we have a veritable rainbow of colors we can select. Even if you say no now, you should know I'll just change it later when you're not looking."



Hulgrim Underspool

Small humanoid, chaotic neutral
Male rock gnome prankster, sorcerer 1
Armor Class 11
Hit Points 8 (6 + 2)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	11 (+1)	10 (+0)	15 (+2)

Saving Throws Con +4, Cha +5
Skills Arcana +2, Deception +5, Sleight of Hand +3, Stealth +3
Senses darkvision 60 ft., passive Perception X
Languages Common, Gnomish
Proficiencies tinker's tools
Gear light mace, dagger, light crossbow, explorer's pack, bag with 15 gold pieces

Gnome Cunning: You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Artificer's Lore: Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker: You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options:

Clockwork Toy: This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter: The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Sorcerous Origin: Wild Magic

Spellcasting: Hulgrim is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). Hulgrim knows the following Sorcerer spells:

0th (at will) – *dancing lights*, *mage hand*, *minor illusion*, *prestidigitation*
1st (2 slots) – *charm person*, *sleep*

The Slip. Always running afoul of those with no sense of humor, you are well practiced in the art of avoiding people who are looking for you. In a town or city, you can uncannily be somewhere else whenever someone comes looking for you, unless there is an organized search effort consisting of several individuals.

Actions

Light Hammer: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

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

Light crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8+1) piercing damage.**Trait** I have a story to tell for any occasion. Also, I'm constantly creating innocent mischief to the delight of others.

Ideal: Mirth. Things are never too dark to laugh at, and a life without laughter is no life at all.

Bond I must truly explore my fey heritage.

Flaw I'm a trickster, not a mark; no one could pull one over on me.

Background: Hulgrim Underspool (HULL-grim UN-duhrSPOOL) has lived his entire life among a flourishing culture of gnome craftsmen, traveling between the northlands and southlands while catering to the needs and whims of commoners and nobles alike. These forays have provided ample opportunity for adventure, coin, merriment, and troublemaking—often in that exact order. Whether duping customers with unstable alchemy, charming local guardsmen into far more charity than they might otherwise grant, or experimenting with all things magical and mysterious, Hulgrim has a tendency to take

advantage of others and his surroundings—always talking, always moving, and always alert for opportunity.

About 20 years ago, Hulgrim suffered the devastating loss of his uncle, Glimmer Tandlerose, who perished from a horrible wasting disease which took away his color and sanity one excruciating day at a time. In Glimmer's more lucid moments, he would teach Hulgrim magic and talk about their family history, including how the gnomes crossed the Bright Veil into the world of men. But in his darker moments, words of firstborn Sylvan power would tumble from his uncle's lips while describing the horrors and wonders of their former home. Since that time, Hulgrim has become fascinated with that part of his ancestry, hoping to see the fey realms and rediscover his family's past, all in the hopes of avoiding the same fate as his uncle. Knowing the Bright Veil runs thin in areas of the Lost Lands, he's taken leave of his friends to join an expedition to the south. Somewhere among the trees and the fairy mounds, he hopes to find his destiny.

Physical Description: Hulgrim often goes unnoticed, his 3-foot, 5-inch and 40-pound frame easing through crowds and tangled wilderness alike. Despite being 47 years old, he often avoids confrontations entirely by perpetuating the image of a human toddler, taking care to always shave his beard and sometimes using prestidigitation to color his bright orange hair. He tailors his clothing accordingly as well, using the same magic to dress in unkempt, ragged clothes when he wishes to appear unassuming, or the highest fashion of the day when he craves attention and flattery from those who are easily duped by such things. Regardless of each disguise, he always carries a number of alchemical items tucked away in various pockets, pouches, and belts, ready to surprise anyone who gives him serious trouble.

Personality: Hulgrim has the affable demeanor of a lovable rogue and carefree traveler. His fey heritage leads him to enjoy all kinds of practical jokes—whether initiating one himself or suffering another at the hands of a kindred spirit. He even keeps a small journal in which to record new ideas and document his exploits. Despite these activities, he makes friends with almost everyone—except those without a sense of humor. His exploits can sometimes land him in trouble and Hulgrim has to move on before he's held accountable. More importantly, his true obsession lies with the fey world, for he seeks to retrace his lineage, applying his skills and arcane talents toward finding his way there again. Nothing would please him more than to look upon the wonders of the fey realm with his own eyes.

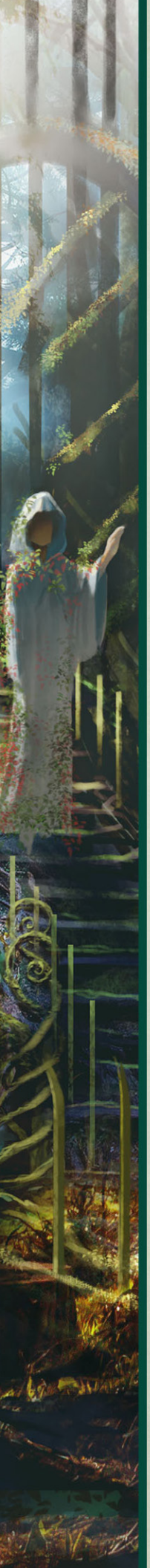
Advancement

At 2nd level, Hulgrim multiclasses as a rogue, gaining proficiency in acrobatics and with thieves' tools. He also becomes an expert at deception and sleight of hand. At 3rd level, Hulgrim advances again as a sorcerer, learning to cast *disguise self*. At 4th level he advances as a rogue again, this time gaining cunning action. As Hulgrim continues to grow stronger, he alternates between levels of sorcerer and rogue, focusing on spells that increase his ability to deceive, mislead, and confuse his foes, buying him the opportunity to strike with impunity. When his skills have advanced considerably, he will raise his Charisma at the first opportunity as well as choose an archetype that blends his arcane and deceptive ways.

Roleplaying Ideas

- Aside from his obsessions for wild flowers and practical jokes, Hulgrim collects coins with the same unrelenting avarice of a dragon. He particularly enjoys "recovering" ancient money from tombs and pickpocketing travelers from faraway lands, staying up late to count and polish his spoils.
- Hulgrim avoids staying in one place too long, fearing he might someday succumb to the wasting disease which plagues his people when they become bored or set in their ways. As a result, he changes his daily routine as often as the color of his clothes, and sets off to explore new experiences at almost every opportunity. After watching his uncle languish and become a pale shadow of his former self, he's determined to live life on his own terms for as long as he can. And he secretly hopes to find a cure for the disease by crossing the Bright Veil and reentering the fey realm.
- Under the kingdom-building rules of the campaign, Hulgrim is best-suited as a Magister or Spymaster, but could also take up a leadership role as a Councilor or Grand Diplomat.





Pollyna Shuryon



"Everyone has secrets, whether they know them or not—even an orphan like me. But I'm very good at discovering things others were never meant to know. Nothing keeps out a determined wind. Whether a sinuous draft or a forceful storm, it always reaches you. And so will I..."

Pollyna Shuryon

Medium humanoid, chaotic neutral
Female tiefling bandit, rogue 1
Armor Class 15 (studded leather)
Hit Points 10 (8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	14 (+2)	8 (-1)	12 (+1)

Saving Throws Dex +4, Int +4
Skills Acrobatics +7, Athletics +3, Deception +5, Investigation +4, Perception +1, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elven, Infernal, Thieves' Cant
Proficiencies thieves' tools, woodcarver's tools
Gear leather armor, shortsword, dagger, shortbow, 20 arrows, burglar's pack, bag with 15 gold pieces

Hellish Resistance: You have resistance to fire damage.

Infernal Legacy. You know the thaumaturgy cantrip. When you reach 3rd level, you can cast the hellish rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Expertise: Acrobatics, Deception. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Criminal Network You have reliable access to a network of known criminals. They owe you no favors, but you can find any illicit item or skill available on the black market, if you can afford it.

Actions

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

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

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

Trait I don't trust easily. Also, I have light hands and small trinkets often disappear around me.

Ideal: Freedom. I go where the wind takes me, and am beholden to no one.

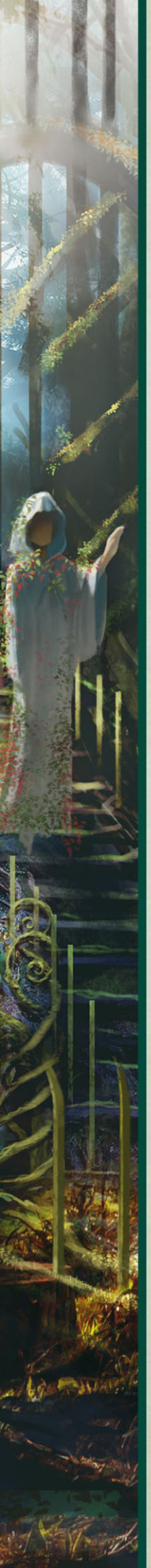
Bond Agents of the law as well as bounty hunters pursue me for the crimes I've committed.

Flaw I don't recognize any value in law and order, I take what I can for myself and those who depend on me.

Background: Pollyna Shuryon (paw-LEE-nuh SHOOR-ee-uhn) originally came to the northlands from the beyond the Bright Veil, the baby daughter of a wandering druid and a half-fiend of the air named Lissaya. Her fiendish mother attempted to return Pollyna to the world of her elven father, but couldn't locate him after giving birth. Fearing her daughter wouldn't survive very long in the fairy realm and her parents would object to such an offspring, Lissaya reluctantly placed Pollyna in a basket and left the baby on the doorstep of a simple hovel in the Lost Lands. Unfortunately, this home belonged to a clan of larcenous criminals who nonetheless adopted Pollyna and raised her as their own. The tiefling's unusual gifts made her especially useful in their profession and they taught her every trick of the bandit trade. Due to her long lifespan, Pollyna has since outlived her original benefactors as well as many of their children. During that time, the kindness afforded her by those who took her in was replaced by the cruelty of the clan's newest leader—a murderous mastermind named Argenti. In his increasing aggressiveness, he sent Pollyna to secretly assassinate the leaders of lesser, competing crime families so he could swoop in and propose they unite under his leadership against the unknown source of these attacks. Eventually, Pollyna realized these targets had done no wrong against her family and refused to continue. Argenti followed by putting a bounty on her head and implicating her in a string of crimes to attract the attention of the law. Now on the run, she needs a quick place tohide, establish a new identity, and lay low for as many years as it takes to outlive yet another generation of her foster family.

Physical Description: As a tiefling, Pollyna stands 5-feet, 9-inches tall, but weighs only 135 pounds. Along with her pale complexion and youthful looks—despite having lived for 74 years—she often gives a visual impression of weakness, though nothing could be further from





the truth. Instead, Pollyna relishes a good fight, whether spinning through a melee with her blade in hand, or sniping with a bow from afar. She often keeps her long, white hair pinned back with a decorative comb, but the near constant breeze which accompanies her movements, almost always pulls a few strands free to hang loosely around her face. Pollyna most frequently dresses in colors of blue or off-white to better augment the sky and clouds reflected in her eyes.

Personality: Pollyna enjoys prying into the secrets of others, carrying out such activities as her own personal game of cat-andmouse. Quick to laugh and continuously carefree, she enjoys herself in any situation, no matter how trying the circumstances. Distrustful in her own right, she doesn't make friends easily, but unequivocally supports those who put their trust in her, even going outside the law, if necessary. Indeed, she has a little respect for authority, believing you take what you can in order to help yourself and those who depend on you.

Advancement

At her first opportunity, Pollyna multiclasses as a fighter. At 2nd level, she gains the archery fighting style with her first fighter level. AC. At 3rd level, she rises again as a rogue, gaining cunning action. At 4th level, Pollyna gains another level in fighter. As Pollyna continues to gain experience, she becomes even deadlier and more mobile. Later, she continues to increase her Dexterity and selects the thief archetype.

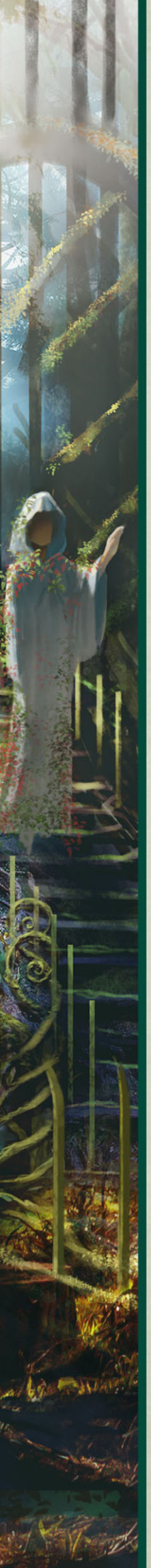
Roleplaying Ideas

- As Pollyna spends more time in the Lost Lands, her latent connection to the fiendish realm strengthens. Her emotions ebb and flow with its call and she finds herself understanding and identifying more and more with the fiends, fey and other fantastic creatures she encounters.
- Pollyna's past is bound to catch up with her, whether in the form of a bandit or brigand who recognizes her, or due to a family member who comes calling to collect on a debt they believe she owes them once she's made a better life for herself in the Lost Lands.
- Under the kingdom-building rules of the campaign, Pollyna is best-suited as a Spymaster or Royal Assassin, but could also become a Marshal or Treasurer.

"It's not simply the weight or force of the blow which kills your opponent—it's also the precision of the attack. And to be precise, you must find the perfect gap in his defense, or create one of your own devising. For instance, if I move here, and attack like this...you move there, and react like that...leaving you completely open to this reverse-counter, and...in a word: Dead."



Pyotr Maartis



Pyotr Maartis

Medium humanoid, lawful neutral
Male human gentleman, paladin 1
Armor Class 19 (breastplate, shield)
Hit Points 12 (10 + 2)
Speed 30

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

Saving Throws Wis +2, Cha +4
Skills Animal Handling +2, Athletics +4, Intimidate +4, Persuasion +4
Senses passive Perception 10
Languages Common
Proficiencies cook's tools
Gear breastplate, shield, rapier, light crossbow, 20 bolts, explorer's pack, bag with 15 gold pieces

Divine Sense. The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Lay on Hands. Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level × 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Noble Blood. You easily navigate the halls of power as a true noble. You can gain an audience with any minor noble, though you have no special influence over them. You also know a wide variety of etiquette, and you and anyone you instruct can blend in perfectly at any noble or royal event.

Actions

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

Light crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Trait No matter what, I always have a plan. Also, if you tell me I can't do something, I'm certain to try proving you wrong.

Ideal: Tradition. I will carve out a kingdom, as did my noble forebears.

Bond I'm devoted to the care of the people of whatever community I call my own.

Flaw Those who flout the law get what they deserve.

Background: Born of true noble blood, Pyotr Maartis (PEEtuhr MAHR-tiss) has languished in the southlands his entire life, beholden to his renowned father and four older siblings. Far removed from the line of ascension, he's destined to never hold a throne in his lifetime unless he leaves his family's hold and establishes a kingdom of his own. Frequently bullied by both his siblings and abusive father, he holds no especial love for his immediate family, but does honor the history of his grandfathers and great-grandfathers who served in the armies which stood against the conquerors of the north centuries ago. Trained swordsmen without equal, he seeks to follow in their footsteps and has long dreamed of duplicating their accomplishments. He continues to study and practice their art with this goal in mind, hoping to someday attract enough followers to join his cause. Recently, Pyotr stumbled across historical documents in the castle library which reference large holdings in the Lost Lands which once belonged to his family. These tracts were abandoned and ceded to bandits and barbarians when his ancestors marched north to join the war. The existence of these lands has now inflamed his passion for

recovering them—representing both a means of escaping his father's servitude and establishing a new kingdom on the same principles as those he shares with his forefathers. Pyotr was among the first to apply for a charter to reclaim these lands and has already spent a considerable portion of his family inheritance planning and outfitting himself for the effort it will entail. But he can think of no greater purpose for defining his life and looks eagerly to the day he can carve his own legacy in the history books while inspiring a new generation of Aldain swordsmen.

Physical Description: With a close-cropped beard, stylish brown hair, and steely gray eyes, Pyotr carries himself like a true noble even at the young age of 20. His 6-foot frame packs a lean 170 pounds, belying his natural grace and athleticism. Though not as strong as some warriors, he relies on superior footwork and leverage to outmaneuver and defeat opponents. And his experience with the dueling sword of his ancestors puts him miles ahead of most foes. Aside from his spotless steel breastplate, he wears blue trousers and a silver tunic. Brown leather riding boots and a maroon-colored cloak complete his traveling clothes.

Personality: Pyotr brings a youthful optimism to most situations, but tempers it with a firm determination to make his dreams a reality. He'd like nothing more than to establish his own kingdom in the Lost Lands, simultaneously garnering glory for himself while recovering the holdings which once belonged to his great, great grandfather. Pyotr makes no secret of his intention to follow in his idol's footsteps, and takes great pride in sharing the stories of his bloodline with any who'll listen. Naturally charismatic, he shines in diplomatic matters, always conducting himself with civility, honor, and fairness. At the same time, he brooks no rebellion from those he encounters, recognizing his duty to bring justice to a lawless frontier.

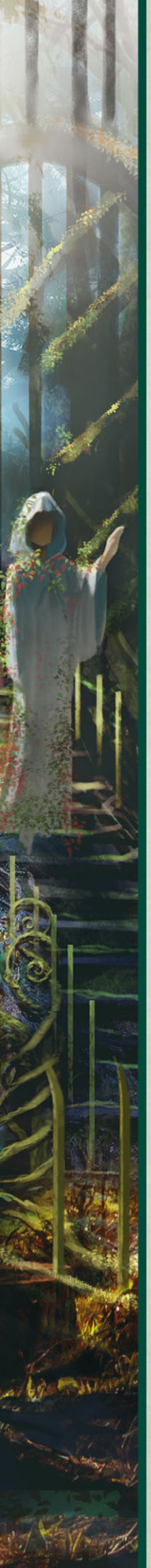
Advancement

Initially, Pyotr advances as a paladin with each new level. In his later adventuring career, however, he may also multiclass as a fighter. At 2nd level he takes the dueling fighting style, as well as the spells *heroism* and *divine shield*. At 3rd level he takes an Oath of Devotion, and also prepares *divine favor*. At 4th level he increases his Dexterity. As he becomes more experienced, Pyotr continues to hone his skills as a duelist however he can.

Roleplaying Ideas

- Always chasing opportunities for glory, valor, and personal honor, Pyotr relishes showing off his growing skills as a swordlord, whether on the field of battle or a contested duel.
- Though Pyotr originally envisioned returning home after adventuring in the Lost Lands, he quickly comes to value the freedom and independence the frontier offers. As such, he recognizes the good he can accomplish by building his own kingdom (and reputation) through uniting others under his banner.
- Under the kingdom-building rules of the campaign, Pyotr is best-suited as a Ruler, but he could also develop a leadership role as a General, Marshal, or Warden.





Quinry Kimm



"Hah! If only your mothers could see you now—wallowing in the mud like common swine! The next time you get it into your sodden heads to assault your better, you might want to bolster your courage with a bit less ale. Of course, then you won't be nearly drunk enough to have a go of it, will you?"

Quinry Kimm

Medium humanoid, chaotic good
Male half-elf courtier, bard 1
Armor Class 16 (studded leather, shield)
Hit Points 9 (8 + 1)
Speed 30 ft.

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

Saving Throws Dex +4, Cha +5
Skills Deception +5, History +3, Persuasion +5, Perform +5, Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Elvish, Sylvan
Proficiencies Dulcimer, Lute, Lyre, Horn
Gear studded leather, shield, rapier, dagger, shortbow, 20 arrows, explorer's pack, bag with 15 gold pieces

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Spellcasting. Quinry is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Quinry knows the following Bard spells:

Cantrips (at will): *dancing lights*, *mage hand*
1st (2 slots) – *charm person*, *comprehend languages*, *detect magic*, *silent image*

Reputed Performer. A well-known bard in many courts, Quinry is able to obtain a variety of minor official or political favors or material aid in exchange for a new song lionizing his noble benefactor, and a promise to perform it far and wide.

Actions

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

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

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

Trait I'm full of interesting facts about history that I can make relevant to any situation. Also, I sometimes sing without realizing it.

Ideal Legacy. I want my story to be something worthy of leaving behind for generations to come.

Bond I want to be a hero to the common folk.

Flaw I have no patience for clergy, who browbeat and threaten the common man into servitude.

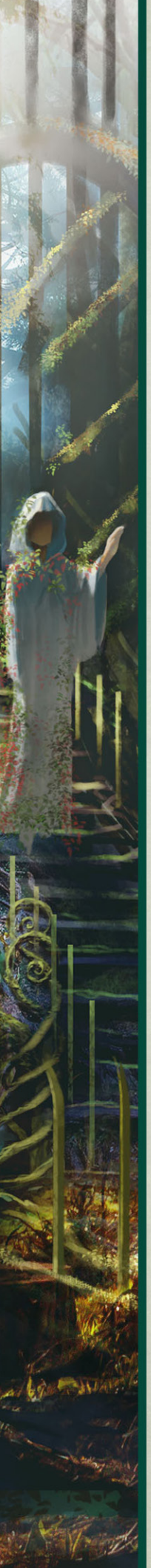
Background: Quinry Kimm (KWIN-ree KEM) ventured north at an early age, traveling by way of river barge from the elven kingdom where he spent his youth. Born of an elven father and human mother, he left them behind following a heated argument over his mixed heritage and an unwillingness to adhere to the restrictions set by his oppressive father. He found himself more at ease among the human merchants, nobles, and settlers outside the elven kingdom, and quickly made friends across every spectrum of life, from the lowliest street beggar to the loftiest aristocrat eager to hear his tales, music, and cultured commentary. Eventually, Quinry made something of a name for himself as a tutor, teaching and entertaining the children of the noble-born, while enjoying their family's hospitality and the benefits of associating with their name.

Despite his self-made success, Quinry longed for something more fulfilling. Bored with teaching and discussing the historical accomplishments of others, he yearned for an adventure and tale of his own to tell. With increasing regularity, he slipped away from his patron's castle to carouse in the rougher places and taverns, widening his life's experience to include every possible perspective.

These sojourns enabled him to learn of a planned expedition to the Lost Lands—a lawless region he well-remembered after passing through in his travels. Eager to participate in the proffered charter for those willing to settle this frontier, he signed on for the promise of adventure and a fresh opportunity to earn a noble title through something other than birthright or proxy. The mysteries of the primal forest also call to him—an undeniable draw hearkening back to his elven heritage and he hopes to write many songs and stories of the exploits he shares with his companions there.

Physical Description: With short, blonde hair and amber eyes, Quinry is a bit smaller than the typical half-elf. Only 5 feet, 8 inches tall, 170 pounds, and 30 years old, he can easily pass as human, but would struggle to fit in with his father's taller kin. Despite this fact, he prefers to





dress in the elven style, layering himself in bright tunics of red or yellow, soft green leggings, and brown, calf-length boots. A suit of studded leather armor somewhat conceals the overall effect of his tailored taste in fashion, but a matching scarf still peeks from around his neck. Among his most prized possessions, Quinry carries a lute to entertain his fellow travelers, but also keeps a collection of books and stories in his pack. His steel rapier, shortbow, and the scarred buckler strapped to his forearm seem well-used and well-kept.

Personality: Quinry has a boundless energy about him and a quick smile, whether dallying with a new paramour or putting on a brave face for his friends in dangerous times. He carries himself with the amused swagger of an experienced, worldly rake, having won the applause and dodged the barbs of noblemen and commoners alike. He views himself as the intellectual superior of almost everyone he meets, but knows better than to throw it in someone's face. Calculating, smooth, and outgoing, he always seems to know just the right song, joke, or story for the occasion at hand. He enjoys winning new friends and contacts, but takes particular delight in debating, needling, and ridiculing the overly religious and those who seek to enslave through hubris and rhetoric.

Advancement

Quinry advances as a bard. At 2nd level he adds *healing word* to his spells known. At 3rd level he joins the bardic college associated with bravery. At 3rd level he also becomes an expert in performance and persuasion, as well as learning to cast *invisibility*. At 4th level, he learns *enhance ability*, and increases his Charisma.

Roleplaying Ideas

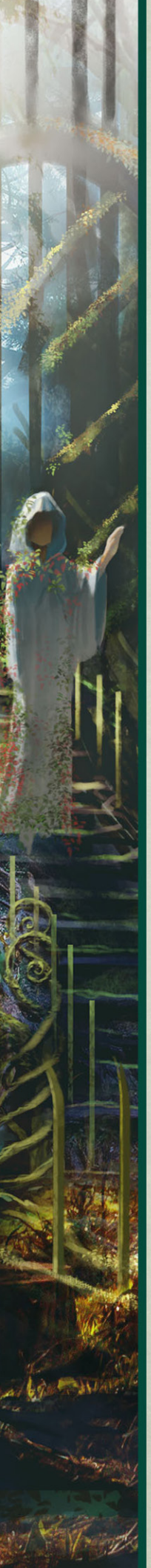
- Despite his bravado, Quinry feels insecure about the mark he'll leave on the world. He struggles at times to find something meaningful and lasting which he can accomplish with his art, knowledge, and skill. He quickly gravitates to any nascent ruler of the Lost Lands, hoping to become their closest advisor and confidant in an effort to guide their mutual success.
- Quinry has an acerbic wit about him, capable of spinning satirical stories to mock his enemies and rally others against them. As such, he makes for a powerful instigator of opposition to any situation or decision with which he disagrees, even working against his fellow companions to pit them against one another if it suits his goals.

"There's no spell—no magic—which cannot be undone. And there's no person who can't be unmade and forged anew. That includes me. So, I embark on this journey not as a quest designed to bring me safely home again. But as a means for transcending the life I once had."

Radomír Lytkín







Radomir Lytkin

Medium humanoid, lawful neutral
Male human student, wizard 1
Armor Class 11
Hit Points 7 (6+1)
Speed 30 ft.

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

Saving Throws Int +5, Wis +3
Skills Arcana +5, History +5, Investigation +5, Insight +3
Senses passive Perception 11
Languages Common
Proficiencies carpenter's tools
Gear quarterstaff, dagger, arcane focus, scholar's pack, spellbook, bag with 15 gold pieces

Spellcasting: Radomir is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Radomir prepares the following Wizard spells:

Cantrips (at will): *light*, *ray of frost*, *shocking grasp*
1st (2 slots): *color spray*, *mage armor*

Spellbook: *burning hands*, *color spray*, *detect magic*, *identify*, *mage armor*, *thunderwave*

Arcane Recovery. You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

Arcane Protégé. Radomir's reputation for excellence extends to schools far beyond his own. Any number of sages, wizards and scholars would happily answer questions pertaining to academia so long as he is willing to extend the same courtesy in return.

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage.

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

Trait I have a backup plan for every situation. Also, I pay close attention to architecture wherever I may go.
Ideal Self-Improvement. I want to leave my old life, and my old self behind.

Bond I will find the bandits who slew my family, and I will make them pay.

Flaw Everyone will hate me if they see my aptitude; that's how it was at school after all.

Background: Radomir Lytkin (RAD-oh-meer LIT-ken) spent the first 11 years of his life as a carpenter's son in the Lost Lands, learning the trade at his father's feet while displaying a peculiar talent for three-dimensional thinking and architectural design. A traveling wizard from the northlands named Gregori Mulvain encountered the boy and spent several nights wintering with his family. Intrigued by Radomir's abilities with mathematics, the old man tested him for magical aptitude, as well—whereupon Radomir amazed everyone with the cantrips he quickly mastered. Gregori soon offered to take the boy with him to the north to become an apprentice at a school for arcane wizardry where he taught. His father eventually agreed, foreseeing a much better life for him there than he could ever provide his son on the frontier.

Initially, Radomir's time as an apprentice passed quickly. With each new lesson he exceeded his teachers' expectations and grew in capability. This created an unintentional distance between himself and his peers, as few could match his skill or follow his train of thought. Quiet and withdrawn already, he made few friends, and became a frequent target for bullying instead. This led to many arcane duels—sometimes arranged, but usually impromptu—and always hidden from his masters lest he be expelled and sent home in disgrace. Unfortunately, just two months before his graduation to become a fully credentialed mage, word arrived that bandits overran his father's homestead, killing his entire family and burning their home. Stunned and angry, Radomir requested a leave of absence to look into the matter. His masters denied him, preferring he finish his studies before leaving the school. Radomir left anyway, packing his things and joining the first expedition bound for the Lost Lands.

Physical Description: At 27 years old, Radomir conducts himself with perfect posture, standing 6 feet tall and weighing 165 pounds.

Physically weak, he prefers the ease and power of magic to fight his battles for him. His dark, close-trimmed beard stands out even more than usual against his pale skin, which he tends to cover in a heavy, dark blue, traveling robe with a fur-lined hood to ward off the chill of his native homeland. Radomir's steely-grey eyes match the ash wood staff he always keeps close at hand. Crafted by his own making, he meticulously carved the top of the weapon to depict a forest stag with jagged, iron-shod antlers. It serves both as a walking stick and a magnifier of his arcane power.

Personality: Radomir has a cool-headed, confident demeanor which makes him virtually unflappable even in the most stressful situations, a character trait which he honed during the many arcane duels he endured as an apprentice. Thoughtful and introspective, he analyzes every situation to determine the possible outcomes before settling on a course of action. Even then, he plans multiple contingencies in case things go wrong or get out of hand. As a result, his strategies are almost always rock solid, dependable, and designed to give him and his allies the advantage in any negotiation or conflict. Radomir also possesses an insatiable curiosity for magic and engineering. He likes to challenge himself with new spell research, magic item crafting, and architectural designs, hoping to someday raise his own tower and establish an arcane school where he can train his own students.

Advancement

Radomir advances as a wizard at each new level. At 2nd level, he specializes in Abjuration, and he also discovers *sleep* and *feather fall*. At 3rd level he learns *invisibility* and *scorching ray*. At 4th level his increases his Intelligence and researches *see invisibility* and *levitate*. As Radomir gains experience, he continues to seek out spells that increase his aptitude as an arcane duelist.

Roleplaying Ideas

- Periodically, Radomir's northern colleagues still seek him out, either for advice, or—in the case of a rival—to test his legendary skills by challenging him to another duel. Ever prideful, Radomir can never turn away these guests, either preening under their admiration, or sharpening his talent by soundly defeating them in arcane combat with some new spell or defense he's crafted.
- Radomir has an eager mind for experimentation, innovation, and industry, a character trait which could put him at odds with more conservative or pragmatic souls like Arkadyus or Faun. He always seeks to invest their spoils in developing more infrastructure, trade, and modern conveniences for their kingdom. And, he resents any decisions or interruptions which delay such long-term plans.
- Under the kingdom-building rules of the campaign, Radomir is best-suited as a Magister or Treasurer, but he could also serve as a Councilor or Grand Diplomat.





Chapter 7:
Monsters of the Forest

Amadan

A smallish, stunted humanoid stands before you, its hairless flesh sloshing liquidly in uncountable jowls and folds, while a sagging pannus nearly hides its tiny webbed feet from view. Its rheumy eyes glare malevolently above a drooping mouth filled with hundreds of needle-sharp teeth, while rivulets of clotted tears run down every crease. Its mottled, pasty skin is everywhere beaded and slicked with blood-tinged sweat that drips constantly from every pore.

An amadan is vaguely humanoid, but alternately shrunken and swollen like a half-melted wax figure. Its skin is pallid and nearly translucent, and on close examination every fold and flap bears the impression of an anguished face, the lingering legacy of some accursed ancestor whose residual tragic destiny the amadan has absorbed. Beneath the amadan's skin there is no flesh, no bone, no organs of any kind; its skin is but a membrane holding the turgid distillate of a thousand curses within it.

Living Curse. An amadan is a living curse, a being of cruel chance and malformed destiny. The first amadans were created by the Eldest fey lords, the spiritual embodiment of misfortune given breath and life, the vengeful emissaries of the Eldest upon those who impugned their honor. An amadan is a living weapon of terror, and few dare to speak ill of the fey or their Eldest masters where an amadan might hear, lest they fall under a curse of withering and death, or be spirited off to the fey realms never to be seen again. Since the time of their original creation, however, some have come into being spontaneously, congealing into life from the emotional and magical effluent precipitated along the fringes of the fey realms, especially along borderlands and boundaries that have seen an eternity of feuding, enmity, and generational strife.

Darkest Fey. Amadans are everything other fey are not, hideous rather than beautiful, bringing sorrow where other fey bring laughter and misery in place of delight, replacing happiness with torment and despair. Amadans are often blamed for all manner of disasters and even small misfortunes. Outsiders and those yet untouched by their power often scoff at the superstitious signs made to avert the attention of an amadan, but those who have felt their bitter affections have learned it does not pay to tempt fate where an amadan is concerned.

Liars and Betrayers. Amadans are drawn to settled areas, though they prefer small towns and rural communities to bustling cities. They walk freely though villages they claim, posing at first as kindly water spirits. When misfortune inevitably strikes (usually brought on by the amadan itself), the amadan offers to intercede with the spirit world to protect the mortal community, for a price. Its price always seems small at first, but it increases slowly but surely as the amadan points out a litany of supposed slights and transgressions against the fey world. Each new demand it makes to atone for the offense is one small step further toward corruption, but those who object or refuse its demands find themselves suffering mysterious accidents or terrible fates. Whispering doom into the ears of the low and high alike, amadans build cults of misery, tribute, and eventually living sacrifice. Through imprecation and insinuation, amadans drive their unwitting subjects to mounting acts of depravity until their community collapses into madness, savagery, and a bloody orgy of violence, before the amadan moves on in search of new victims, leaving carnage-strewn anarchy in their wake.

Amadan

Small fey, neutral evil
Armor Class 16 (natural)
Hit Points 114 (12d6+72)
Speed 20 ft.; Swim 30 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	22 (+6)	17 (+3)	19 (+4)	22 (+6)

Saves Wisdom +9, Charisma +11
Skills Deception +16, Intimidate +11, Insight +16, Stealth +8
Damage Resistances Non-magical weapons
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14
Languages Common, Aklo, Sylvan, Aquan
Challenge 13 (10,000 XP)

Innate Spellcasting. The amadan may cast the following spells without components. Its spell casting ability is Charisma, spell attack bonus +11, spell DC 19.

At-will: *blight, blindness/deafness, control water, ray of enfeeblement*
3/day: *bestow curse, symbol*
1/day: *imprisonment*



Accursed Veil. The amadan is under the effects of *greater invisibility* at all times. Creatures under the effects of a curse can see the creature normally.

Amphibious. The amadan can breathe both air and water.

Illuck. As a bonus action each round, the Hamadan may choose any number of creatures within 30 feet. Those creatures reduce their attack rolls and ability checks by 1d4 until the amadan dies or the creatures leave the aura.

Tainted Tears. Any creature that successfully attacks the amadan with a melee weapon or natural attack, or who is hit by the amadan's bite or claw attack, must succeed on a DC 19 Wisdom save or become cursed. Roll 1d6 to determine which ability score is affected (1 = Strength, 2 = Dexterity, etc). The target has disadvantage on ability checks and saving throws made with that ability score for 1 minute, or until the curse is removed by a *remove curse, dispel good and evil*, or similar magic. The target may repeat the save at the end of each of their rounds.

Actions

Multiattack. The amadan may make two attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack*. +11 to hit, reach 5 ft., one target. *Hit* 1d6+6 (10) piercing damage.

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



Arctic Harpspider

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

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

Arctic Harpspider

Large monstrosity, unaligned
Armor Class 15 (natural armor)
Hit Points 91 (14d10+14)
Speed 30 ft., climb 30 ft.

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

Skills Stealth +7
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft.; passive Perception 10
Languages —
Challenge 3 (700 XP)

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

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

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

Webs. The arctic harpspider's crystalline web is delicate and easily destroyed, having just 5 hit points for each 5 ft. section. Sections of the web may be suspended to act as an early warning system, woven into bridges and tunnels, or spun into patches of difficult terrain.

Actions

Bite. *Melee Weapon Attack.* +4 to hit,, reach 5 ft., 1 target. Hit: 1d10+2 (7) piercing damage plus 4d8 (18) poison damage (DC 11 Constitution save halves poison damage). If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Hypnotic Harmonics. The harpspider strums the thin, crystalized strands of its web. Every creature within 300 feet of the harpspider that can hear the tinkling, melodious resonance must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. In each subsequent round at the end of the creature's turn it makes an additional Wisdom save against the same DC. If the save is successful than the effect ends. A creature that is charmed moves toward the arctic spider on its turn in the most direct path possible, unless it is somehow blocked. The harpspider must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpspider is incapacitated. A target that successfully saves is immune to this harpspider's song for the next 24 hours.



Astomoi

This humanoid appears to be made of darkness, and has no discernible ears, eyes, mouth, or nose.

Astomoi Psychic

Medium humanoid (astomoi), neutral
Armor Class 13
Hit Points 9 (2d8)
Speed 30 ft.

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

Saving Throws Int +4, Wis +4
Skills Arcana +4, Investigation +4, Perception +4
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages Celestial, Common, Sylvan (can't speak any language); telepathy 100 ft.
Challenge 1/4 (50 XP)

Sensitive Breath. Astomoi have disadvantage on saving throws against disease and inhaled poisons.

Telepathic Senses. Astomoi can't speak or see, but can mentally sense its surroundings.

Unarmored Defense. While wearing no armor and not wielding a shield, the astomoi psychic's AC equals 10 + its Dexterity modifier + its Wisdom modifier.

Innate Spellcasting (Psionics). The astomoi psychic's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no components:
1/day each: *enhance ability, expeditious retreat, shield*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Telekinetic Projectile. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. The astomoi psychic uses this power by mentally flinging an object that weighs 5 pounds or less.

Mind Thrust (1/Day). The astomoi psychic magically divines the most vulnerable portions of its opponent's mind and overloads it with a glut of psychic information. The astomoi chooses one creature within 30 feet that it can see. The target must make a DC 12 Wisdom saving throw, taking 7 (2d6) psychic damage on a failed saving throw, or half as much damage on a success.



Bogeyman

Many believe that the most cruel and mischievous fey become bogeymen as a punishment or a reward for their actions. Others see bogeymen as supernatural manifestations of society's willingness to do itself harm.

Bogeymen use their powers to haunt houses or secluded natural places where they can hunt prey unobserved. They relish using their *minor illusion* power to hint at their presence long before they fully reveal themselves. It is not uncommon for a bogeyman to hide under a bed, or in a closet left slightly ajar, for days or even weeks, all the while feeding on its victims' growing realization that they are not alone.

The most evil bogeymen are those who abandon the tactic of feeding on one person's fears at a time and take up roles of mass murderers or serial killers, or other pursuits designed to drive fear into the hearts of an entire city of victims. True to their name, all bogeymen are male. Sometimes, children whom they steal away to secret lairs emerge years later, transformed into new bogeymen, and return home to continue their supernatural father's work.

Bogeyman

Medium fey, neutral evil
Armor Class 20 (natural armor)
Hit Points 169 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	23 (+6)	14 (+2)	15 (+2)	18 (+4)	27 (+8)

Saving Throws Dex + 10, Wis +8, Cha +12
Skills Arcana + 10, Deception +12, Insight + 8, Intimidate + 16, Perception +12, Sleight of Hand +14, Stealth +14
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft. (can see in magical darkness), passive Perception 21
Languages Aklo, Common, *tongues*
Challenge 10 (5,900 XP)

Deepest Dread. A mythic bogeyman is cloaked in a 30-foot aura of dread. This aura manifests as a shifting haze of images that reflect the viewer's deepest fears. Each round an opponent ends its turn within the aura, it must succeed at a DC 22 Wisdom saving throw or become frightened for 1 minute, and can repeat the saving throw at the end of each of its turns. Once per day, the mythic bogeyman can spend an action to remove the immunity to fear from any creature within its aura. At that time, every creature within the aura must make a saving throw against its effects, with creatures that did not previously have immunity making this saving throw with disadvantage.

Dread Strike. A bogeyman has advantage to attack a creature that is frightened.

Innate Spellcasting. The bogeyman's innate spellcasting ability is Charisma (spell save DC 20). It can innately cast the following spells, requiring no material components.

At will: *cause fear, detect thoughts*, *darkness*, *invisibility*, *minor illusion*, *tongues*

3/day: *hold monster*, *phantasmal killer*

1/day: *dream*

Magic Resistance. The bogeyman has advantage on saving throws against spells or other magical effects.

Sneak Attack (1/turn). The bogeyman deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the bogeyman that isn't incapacitated and the bogeyman doesn't have disadvantage on the attack roll.

Terrible Rejuvenation. A mythic bogeyman regains 10 hit points at the start of its turn while any creature within its deepest fear aura is suffering from a fear effect, including any fear effect created by the aura itself. If it is destroyed while within 30 feet of a frightened creature, the mythic bogeyman reappears after 3d4 days, fully healed on the Material Plane within a 1 mile radius of the place where it was destroyed. It also has an obsession for revenge against those who previously destroyed it. While a destroyed mythic bogeyman is reforming, any time a creature sleeps that was present at the mythic bogeyman's destruction sleeps in the Material Plane, it must make a DC 22 Wisdom saving or suffer the effects of a *dream* spell (with the monstrous messenger). Once the bogeyman is reformed, it can choose to reappear within a 30-foot radius of a creature suffering from the *dream* spell if that creature failed its saving throw.



The rejuvenation of a destroyed mythic bogeyman can be prevented if *dispel evil* is cast at the place on the Plane of Shadow that corresponds to the place at which the mythic bogeyman was destroyed.

Actions

Multiattack. The bogeyman makes two claw attacks

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage and 10 (3d6) necrotic damage. A critical hit from a mythic bogeyman's claw forces any target that has successfully saved against the creature's deepest dread aura to make another Wisdom saving throw against its effects.

Legendary Actions

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



Abduct. The bogeyman can attempt to initiate a grapple contest with an adjacent target. If it succeeds, it can move up to its full speed along with the creature that it is grappling.

Claw. The bogeyman makes a claw attack.

Spellcasting (two actions). The bogeyman casts a spell.

Bokereyder

Disturbingly, this scrawny and hunched creature resembles the misanthropic results of breeding a human with a goat. Curved horns sprout from his brow and just below its gangly wrists vestigial hooves protrude from its forearms. Its unnerving rectangular pupils flicker with soulless malice.

With their unnervingly goat-like features bokereyders share a few physical similarities to tieflings, with thick curling horns, long faces, rectangular pupils, and great scraggly beards. While they are sometimes mistaken for animals or bestial humanoids, they have only minimal connection to the natural world. Noted for their brutish behavior and foul tempers, they rarely interact with humanoid races, except through violence.

Nomadic Murderers. Sinister and malicious, bokereyders trace their ancestry to the outcasts of primitive tribes that rose during the dawn of humanity. Those criminals, thieves, and murders exiled from the first nomadic tribes bonded together in wild and violent gangs. Some tales imply that these outcasts lay with their beasts while other speculate they formed pacts with maleficent spirits that bestowed upon them their dark powers and warped their features making them wholly inhuman.

Tribal. Bokereyders organize themselves in loose nomadic tribes lorded over by a dominant alpha male. An individual's status is determined by his strength and cunning. For this reason, constant infighting erupts as each tribe member struggles to claim his status. Leaders live only as long as they can defend themselves against rivals. Conflicts for leadership typically result in death, with winners proudly wearing the horns of those they have defeated in combat. Only during raids do tribal members interrupt their infighting.

Pillage and Plunder. Having no magical talent and limited intelligence, bokereyders tribes survive entirely upon plunder taken from violent raids. Gleefully engaging in both theft and murder, they pillage easy targets such as small, undefended villages located in remote and isolated regions. They live in mountainous, hilly regions and are rarely active during the day. Bokereyders are omnivores, and they have been known to scavenge and eat their victims.

Corruptors. Bokereyders possess the ability to communicate with domesticated animals such as cows, dogs, goats, pigs, horses, and sheep, and use their talent and guile to turn these animals from their static lives of servitude back in to free-thinking, wild feral beasts. They empathize most with goats and often raise large, feral versions of these animals as mounts. They are talented riders and take great care in grooming their mounts. Bokereyders give their mounts elaborate burial rituals for they believe that when their mounts die, the animal's soul merges with their own, making them stronger and more powerful.

Bokereyder

Small fey, neutral evil
Armor Class 13 (leather)
Hit Points 27 (6d6+6))
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	8 (-1)

Skills Animal Handling +5, Perception +3
Damage Resistances poison
Condition Immunity disease, poison
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 2 (450xp)

Innate Spellcasting. The bokereyder may cast the following spell without components.
At-will: *speak with animals*

Keen Senses. The bokereyder gains advantage on Perception checks that involve smell.

Bestial Gaze. As an action, a bokreyder can gaze at any one domestic animal of its choice within 30 feet that can see it. The animal must succeed at a DC 13 Wisdom save or become feral. A feral animal must move toward any creature other than the bokreyder or its allies on its round, and use its action to attack that creature. If no creatures are within movement range of the beast, it will follow any orders given to it by the bokreyder that affected it. A *calm emotions, dispel good and evil,* or *remove curse* spell will calm the creature for 1 hour per level of the spell or until the spells duration ends (whichever is longer), but does not remove the feral condition. A successful DC 13 Animal Handling check administered over an hour on a calm animal will return it to domesticated status.

Feral Goat Companion. The bokreyder is rarely



found without its mount. See Feral Goat Companion below.

Actions

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

Feral Goat Companion

Medium beast, neutral evil
Armor Class 12 (natural)
Hit Points 22 (4d8+4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	8 (-1)

Skills Athletics +6, Perception +4
Damage Resistances poison
Condition Immunity disease, poison
Senses passive Perception 14
Languages -
Challenge 1 (200xp)

Charge. If the feral goat moves at least 20 feet before making an attack on the same round, the target takes an additional 5 (1d6) damage and must make a DC 12 Strength save or be knocked prone.

Keen Senses. The feral goat companion gains advantage on Perception checks that involve smell.

Mountain Born. The feral goat companion gains advantage on Strength and Dexterity ability checks.

Actions

Ram. *Melee Weapon Attack*. +4 to hit, reach 5 ft., one target. *Hit* 1d8+2 (7) bludgeoning damage.

Stomp. *Melee Weapon Attack*. +4 to hit, reach 5 ft., one target. *Hit* 1d6+2 (6) slashing damage.



Boojum Snark

A boojum snark's body has the general form of a large walrus or sea lion, with a thick, coarse hide covering rolls of blubber, yet with gills along its upper flanks. Surrounding its jaws, that are lined with large, sharp teeth, is a mass of stiff bristles that give the creature a whiskered appearance. Its front flippers are equipped with long claws, but instead of rear flippers, its body tapers to a long, powerful, prehensile tail akin to a suckered tentacle of a giant octopus. On the creature's chest, and from about midway along its body as it tapers toward the tail are feathers; dull and drab on some boojums—easy mistaken as just a variation in the hue of its otherwise dark skin—yet bright, colorful, and unmistakeable on others.

Like a bizarre hermit crab, the creature also carries a large empty seashell. On land, the boojum usually remains in its shell, using its strong and dextrous front flippers to drag itself around while its suckered tail grips the shell tightly from inside. In the water, it frequently emerges fully from the shell, but will not range far from it. It swims using sinuous whole-body movements while using its tentacle to hold the tip of its shell, which it pulls along behind it.

The body of a boojum is around 12 feet long, with its tail adding an additional 15 feet in total length. It weighs 4,000 lbs.

Habitat and Society

Snarks are very rare and highly elusive creatures yet they can sometimes be found lairing in the shallows around isolated volcanic islands filled with chasms and crags in uncharted reaches of oceans. Rarer still, are the boojums, mythic snarks who can cause those who meet their gazes to softly and suddenly vanish away, and never be met with again.

Usually active only in the twilight hours of late evening, a snark spends most of its time sleeping in a salvaged seashell it carries and into which its whole body can retract—either for defensive purposes, or to hide from a predator or from prey. Most frequently, snarks use the shells of giant sea snails, although the shells of other giant sea creatures, and even hollow pieces of coral, wood, and stone are sometimes used.

Snarks are carnivorous and feed on a diverse variety of creatures for which they hunt or forage. Larger marine animals such as dolphins, seals, sea lions, sharks, and orcas are particularly relished though they will happily dredge through mud for molluscs and other bottom-dwellers. Strangely, snarks are also particularly attracted to the taste of soap.

Snarks were once native to the primal world of the fey. As with other legendary creatures from this realm, such as the bandersnatch, jabberwock, and jubjub bird, snarks belong to a group of creatures known collectively as the "Tane" of which it, and not the jubjub bird as previously thought, is the least powerful.

Boojum Snark

Large fey, neutral
Armor Class 20 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	18 (+4)	2 (-4)	14 (+2)	19 (+4)

Saving Throws Str +9, Dex +5, Con +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silver
Damage Immunities fire
Damage Vulnerabilities lightning
Condition Immunities prone
Skills Athletics +9, Perception +8, Stealth +8
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 8 (3,900 XP)

Amphibious. The boojum snark can breathe air and water.

Charmed By Soap. A boojum snark has disadvantage on saving throws versus spells that inflict the charmed condition if the caster uses at least 1 pound of soap as an additional material component. Similarly, Charisma checks made against a boojum snark have advantage if at least 1 pound of soap is offered to it.

Elusive. As a full-round action while in water, a boojum snark can move up to 100 ft. without leaving any trace of its passing (identical in effect to a *pass without trace*). When it does so, an elusive boojum snark's Dexterity (Stealth) check is automatically considered to be a result



of 30. In addition, except when in combat, a boojum snark is considered to be under the effects of a *nondetection* spell. Neither of these spell effects can be dispelled except with *dispel magic* cast with a 9th level spell slot. If the caster of a divination effect wears thimbles during the casting, the boojum snark's saving throw has disadvantage.

Planar Acclimation. A boojum snark cannot be banished.

Shell. A boojum snark carries a giant empty seashell into which its whole body can retract for defense and camouflage. While in its shell, a boojum snark can only use its bite attack. A boojum snark's shell has an AC of 22, a damage threshold of 8, and 65 hit points. A boojum snark can move into or out of its shell with a bonus action.

Vanishing Gaze. The boojum snark can use its action to force an opponent to make a DC 16 Charisma saving throw or be banished to the fey realm. A creature that succeeds on this saving throw is immune to the boojum snark's Vanishing Gaze ability for 24 hours.



Actions

Multiattack. The boojum snark makes two attacks: one with its bite, and one with its tentacle.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the boojum snark cannot use its tentacle attack on another target.

Flame Breath (Recharge 5-6). The boojum snark exhales a fiery blast in a 30-ft. cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 35 (10d6) fire on a failure, or half as much damage on a successful one.

Legendary Actions

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

Claw. The boojum snark makes a claw attack.

Withdraw. The boojum snark uses a withdraw action.

Dodge (costs 2 actions). The boojum uses a dodge action.

Centaur

This creature has the sun-bronzed upper body of a seasoned warrior and the lower body of a sleek warhorse.

Centaur Brawler

Large monstrosity, neutral
Armor Class 12
Hit Points 60 (8d10 + 16)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	14 (+2)	12 (+1)

Skills Athletics +6, Perception +4, Survival +4
Senses passive Perception 14
Languages Common, Elven, Sylvan
Challenge 2 (450 XP)

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

Improved Initiative. The centaur has advantage on initiative checks.

Actions

Multiattack. The centaur makes two attacks: one with its longsword and one with its hooves or two with its longbow.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

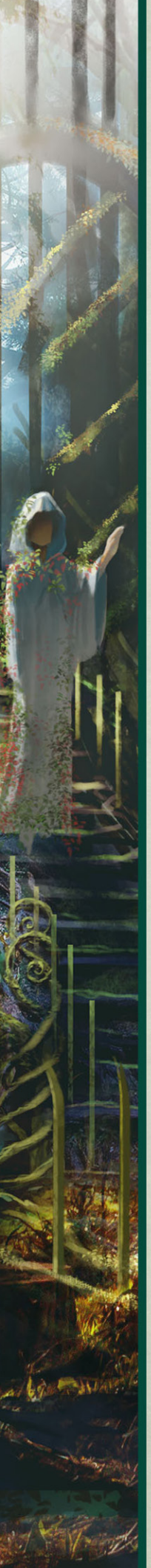
Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit: 14* (3d6 + 4) bludgeoning damage, and the target must make a DC 14 Strength saving throw. On a failure, the target is knocked prone or shoved 5 feet, as the centaur chooses.

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

Reactions

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





Chernobog

Poised as if ready to pounce, this mammoth, fiendish beast-thing glares with fire-red eyes. Its fleshy face resembles a skinned grizzly bear fitted with jagged, cruel-looking stag's horns. From the thick cables of muscle wound around its shoulders stretch a pair of broad, leathery bat-like wings.

Chernobogs, the Black Lords of the Otherworld, stand as some of the most powerful and capriciously malevolent of the nightmare fey. Monstrous creatures, they are near demonic in appearance, standing nearly 20 feet tall and weighing several thousand pounds. Where a chernobog treads, darkness falls and the lands transform into twisted nightmares filled with thorns bushes, venomous vermin, wild beasts, and wicked fey.

Enemies of Civilization. Ferocious, clever, and brutal chernobogs embody the stark and emotionless cruelty of nature, which many mortals falsely believe is deliberate. The chernobog's need to inflict wanton destruction upon humans and other beings belonging to civilized cultures makes them the bane of civilization. Still, they find some humans to be excellent pawns, and readily lure and tempt individuals to their causes, particularly those of weak will and shattered moral compass. Chernobogs tempt such individuals with magic gold, driving them to commit wanton acts of destruction against humanity.

Enemies of the Gods. Chernobogs harbor an extreme loathing for deities, particularly nature gods who arrogantly believe they hold dominion over the fey. Able to smell the stink of divinity, they eagerly attempt to snuff it out at every opportunity. Chernobogs define life through death and hold death as all-important to both change and survival. Likewise, they bare malice against any creature bold enough to think they can withstand the fury of nature. Rot and decomposition are to them, sacred. For this reason, they despise both undead and healing magic. Despite their animosity for deific authority, many chernobogs are themselves worshipped by evil fey that flock to their service. Some chernobogs claim entire kingdoms and grow great castles of thorns from which they sadistically lord over courts of groveling sycophantic evil fey.

Blood makes the Grass Grow. When entering into conflict, a chernobog relies on the magic of his great horn to disable opponents from a distance while summoning evil fey to riot and rampage. Still, a chernobog can more than hold his own during a melee encounter. With all the fury of nature itself, it charges down upon enemies, savaging them with bestial attacks, goring and rending, and gleefully sowing the earth with the blood of their foes.

Chernobog

Huge fey, chaotic evil
Armor Class 19 (natural)
Hit Points 250 (20d20+120)
Speed 40 ft.; fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+3)	22 (+6)	20 (+5)	19 (+4)	24 (+7)

Saves Strength +14, Dexterity +9, Constitution +12, Intelligence +11, Wisdom +10, Charisma +13
Damage Resistances Weapons without the magical or cold iron properties
Damage Immunities cold, poison
Condition Immunities poison
Senses Truesight 120 ft., passive Perception 14
Languages Common, Sylvan, Undercommon, Telepathy 30 ft.
Challenge 18 (20,000 XP)

Magic Resistance. A chernobog has advantage on all saving throws against spells and spell-like effects.

Actions

Multiattack. The chernobog may make three attacks, two with its claws and one with its gore. It may instead choose to maintain playing its horn of reclaiming and make a single gore attack.

Claws. *Melee Weapon Attack*. +14 to hit, reach 10 ft., one target. *Hit* 2d8+8 (17) piercing damage.

Gore. *Melee Weapon Attack*. +14 to hit, reach 5 ft., one target. *Hit* 2d8+8 (17) slashing damage

Horn of Reclaiming. As an action, the chernobog can play its terrible horn. Divine casters within 300 ft. of the chernobog must attempt a DC 19 Wisdom save any time they wish to cast a spell with a verbal component. On a failed save, the spell is unsuccessful and the spell slot is lost.

In addition, all plants within 100 ft. of the chernobog animate, entangling any creature not allied with the chernobog. Creatures targeted must make a DC 19 Dexterity save or become restrained. As an action on each of the creature's turns, it may attempt a DC 19 Strength save to remove the condition. At the start of any round in which a creature is restrained, it takes 21 (6d6) piercing damage. The area within 100 ft. of the chernobog is also considered difficult terrain.

These effects end when the chernobog stops playing, drops to 0 hit points, or is affected by a *silence* spell or similar magic.

Iron Thorn (3/day). On a successful gore attack, the target has a prong from the chernobog's horns imbedded deep in its body. 24 hours later the iron thorn begins to grow. The target must succeed on a DC 19 Constitution save or have its hit point maximum reduced by 2d10 (11) points per day. When the creature's hit point maximum reaches 0 it dies. One minute after dying, the corpse animates as an iron thorn zombie (see template below).

A DC 25 Medicine check removes the seed, allowing the creature's hit point maximum to increase by 2d10 (11) points per day until it reaches its original maximum.

A *greater restoration* or *heal* spell destroys the seed, allowing full hit point maximum to return after a full rest.



Iron Thorn Zombie Template

An iron thorn zombie is a freshly slain corpse animated by the iron thorn plant. Treat an iron thorn zombie as a standard zombie, but with the following special qualities.

Plant Traits. This zombie's animation is provided not by necromancy but by the plant that grows throughout its body. Iron thorn zombies lack undead traits. They are treated as plants, not undead, for the resolution of magical effects and attacks.

Thorn Spikes. Long sharpened thorns jut from the zombie's flesh. The zombie's slam attack is considered magical and deals an additional 1d6 points of piercing damage, while anyone successfully attacking the zombie with an unarmed strike takes 2d6 piercing damage, or 2d6 per round the grapple is maintained.

Dragon, Green (Mythic)

Scales the color of emeralds armor this ferocious dragon. A single sharp horn protrudes from the end of its toothy snout.

Dragon, Green (Mythic)

Gargantuan dragon (mythic), lawful evil
Armor Class 20 (natural armor)
Hit Points 512 (25d20 + 250)
Speed 40 ft., fly 250 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	30 (+10)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +7, Con +18, Wis +11, Cha +12
Skills Deception +11, Insight +11, Perception +11, Persuasion +12, Stealth +7, Survival +11
Damage Resistance bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., greensight 60 ft., passive Perception 27
Languages Common, Draconic
Challenge 25 (75,000 XP)

Amphibious. The dragon can breathe air and water.

Forestmaster. The dragon is fully at home in forests (or jungles, at the GM's option) and gains advantage on initiative rolls and Wisdom (Perception), Dexterity (Stealth), and Wisdom (Survival) checks.

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



Legendary Surge (3/Day). Anytime the dragon rolls a 1d20 it may choose to add 1d12 to the roll including after the roll is made. It must accept the modified roll and it can only use this ability once per roll (though it can use it multiple times per round).

Greensight. The mythic green dragon can see through plant matter of any kind that provides up to ¾ cover to a range of 60 feet. Creatures do not benefit from ¾ cover or less from the green dragon's attacks and do not benefit from any kind of concealment or stealth effect short of *invisibility* in forest (or jungle) terrain.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks. one with its bite and two with its claws. It losses a claw attack for each grappled opponent.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit*. 21 (2d10 + 10) piercing damage plus 13 (4d6) poison damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit*. 25 (4d6 + 10) slashing damage and the target is grappled and restrained (Escape DC 18). Grappled targets automatically take claw damage as bludgeoning damage at the start of the mythic green dragons turn. The dragon can grapple up to two opponents.

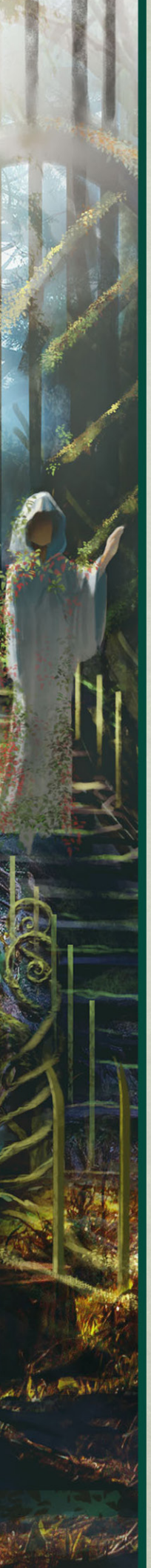
Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit*. 19 (2d8 + 10) bludgeoning damage.

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

***Bilious Spew* (Recharges after a Short or Long Rest)**. A mythic green dragon regurgitates a glob of dragon bile poison into its mouth. It can keep the bile in its mouth, where it affects the next creature the dragon hits with its bite attack as if hit by its breath weapon in a 20-foot sphere centered on the targeted creature with half the damage being treated as acid. It







cannot make this attack if its breath weapon is not recharged. In addition, targets struck by this attack have disadvantage on their next Constitution saving throw.

***Poisonous Miasma* (Recharge 5–6)**. The mythic green dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 87 (25d6) poison damage on a failed save, or half as much damage on a successful one. Creatures that take any damage from this attack also gain the poisoned condition for 1 minute.

If this attack would kill the target it instead drops to 0 hit points and falls asleep as the *sleep* spell. The target remains asleep so long as it remains poisoned. Target creatures that fail their save but are not killed become confused (as the spell *confusion*) for as long as they are poisoned.

Finally, if a creature is hit with this attack and already has the poisoned state and fails to remove this condition by the end of its next round it begins to drown at the start of the following round as the poisonous miasma liquefies the creature's lungs (see Suffocating in the **5E SRD**).

Rections

Bloodied Breath. When the mythic green dragon is reduced to less than half its original hit points its poisonous miasma attack option recharges and it may use it as a reaction.

Legendary Actions

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

- **Detect**. The mythic green makes a Wisdom (Perception) check.
- **Tail Attack:** The mythic green makes a tail attack.
- **Wing Attack (Costs 2 Actions)**. The mythic green beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.
- **Legendary Initiative (1/Day, Costs 3 Actions).** The mythic green dragon can take a second Action from its list of available options.

Lair Actions

The mythic green dragon gains the normal lair actions of an ancient green dragon with the following addition.

- A soporific mist rises from the ground in 90-foot sphere centred on the mythic green dragon. Each creature that starts its turn in the mist become sleepy and lethargic on a failed DC 15 Constitution saving throw. Lethargic creatures gain the poisoned condition and while poisoned have disadvantage on Wisdom and Constitution. A successful saving throw at the end of a creatures turn ends the effect and makes them immune to the soporific spores for the next 24 hours.

Regional Effects

The mythic green dragon gains the normal regional effects of an ancient green dragon with the following addition.

- A mythic green dragon can cause its voice to emanate from different locations within 1 mile of its lair. If using the "Dragons as Innate Spellcaster" variant it may also add any vocal spell to this ventriloquism effect (for example, creating a *suggestion* effect as the spell).

Dragon, Imperial (Forest)

This massive serpentine and wingless creature has jade scales and antlers, and sounds like grinding stones as it stalks forth.

Dragon, Imperial (forest)

Gargantuan dragon (mythic), chaotic evil
Armor Class 22 (natural armor)
Hit Points 546 (28d20 + 168)
Speed 40 ft., burrow 20 ft., climb 30 ft., fly 200 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	22 (+6)	16 (+2)	17 (+3)	16 (+3)

Saving Throws Dex +7, Con +16, Wis +10, Cha +10
Skills Perception +17, Stealth +7
Damage Resistance bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., greensight 60 ft., passive Perception 27
Languages Common, Draconic, Elven, Goblin, Sylvan
Challenge 24 (62,000 XP)

Brutal Combatant. The dragon is particular adept in melee combat and increases its critical damage by 1 die.

Celestial Jewel. Though wingless, forest dragons can fly magically due to a magic green pearl embedded in its brain. If removed from the dragon, this pearl loses its magic but is still worth 1,000 gp. As the dragon's ability to fly is magical it can be effected by anti-magic effects like *dispel magic* – albeit temporarily.

Jade Hide. While in forest terrain, a mythic forest dragon has advantage on Dexterity (Stealth) checks and it can make those checks even while being observed. In addition, it also has advantage on saving throws against divination effects.

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

Legendary Surge (3/Day). Anytime the dragon rolls a 1d20 it may choose to add 1d12 to the roll including after the roll is made. It must accept the modified roll and it can only use this ability once per roll (though it can use it multiple times per round).

Greensight. The dragon can see through plant matter of any kind that provides up to ¾ cover to a range of 60 feet. Creatures do not benefit from ¾ cover or less from the dragon's attacks and do not benefit from any kind of concealment or stealth effect short of *invisibility* in forest terrain.

Speak with Beasts and Plants. The dragon can communicate with beasts and plants as if they shared a language.

Woodland Stride. The dragon is not hindered by difficult terrain so long as it is within a forest.

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit*. 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Piercing Breath. The dragon shoots splinters of wood in a 60-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 91 (26d6) piercing damage on a failed save, or half as much damage on a successful one.

Poison Breath. The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 91 (26d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing



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

- **Detect**. The dragon makes a Wisdom (Perception) check.
- **Tail Attack:** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions)**. The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.
- **Legendary Initiative (1/Day, Costs 3 Actions).** The dragon can take a second action from its list of available options.

Lair Actions

The mythic forest dragon gains the normal lair actions of an ancient green dragon with the following addition.

- The dragon magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the dragon. The tree remains animate for 1 day or until it dies; until the dragon dies or is more than 120 feet from the dragon; or until the dragon takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible. The dragon can have up to six trees active at any given time.

Regional Effects

A forest dragon gains the normal regional effects of an ancient green dragon with the following addition.

- Woodland plants within a 2-mile radius of the dragon's lair grow at ten times their normal rate and are immune to disease, rot, or similar maladies. Allied plant creatures within this area gain the following trait.
  - Regeneration. The plant creature regains 10 hit points at the start of its turn. If the plant creature takes fire damage, this trait doesn't function at the start of the plant creature's next turn. The plant creature still dies if it starts its turn with 0 hit points.



Drake, Forest

This green-scaled dragon has two powerful legs and a pair of long, leathery wings. A long spike adorns its thrashing tail.

Drake, Forest

Large dragon (earth), chaotic evil
Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	18 (+4)	9 (-1)	11 (+0)	12 (+1)

Saving Throws Dex +4, Con +7, Wis +3, Cha +4
Skills Deception +4, Perception +3, Stealth +7, Survival +3
Damage Resistance bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities acid
Condition Immunities paralysis
Senses greensight 60 ft., darkvision 60 ft., passive Perception 17
Languages Draconic
Challenge 8 (3,900 XP)

Amphibious. The forest drake can breathe air and water.

Elusive Rapidity. On each of the forest drake's turns, it can use a bonus action to take the Dash action and then Hide if in forest terrain. It does not provoke attacks of opportunity and range attacks rolls have disadvantage against the forest drake until the end of its next turn.

Forestmaster. The forest drake is fully at home in forests (or jungles, at the DM's option) and gains advantage on initiative rolls and Wisdom (Perception), Dexterity (Stealth), and Wisdom (Survival) checks.

Greensight. The forest drake can see through plant matter of any kind that provides up to ¾ cover to a range of 60 feet. Creatures do not benefit from ¾ cover or less from the forest drake's attacks and do not benefit from any kind of concealment or stealth effect short of *invisibility* in forest terrain.

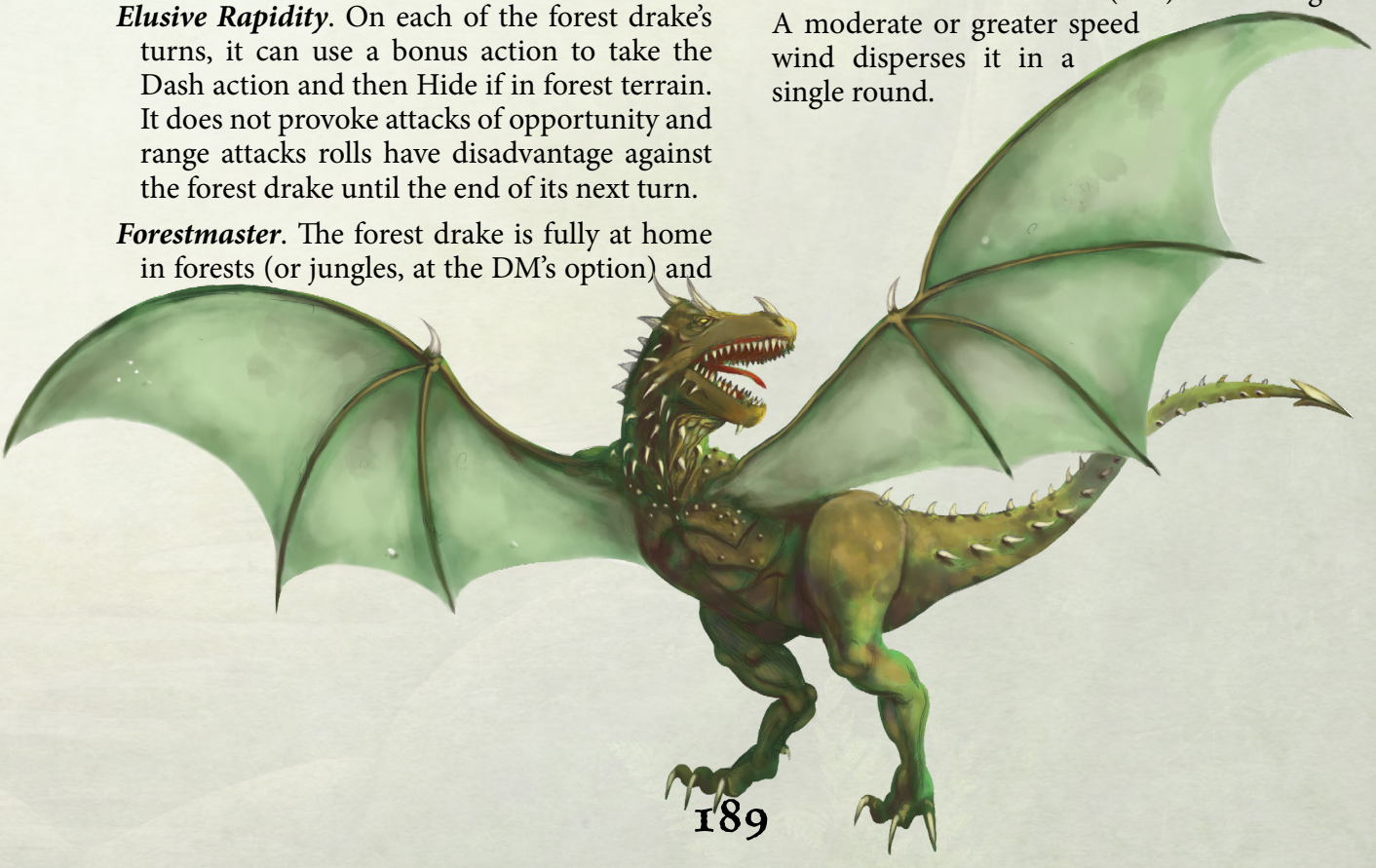
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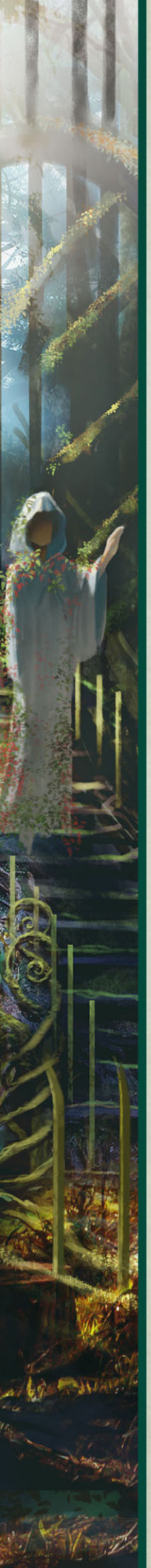
Multiattack. The forest drake makes three attacks: one with its bite and two with its tail.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 18 (2d10 + 7) piercing damage plus 7 (2d6) acid damage.

Tail Slap. *Melee Weapon Attack*: +10 to hit, reach 15 ft., one target. *Hit*: 13 (2d6 + 7) bludgeoning damage.

Acidic Cloud (Recharge 5–6). The forest drake spits a ball of acid that bursts into a cloud on impact. This attack has a range of 60 feet and deals 33 (10d6) acid damage in a 10-foot radius sphere on a failed DC 15 Constitution saving throw, or half as much damage on a successful one. The cloud remains for 1d4 rounds once created and spreads around corners, and its area is heavily obscured. A creature that ends its turn in the cloud takes 6 (2d6) acid damage. A moderate or greater speed wind disperses it in a single round.





Dryad, Blackthorn

Blackthorns are the accursed offspring of dryads and those chain devils that corrupt mortals and fey alike with terrible bargains, generally involving cruelly tormenting chosen enemies. Always female, blackthorns have lithe, slender figures like their dryad mothers but ragged skin like blighted bark, with blackened vines of razor-sharp thorns in place of the chains of their chain devil fathers. A blackthorn's combat statistics are similar in most ways to their chain devil parent, though twisted towards a wild natural beauty gone haggard and corrupt.

Leafblighter. Blackthorns bond with a tree as a dryad does, but they are parasitic rather than symbiotic with their bonded tree, gradually withering and choking it with clinging vines over the course of 1d6 weeks. Once the host tree dies, the blackthorn is frightened of all non-plant creatures until she bonds with a new tree.

Bound by Fey Bargains. A blackthorn dryad can be summoned with *conjure fey* as if she were a fey of the same challenge rating.

Blackthorn Dryad

Medium fiend, neutral evil
Armor Class 16 (natural armor)
Hit Points 85 (10d8+40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Con +7, Wis +4
Skills Perception +4, Stealth +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Infernal, Sylvan, telepathy 120 ft.
Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the blackthorn's darkvision.

Innate Spellcasting. The blackthorn's innate spellcasting ability is Charisma (spell save DC 15). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*
3/day each: *entangle*, *goodberry*
1/day each: *barkskin*, *pass without trace*, *shillelagh*

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

Speak with Beasts and Plants. The blackthorn can communicate with beasts and plants as if they shared a language.

Actions

Multiattack. The blackthorn makes two attacks with its thorny vines.

Thorny Vine. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the blackthorn isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Vines (Recharges after a Short or Long Rest). Up to four vines, bushes, trees, or other living plants the blackthorn can see within 60 feet of it magically sprout razor-edged thorns and animate under the blackthorn's control, provided that the plants aren't being worn or carried.

Each animated plant is an object with AC 20, 20 hit points, resistance to bludgeoning damage, and immunity to psychic and lightning damage. When the blackthorn uses multiattack on its turn, it can use each animated plant to make one additional thorny vine attack (for a total of up to six attacks). An animated plant can grapple one creature of its own but can't make attacks while grappling. An animated plant reverts to its inanimate state if reduced to 0 hit points or if the blackthorn is incapacitated or dies.

Fey Charm. The blackthorn targets one humanoid or beast that she can see within 30 feet of her. If the target can see the blackthorn, it must succeed on a DC 15 Wisdom saving throw or be magically charmed. The charmed creature regards the blackthorn as a trusted friend to be heeded and protected. Although the target isn't under the blackthorn's control, it takes the blackthorn's requests or actions in the most favorable way it can.

Each time the blackthorn or its allies do anything harmful to the target, it can repeat

the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the blackthorn dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the blackthorn's Fey Charm for the next 24 hours.

The blackthorn can have no more than one humanoid and up to three beasts charmed at a time.





Dullahan

Clad in ragged black robes and tarnished armor, this grim, headless rider is surrounded by an aura of menace.

Dullahan

Medium undead, lawful evil
Armor Class 18 (plate)
Hit Points 207 (18d8 + 126)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	24 (+7)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Con +12, Wis +8
Damage Resistances acid, fire, lightning, cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Damage Vulnerabilities radiant
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses blindsight 60 ft., passive Perception 13
Languages Common, Infernal, Sylvan
Challenge 13 (10,000 XP)

Frightful Presence. When the dullahan makes an attack all creatures who can see the dullahan become frightened on a failed DC 18 Wisdom saving throw for 1 minute. Creatures who successfully save are immune to this effect for 24 hours.

Infernal Identification. As a bonus action, a dullahan can consult the powers of Hell to supernaturally discern the name of any living creature born on the Material Plane.

Knight. The dullahan is a mounted combat expert. When mounted the dullahan's mount may make one attack from its listed options as part of the dullahan's Multiattack: In addition, the dullahan can use the mount's reaction to negate a single melee attack directed at the mount. Finally, while mounted, the dullahan does not provoke attacks of opportunity.

Regeneration. The dullahan regains 5 hit points at the start of its turn. If the dullahan takes radiant damage, this trait doesn't function at the start of the dullahan's next turn. The dullahan dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The dullahan makes two freezing blade attacks.

Freezing Blade. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit.* 10 (1d8 + 6) slashing damage and 3 (2d6) cold damage. A creature that takes cold damage from this attack is *slowed* (as the spell) on a failed DC 18 Constitution saving throw. The affected creature may repeat the saving throw at the start of its turn to end this effect.

Summon Nightmare (Recharges after a Short or Long Rest). A dullahan can summon a nightmare to serve him. The nightmare remains until it is slain or the dullahan dismisses it. He can only have one such nightmare in his service at a time.

Reaction

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

Legendary Actions

The dullahan can take 2 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 dullahan regains spent legendary actions at the start of its turn.

- **Death's Calling (1/day).** A dullahan may place death's calling on a target within 60 feet if the target fails a DC 18 Wisdom saving throw. If the dullahan knows and speaks the target's name, the target has disadvantage on the save. Cursed creatures have disadvantage on attack rolls against the dullahan. For the next 24 hours (or until the dullahan is slain), all critical hit damage against the target are maximized. Finally, the victim automatically fails all death saving throws to stabilize while dying. Death's calling automatically recharges if the target makes its saving throw.
- **Icy Gaze**. A dullahan fixes its dreadful gaze on a single creature within 60 feet. The target must succeed on a DC 18 Wisdom save or become paralyzed. Even if the saving throw succeeds the target is still shaken and has disadvantage on attacks, saving throws and ability checks until the end of its next turn.
- **Infernal Alacrity**. A dullahan gains an effect identical to a *haste* spell for 1 minute. If the dullahan is mounted when it invokes this ability, its mount is also hasted.





Faerie Dragon, Variegated

Related to pseudodragons, faerie dragons are whimsical, playful pranksters that spend most of their time either relaxing in cool forest glades or engaged in some sort of prank. Although such mischief is usually spontaneous, some faerie dragons have been known to spend months or even years in preparation of one truly spectacular joke. Travelers making their way through lands known to be inhabited by these good-natured – but sometimes annoying – tricksters are advised to keep up their guard lest they face all manner of creative annoyances (horses painted with berry juice, squirrels placed inside bedrolls, and clothing decorating high branches being a few examples).

Unlike true dragons, faerie dragons do not grow larger with age, but their scales do change color, starting with red and moving through the rainbow to reach dark violet at old age. Faerie dragons grow in power as spellcasters as they age (typically gaining levels in sorcerer), learning more powerful spells to complement their innate abilities. The spells of faerie dragons tend to focus on tools that can be used to create or enhance pranks, and illusion and enchantment spells are particularly popular.

Faerie dragons avoid combat unless there is no other option. If forced to fight, faerie dragons attempt to confound enemies rather than kill them, using both spells and breath weapon to weaken and scatter foes before fleeing. The only exception to this is when a faerie dragon's clan or allies are in danger. As capricious as these tiny dragons can be, many prove quick to bond with goodly creatures, especially fey and others they find interesting or hilarious – adventurers often fall into this latter camp, particularly those most outraged by a faerie dragon's tricks.

Variegated faerie dragons elaborate the color changes of the faerie dragon, covered in colorful, rainbow spots and clouds. These faerie dragons are older and more powerful than common ones. It is not clear to scholars if variegated faerie dragons are a more eldritch breed, outliving their more mundane cousins, or if they are a natural stage in a faerie dragon's development long after it has achieved a violet hue. While capricious and unpredictable, variegated faerie dragons are often collectors of not only prizes and knickknacks, but pieces of lore about magical things and the Faerie realms. While aloof, variegated faerie dragons are likely to provide genuine aid to creatures in great need.

Variegated Faerie Dragon

Tiny dragon, chaotic good
Armor Class 17 (natural armor)
Hit Points 24 (7d4 + 7)
Speed 10 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	13 (+1)	16 (+3)	14 (+2)	16 (+3)

Skills Arcana +7, Perception +6, Stealth +9
Senses darkvision 60 ft., passive Perception 16
Languages understands Sylvan but can't speak it
Challenge 3 (700 XP)

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

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

At will: *greater invisibility* (self only)
1/day each: *color spray, dancing lights, hallucinatory terrain, mage hand, major image, minor illusion, mirror image, polymorph, suggestion*

Vanish. The faerie dragon can use *greater invisibility* as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 13 Wisdom saving throw. On a failed save, the target takes 5 (1d10) psychic damage and cannot use reactions until the end of its next turn; the target takes half as much damage on a successful save and does not lose the ability to take reactions. If the psychic damage reduces the target to 0 hit points, the target is stable but incapacitated for 1 minute, and restrained while it is incapacitated in this way.

Breath Weapon (Recharge 5-6). The faerie exhales a cloud of euphoric gas in a 5-foot cone. Each creature in that area must make a DC 13 Wisdom saving throw. On a failed save, a creature is incapacitated for 1 minute. While the target is incapacitated, on each of its turns there is an even chance (1-3 on 1d6) that a creature uses all its movement to

go in a random direction, and that (4-6) it is restrained until its next turn.

Legendary Actions

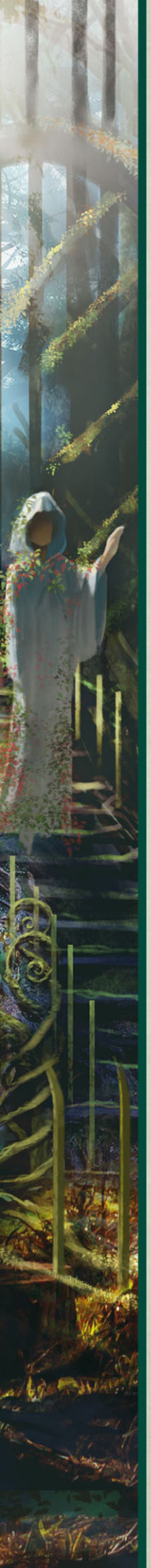
The faerie dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The faerie dragon regains spent legendary actions at the start of its turn.

Move. The faerie dragon moves a distance equal to its full movement without provoking opportunity attacks.

Bite. The faerie dragon makes a bite attack.

Faerie Magic (Costs 2 Actions). The faerie dragon casts one of its spells.





Fairy Ring

Mysterious lights and echoes of music and tinkling laughter can be heard at times in a shadowy glade full of multicolored mushrooms growing in a circle.

Fairy rings are magical mushroom colonies that grow (and are often planted and cultivated) in places where there is a thinness in the veil between worlds, where the Faerie Realms and the Material Plane grow close together. In fact, fairy rings embody that closeness and help serve as bridges between the worlds, bringing fey and mortal alike into the world of the other. The hundreds of mushrooms comprising a fairy ring are rarely if ever seen to move. Rather, they disappear into the ground only to sprout up again a few feet away, shifting their pattern and form to suit their needs, or even disappearing from view entirely into the loaming earth or the ancient cromlechs, dolmens, and standing stones they sometimes guard.

Creatures passing within a fairy ring, or awakening to find themselves within one, often report strange dreams, and may disappear from view for days at a time, to return with tales of fey merriment but touched with age as their years seem to slip away. Strange lights and sounds are often experienced around a fairy ring, whirling patterns that entrance and mislead. Those in trouble have often found a refuge within a fairy ring, as the world seemed to grow blurry and hazy and they fell into a strange and comforting safety within.

Fairy rings are subtle creatures of surprising intelligence and insight, understanding much of what they observe and able to communicate quite effectively with the things of the natural world, though rarely revealing their mind to any. They do not speak, but those who spend sufficient time around them claim to be able to read their moods and their wishes through the subtle interplay of colors within them, the shifting rainbow hues of the mushrooms themselves, and the tittering sounds of magical laughter a fairy ring creates when pleased with itself or its guests. Properly asked, a fairy ring can be a powerful ally and protector, but it is a keen judge of persons and rarely associates with strongly lawful creatures unless compelled or at great need.

Though created by the Eldest Lords of the Fey, fairy rings can be stubborn and unreliable unless plied with gifts of music or comedy. Those seeking to use a fairy ring as a means of magical conveyance are well advised to bring them a magical gift, whose powers they drain to fortify their mystical energies. They are normally friendly with plant and fey creatures and creatures of untamed chaos, but they may refuse passage to those that treat them poorly or offend them in some way, or if they have taken a liking to someone else, especially someone that has offered them an enticing gift.

Fairy Ring

Large swarm of Tiny plants, chaotic neutral
Armor Class 15 (natural armor)
Hit Points 342 (36d10 +144)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	6 (-2)	18 (+4)	15 (+2)	14 (+2)	19 (+4)

Saving Throws Dex +6, Wis +6, Cha +8
Skills Perception +6, Stealth +6
Damage Vulnerabilities fire
Damage Resistances bludgeoning and piercing from nonmagical attacks not made with cold iron weapons
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone, restrained, stunned
Senses truesight 60 ft., passive Perception 16
Languages Sylvan (can't speak)
Challenge 10 (5,900 XP)

Distraction. Creatures that are in the fairy rings space become distracted on a failed DC 16 Intelligence saving throw. Distracted creatures cannot maintain concentration spells and have disadvantage on attack rolls.

Dreaming Glade. Creatures coming within 30 feet of a fairy ring become drowsy and inattentive on a failed DC 16 Wisdom saving throw. Affected creatures have disadvantage on Wisdom saving throws and ability checks. If the saving throw is a critical failure the creature is drawn to the ring becoming enchanted with the place and being unwilling to leave it. If the creature is then successful on a saving throw it must save again 10 minutes later or return to the fairy ring as if it had critically failed the saving throw. Fey creatures are immune to this effect.

If a creature saves, it is immune to the dreaming glade ability of that fairy ring for 24 hours.

Faerie Ripple. A fairy ring's allies share the benefit of its *indistinct* ability as long as they remain within the fairy ring's space. In addition, as an action a fairy ring can create a thinness between worlds that brings Faerie closer to The World. This acts as a *bless* spell centered on the fairy ring, but affecting only fey and plants. A fairy ring can spend one use of its legendary actions to grant allies within its space the benefits of *blink* in addition to *bless* and indistinct for 1 minute. When legendary actions are used in this way the fairy ring losses that action for 24 hours.

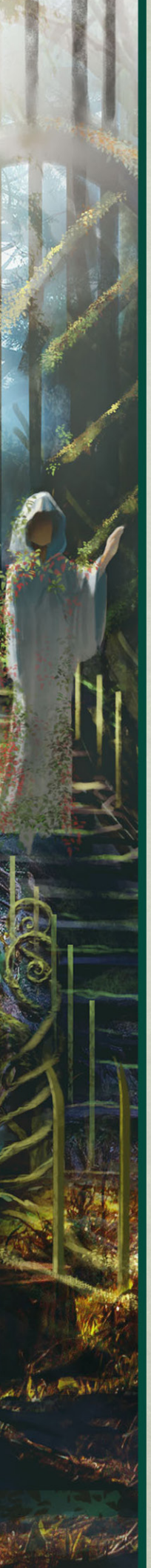
Indistinct. Hostile creatures can't quite make out the location of the fairy ring and have disadvantage on attack if they rely on sight.

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

Speak with Beasts and Plants. The fairy ring can communicate with beasts and plants as if they shared a language.

Innate Spellcasting. The fairy ring's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spells). It can innately





cast the following spells, requiring no material components.

At will. *dancing lights, hideous laughter, meld into stone, prestidigitation, unseen servant*
3/day. *sleep* (as a 9th level spell), *dimension door*
1/day. *dream, mirage arcane, call woodland beings* (as a 6th level spell with the additional option of calling a single unicorn).
1/week. *gate* (the spell only opens to Faerie. Non-fey creatures that use the gate suffer crushing despair as they long to return, gaining disadvantage on Wisdom saving throws for a week).

Actions

Multiattack. The fairy ring can attack every hostile creature in its space with selective swarm.

Selective Swarm. Creatures beginning their turn in the area of a fairy ring take 7 (2d6) psychic damage from strange whirling lights, unseen hands, snatches of song, and rippling in the very fabric of reality. Blind or deaf creatures take half damage from a fairy ring's swarm attack and gain advantage to save against its distraction ability. A fairy ring may choose to deal no damage or even to exclude some creatures from damage but not others. Creatures damaged by the fairy ring's swarm attack are afflicted with the *curse of the ages*.

Curse of the Ages. On a failed DC 16 Wisdom saving throw the target creature age 1 year. A creature that saves is immune to that fairy ring's curse of the ages for 24 hours.

Fey Mound. A fairy ring can create an extradimensional refuge in the ground within its space which lasts 1 hour. The space can hold as many as eight Medium or smaller creatures. Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window. A fairy ring can move and reshape itself while maintaining the fey mound, but it cannot move from the square without ending the effect and causing all creatures within to emerge from the entrance. The entrance is difficult to find due to the rippling of reality within the fairy ring's space, requiring a DC 19 Wisdom save to penetrate the illusion covering the entrance, followed by a DC 19 Wisdom (Perception) check to locate it, though a fairy ring can reveal the entrance to any creatures it chooses within 30 feet without revealing it to others. Creatures inside the fey mound regain 1 hit point per round as long as they remain within. This is natural healing and not regeneration (that is, limbs will not grow back). A fairy ring can spend one use of its legendary actions to create a *faithful hound* to guard the entrance to the fey mound. Alternatively, it can spend all its legendary actions to create a fairy mound identical to *magnificent mansion*. If it uses its legendary actions in this way it loses access to those actions for 24 hours. If the fairy ring is killed, all effects of this ability are immediately ended and creatures within are expelled into a random open square within 30 feet of the entrance. Creatures ejected in this manner must save against the fairy ring's *curse of ages* ability.

Legendary Actions

The fairy ring can take 2 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 fairy ring regains spent legendary actions at the start of its turn.

- **Spell**. The fairy ring casts a spell.
- **Disenchantment**. A fairy ring can attempt to drain the magic from one magical item carried by a creature within its space. The creature wielding the magic item makes a DC 16 Charisma saving throw on behalf of the magic item adding +1 to the roll for each level of rarity. If the magic item fails the saving throw, the fairy ring suppresses the item's power for 1 minute, healing the fairy ring a number of hit points equal to 10 times the number of chargers or plusses the item had or 10 points per level of rarity. If the saving throw fails by 5 or more, the item's power is drained completely, rendering it permanently nonmagical, and heals the fairy ring twice the normal number of hit points. This power has no effect on artifacts; items made of cold iron; or items carried by fey and plants.

Faleich-Wyrm

With raging fury the terrifyingly monstrous rotting corpse of a 40-foot-long snake with a dragon's head and wickedly clawed forearms rises up upon its great serpentine coils. Tiny gray maggots swarm its putrescent flesh, as if driving the lifeless beast to infernal insanity.

A Faleich-wyrm is 40 to 50 feet in length and weighs over 100 tons. Their great scales are a moldering brownish-green and its dried leathery flesh clings tightly to its skeletal, undead frame. They exist only to reap destruction and once awakened rampage without stopping, attacking anything, living or dead within their path. Still, Faleich-wyrms tend to target living things first and once attracted to a live target continue to hunt it down until they rend it into tiny pieces.

Beasts of War. In centuries past, the king of the wild Northlands entreated a cabal of sinister necromancers known as the Faleich-Mar to create for him the penultimate undead war-beast to obliterate and devour the armies of his enemies to the south. To meet his request, the Faleich-Mar bred monstrous-sized tatzlwyrms, infested them with undead leeches that drove the creatures insane, turning them into raging violent beasts before slaying them. When necromancers raised their corpses, the result proved undeniably destructive. Yet the arcane madness that once afflicted their living brains caused their deterioration, making them impossible to control in undeath. Once risen, the monstrous undead wyrms rampaged through the wildlands, sowing paths of destruction and terror. The best the necromancers could hope for was to point their volatile creations south and hope they encountered as few of their own peoples' settlements as possible before they reached enemy territory. After numerous trials and failures, the king ordered the Faleich-Mar to abandon their efforts. Undaunted, and driven by their own desires the Faleich-Mar continued their research, slowly moving across the Northlands, seeking out remote areas to perform their work.

Each time, the results were equally chaotic and destructive. The king tried to condemn their work, until it was revealed that he had initially commissioned the cabal to construct the monstrous creatures. This revelation broke the trust of the kingdom and inspired revolt and rebellion throughout the northlands. Publicly demonized and shunned, the Faleich-Mar were driven underground where they continued their work in secrecy. The necromancers believing they were close gaining absolute control over their ghastly creations and that once mastered, they could use the beasts to wrest the rule from blood-born kings and seize control of the Northlands for themselves. To retain secrecy, they altered the raising ritual, placing the undead creatures in a sort of stasis. This allowed the cabal to create hundreds of Faleich-wyrms that they could later raise simultaneously, using a single final ritual.

What happened next remains a mystery. The cabal disappeared, taking their secrets with them. Whether the necromancers completed the awakening ritual and how many of the fearsome undead creatures they created are both unknown. Still, when these sleeping giants awaken, there exists little doubt as to the wrath and might of the Faleich-Mar.

Hidden Horrors. At present, these giant undead tatzlwyrms or Faleich-wyrms, rest in secluded areas; hidden from the world in great stone temples, caverns, or massive burial mounds. Left behind by their creators, they remain dormant until the unlucky or overly curious accidentally awaken them. Created over the span of several decades, the awakening processes vary, but generally consist of a few runes which when read aloud, cause the beast to rise. Once awakened, the creature flies into an unstoppable rampage of destruction. Rumors remain that at one of these locations, there exists a powerful ritual that if properly executed will simultaneously awaken all these creatures at once.

Undead Traits. A faleich-wyrm doesn't require air, food, drink, or sleep.

Faleich-Wyrm

Gargantuan undead, chaotic evil
Armor Class 18 (natural)
Hit Points 370 (20d20+160)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	15 (+2)	26 (+8)	5 (-3)	14 (+2)	22 (+6)

Saves Str +15, Con +13, Wis +7
Damage Resistances cold, necrotic



Damage Immunities non-magical weapons, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poison
Senses darkvision 120 ft., passive Perception 12
Languages Understands Common
Challenge 16 (15,000 XP)

Leach Infested. Any creature attacking a faleich-wyrm with a melee weapon or natural attack must succeed at a DC 19 Dexterity save or be showered in undead leeches. Creatures grappling the beast or who are swallowed by it must make a save at the start of any round in which the condition continues and must make the save at disadvantage.

A creature infested with leeches must make a DC 19 Constitution save at the start of each of its rounds. On a failed save, the creature has its hit point maximum reduced by 1d10 (6) and acts as if under the effects of a *confusion* spell until the start of its next round.

An infested creature that takes fire damage automatically succeeds on the Constitution save for 1 minute as the leeches go dormant. Any effect that removes a disease destroys the leeches and allows the creature's hit point maximum to be fully restored after a full rest. A *heal* spell destroys the disease and restores the creature's hit point maximum to full before applying its healing effects.

Magic Resistance. The faleich-wyrm makes saving throws against spells and magical affects with advantage.

Turn Resistance. The faleich-wyrm makes saving throws against turning effects with advantage.

Actions

Multiattack. The faleich-wyrm may make three attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack*. +15 to hit, reach 15 ft., one target. *Hit* 2d10+10 (21) piercing damage, plus 2d10 (11) poison damage. If the target is Large or smaller it must succeed on a DC 19 Dexterity saving throw or be swallowed. A swallowed creature gains the blind and restrained conditions and has total cover against any attacks or effects originating outside the faleich-wyrm. In addition, the



target takes 8d6 (28) acid damage at the start of each of the faleich-wyrm's rounds.

If the faleich-wyrm takes at least 35 damage in a single turn from a swallowed creature, it must succeed on a DC 21 Constitution save or release all swallowed creatures. Creatures released in this way land 10 ft. from the creature and fall prone. If the faleich-wyrm is killed, swallowed creatures lose the restrained condition and may escape the faleich-wyrm's corpse by using 20 feet of movement and exiting the creature prone.

Claws. *Melee Weapon Attack*. +15 to hit, reach 15 ft., one target. *Hit* 2d8+10 (19) slashing damage.

Poison Breath (Recharge 5-6). The faleich-wyrm exhales a cone of poisonous gas 60 feet on a side. Creatures in the area of effect must succeed on a DC 19 Constitution save or take 56 (16d6) poison damage and gain the poisoned condition for 1 minute. A successful save reduces the damage to half and prevents the poisoned condition. Creatures poisoned by the faleich-wyrm's breath weapon may repeat the save at the end of each of their rounds to end the effect.



Faun

This capricious figure has the upper torso, arms, and head of a man, but goat-like legs, a tail, and curling horns on his head.

Good-spirited. Like satyrs, whom they resemble, fauns are capricious, fun-loving hedonists. Fauns are more good-spirited and benevolent.

Panpipes. Fauns are talented musicians and enchanters.

Faun

Medium fey, chaotic good
Armor Class 12
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Skills Deception +4, Perception +4, Performance +6, Stealth +4
Senses passive Perception 14
Languages Common, Sylvan
Challenge 1/4 (50 XP)

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

Panpipes (3/Day). As a bonus action, the faun can use its panpipes to increase the spell save DC of its innate spellcasting by +2.

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

At will: *minor illusion*
1/day each: *hideous laughter, sleep*

Actions

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

Shortbow. *Melee or Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 3) piercing damage.

Faun Trickster

Medium fey, chaotic good
Armor Class 14
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	11 (+0)	14 (+2)	17 (+3)

Skills Deception +5, Perception +4, Performance +7, Stealth +6
Senses passive Perception 14
Languages Common, Sylvan
Challenge 1 (200 XP)

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

Panpipes (3/Day). As a bonus action, the faun can use its panpipes to increase the spell save DC of its innate spellcasting by +2.

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

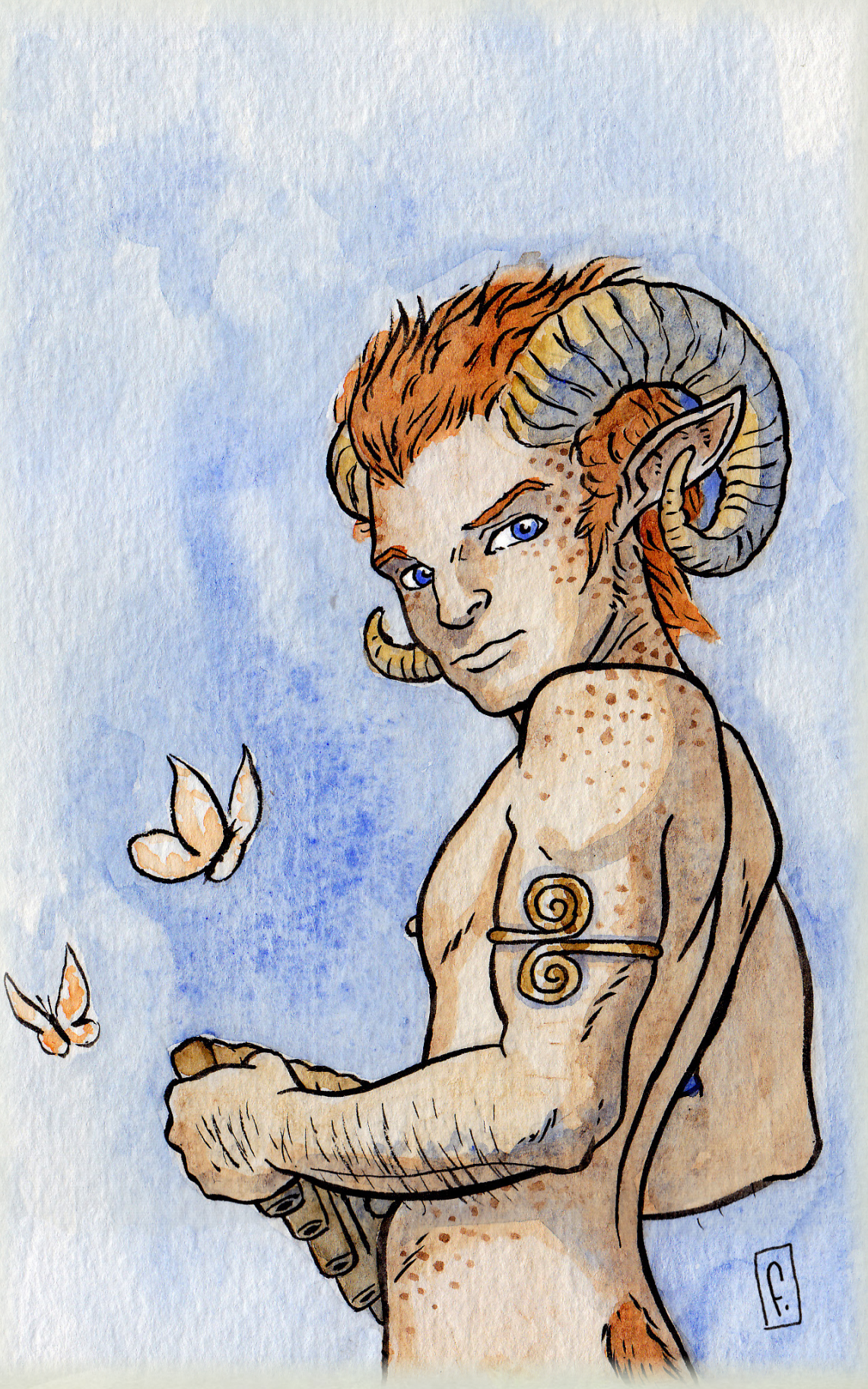
At will: *minor illusion*
1/day each: *charm person*, *hideous laughter*, *invisibility* (self only), *sleep*, *suggestion*

Actions

Multiattack. The faun attacks twice with its dagger or shortbow.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Shortbow. *Melee or Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.



Frumious Bandersnatch

Bandersnatches are consummate hunters, and only the deadliest predators or the most cunning intelligent prey offer them sport. Once a bandersnatch has marked a creature for death, it runs it to ground without fear, rest, or remorse.

Bandersnatches rely on speed, shock, and terror to bring down prey. They pace their quarry from a distance, hidden among the trees, then break from cover, savage their target, and dart away again. They drag smaller creatures away to dispatch at leisure, while engaging larger ones in skirmishes until they gradually wear their prey down. An outmatched bandersnatch withdraws at full speed, stopping only to pick off pursuers that distance themselves from their allies. Once its wounds heal, the bandersnatch returns to the scene of its defeat, picks up the trail of its assailants, and eliminates them one by one.

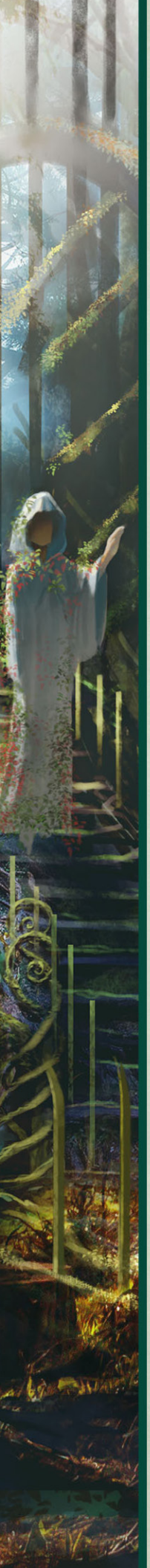
In appearance, a bandersnatch resembles a tawny, six-legged great cat, but with wickedly barbed quills running the length of its body and down to the tip of its long, flexible tail. Its quills serve to deter attackers, but also act as a formidable weapon. With a single flick of its muscular tail, a bandersnatch can fling as many as a half-dozen quills at distant foes with surprising accuracy. A bandersnatch captivates any prey that meets the gaze of its saucer-like, luminous eyes. A bandersnatch measures 40 feet in length plus another 10 feet of tail and weighs 12,000 pounds. Despite their bulk, bandersnatches move with speed, grace, and even considerable stealth when required.

Bandersnatches were once native to the primal world of the fey, where they preyed on the greatest hunters of that ancient realm. As with other legendary creatures from this realm, such as the jabberwock, bandersnatches belong to a group of creatures known collectively as the "Tane." Whether the fey were careless in guarding their portals or released the first bandersnatches into Material Plane deliberately cannot be said with certainty. Rare in the extreme on the Material Plane, bandersnatches lair within forgotten forests where ancient beasts walk the world. Bandersnatches mate only rarely. A female becomes fertile perhaps once or twice per century, leaving the male soon after mating and giving birth to only one or two kittens per litter. The mother brings meat to her ravenous young, which mature within a year. Bandersnatches live for a thousand years or longer.

Frumious Bandersnatch

Gargantuan monstrosity, neutral
Armor Class 21 (natural armor)
Hit Points 351 (18d20 + 162)
Speed 60 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	25 (+7)	29 (+9)	2 (-4)	15 (+2)	18 (+4)





Saves Str +17, Dex +14
Skills Athletics +17, Acrobatics +14, Perception +16, Stealth +14, Survival +9
Damage Resistances bludgeoning, fire, piercing, and slashing damage
Condition Immunities frightened, paralyzed, poisoned, unconscious
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages None
Challenge 19 (50,000 XP)

Bounding Charge. The frumious bandersnatch is unaffected by difficult terrain.

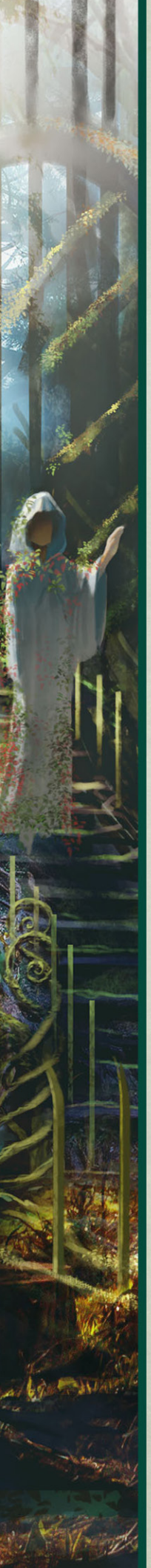
Frumious. The frumious bandersnatch seethes with barely repressed rage and anger. If it misses with its bite attack or falls below half of its hit points, it succumbs to such uncontrollable fury that it bursts into flame. While engulfed in these flames, a frumious bandersnatch is affected as by a *haste* spell (this effect cannot be dispelled) and causes an additional 2d6 points of fire damage with each of its melee attacks and its quill attacks. The fury lasts for 5 rounds, after which the frumious bandersnatch cannot enter a fury again for another 5 rounds.

Gaze. A frumious bandersnatch can direct its gaze attack against a single foe within 30 feet as a bonus action. That creature must make a DC 20 Constitution saving throw, becoming confused (as per the confuse spell) for 1 minute on a failure, or restrained for 1 rounds on a success. A creature confused by this ability can make a new saving throw at the end of each of its turns to end the effect early.

Hard to Kill. Through sheer force of will, a frumious bandersnatch can revive itself from a violent death. Once per day, as long as the frumious bandersnatch has at least one use of mythic power available, one round after a frumious bandersnatch is killed during combat the creature gains the effects of a *revivify* spell.

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





Planar Acclimation. A frumious bandersnatch cannot be banished.

Quick Recovery. A debilitated frumious bandersnatch recovers with frightening speed. If a frumious bandersnatch starts its turn affected by any or all of the following conditions, these conditions end at the end of its turn: confused, any levels of exhaustion, poisoned, and stunned.

Relentless Tracker. A frumious bandersnatch can move at up to double its speed and still track without penalty. It gains advantage on Wisdom (Survival) checks made to track creatures it has wounded.

Vicious Tenacity. A frumious bandersnatch remains conscious and can continue fighting even if its hit point total is 0. While at 0 hit points, the frumious bandersnatch succeeds at any death saving throws. Any time it takes damage, it can make a Constitution saving throw with a DC equal to the damage taken. If it succeeds, it does not accrue a failure on its death saving throw. If the frumious bandersnatch takes a critical hit while at 0 hit points, it automatically dies.

Actions

Multiattack. The bandersnatch makes three attacks: one with its bite, two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (2d10+10) piercing damage, and the target is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the frumious bandersnatch cannot use its bite on another target.

Claw. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 19 (2d8+10) slashing damage.

Tail Slap. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 28 (4d8+10) piercing damage and the creature must make a DC 20 Dexterity saving throw or have a quill lodged in its flesh. This causes the victim to become poisoned until the quill is removed. Removing one quill requires an action and a DC 20 Wisdom (Medicine) check that can be made by either the victim or an ally of the victim. For every 5 by which the check exceeds the DC, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 11 (2d10) piercing damage to the victim.

Quills. With a snap of its tail, a mythic frumious bandersnatch can loose a volley of four quills as a standard action (make an attack roll for each spike). This attack has a range of 300 feet with no range increment. All targets must be within 30 feet of each other. Each creature affected must make a DC 20 Dexterity saving throw. On a failure, it takes 27 (6d8) piercing damage and has a quill lodged in its flesh and becomes poisoned until the quill is removed. On a success, it takes half as much damage, and does not have a quill lodged in its flesh. Removing one quill requires an action and a DC 20 Wisdom (Medicine) check that can be made by either the victim or an ally of the victim. For every 5 by which the check exceeds the DC, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 11 (2d10) piercing damage to the victim.

Legendary Actions

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

Move. The bandersnatch moves a distance equal to its full movement without provoking opportunity attacks.

Claw. The frumious bandersnatch makes a claw attack.

Tail Slap (Costs 2 Actions). The frumious Bandersnatch makes a tail slap attack.

Fungus Queen

This eerie creature has the upper body of a beautiful, pale green woman and the lower body of a pulsating mound of fungus.

Fungus Queen

Medium plant, chaotic evil
Armor Class 18 (natural armor)
Hit Points 221 (34d8 + 68)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	14 (+2)	13 (+1)	15 (+2)	26 (+8)

Skills Deception +14, Stealth +6
Damage Resistances cold, acid; bludgeoning, piercing and slashing from nonmagical attacks not made with cold iron weapons
Damage Immunities lightning
Condition Immunities blinded, deafened, exhaustion
Senses darkvision 60 ft., greensight 60 ft., passive Perception 10
Languages Abyssal, Aklo, Common, Terran, Undercommon; telepathy 100 ft
Challenge 17 (18,000 XP)

Battle Pods. A fungus queen fights in coordination with her sporepods. Sporepods count as allies to the fungus queen and to one another and can provide flanking. In addition, her tentacles are treated as having 10-foot reach when she designates them to attack through a sporepod. Until the beginning of her next turn, they threaten all squares within 10 feet and can make any number of attacks of opportunity, though tentacles that are grappling cannot be used to make attacks of opportunity.

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

Greensight. The fungus queen can see through plant matter of any kind that provides up to ¾ cover to a range of 60 feet. Creatures do not benefit from ¾ cover or less from the fungus queen's attacks and do not benefit from any kind of concealment or stealth effect short of *invisibility* in forest (or fungal) terrain.

Speak with Plants. The fungus queen can communicate with plants as if they shared a language.

Innate Spellcasting. The fungus queen's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spells). She can innately cast the following spells, requiring no material components.

At will. *tongues*
3/day. *charm person, detect thoughts, suggestion*
1/day. *awaken* (plants only), *dominate monster* (plant only), *dominate person*, *slow*

Actions

Multiattack. The fungus queen makes two claw attacks and four tentacle attacks.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit*. 15 (2d8 + 6) slashing damage.

Tentacles. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit*. 13 (2d6 + 6) bludgeoning damage and the target is grappled (Escape DC 20). Grappled targets take crushing damage at the beginning of their turn as if a tentacle attack had successfully hit.

Mycelial Mat. A fungus queen can extrude a thick network of fungal filaments into the ground at her feet, filling all adjacent squares with this mycelial mat. Any non-fungal creature treats these squares as difficult terrain, and a non-fungal creature beginning its turn in one of these squares is subject to the fungus queens entrap attack as the mycelial mat tries to wrap the creature in a filamentous cocoon (treat as a non-flammable *web* spell).

Rot Queen's Kiss. The fungus queen kisses a creature grappled by it or a willing creature. The target must make a DC 19 Constitution saving throw against this magic, taking 36 (5d10 + 8) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. A failed save also compels the target creature to approach the fungus queen for another kiss (treat as a *suggestion* spell).

If a Large creature is reduced to 0 hit points by this ability it does not die but instead becomes infested with fast-growing spores and becomes a *fungal servant,* a zombie-like under the fungus queen's control. There is no limit to the number of fungal servants the fungus queen can create in this way. Creatures without living flesh and blood, such as constructs, elementals, oozes, plants, and undead) are immune to this effect.



Retained Characteristics. Fungal servants retain their normal AC, hit points, Hit Dice, Strength, Dexterity, Constitution, immunities, resistances, and vulnerabilities.

Lost Characteristics. Fungal servants lose all skill bonuses, saving throw bonuses, special senses, and other special traits. They lose all actions other than Multiattack and melee weapon attacks that deal slashing, bludgeoning, or piercing damage, though effects that come from magic items or other special equipment still function normally.

Type. A fungal servant's type changes to plant, and it loses all tags.

Alignment. Fungal servants are psychically linked to their fungus queen when within 60 feet and are treated as chaotic evil. Outside this radius, they are essentially mindless and are treated as unaligned.

Speed. All of a fungal servant's speeds are reduced by 10 feet, to a minimum of 5 feet.

Ability Scores. A fungal servant loses its previous mental ability scores and replaces them with the following scores: Int 2 (-4), Wis 6 (-2), Cha 1 (-5).

Senses. A fungal servant has blindsight with a radius of 30 feet of its own body and within a radius of 30 feet of the fungus queen that created it. A fungus queen has blindsight with a radius of 30 feet around any of its fungal servants, as long as they are within 120 feet of her. Fungal servants are otherwise blind beyond this radius.

Condition Immunities. Fungal servants cannot be blinded, charmed, frightened, or paralyzed.

Languages. A fungal servant can communicate telepathically with the fungus queen that created it and with other fungal servants created by the same fungus queen. It otherwise loses all languages it formerly knew.

Attacks. A fungal servant that lacks a weapon or natural weapon like a claw or bite attack can use its limbs or body to make an unarmed attack dealing bludgeoning damage equal to 1d4 + its Strength modifier (2d4 + its Strength modifier for Large fungal servants).

Special Abilities. Fungal servants gain the following special abilities.

Fungal Ferocity: Fungal servants are fanatically devoted to the fungus queen that created them. They gain a +1 bonus on attack and damage rolls and on saving throws when they are within 30 feet of the fungus queen. This bonus is doubled to +2 against any enemy that is adjacent to the fungus queen or has attacked the fungus queen since the fungal servant's last turn.

Fungal Fortitude: If damage reduces a fungal servant to 0 hit points, it must make a Constitution saving throw with a DC equal to 5 + the damage it takes, unless the damage is fire or from a critical hit. If the save succeeds, the fungal servant drops to 1 hit point instead.



Lair Actions

On initiative count 20 (losing initiative ties), the fungus queen takes a lair action to cause one of the following effects; the fungus queen can't use the same effect two rounds in a row.

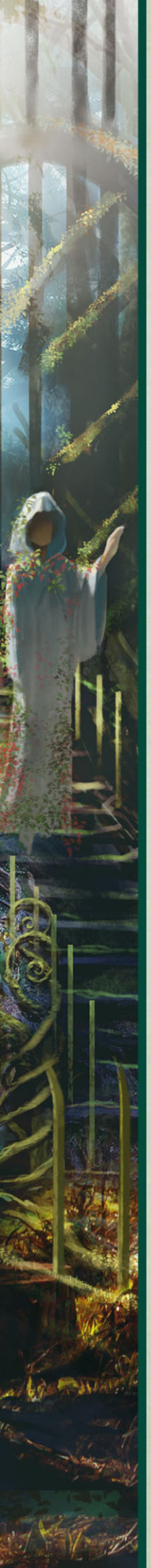
- Fungal growths in the lair release a 20-foot radius cloud of spores centred on a point the fungal queen can see within 60 feet of her. The cloud spreads around corners, and the area is lightly obscured. Each creature in the cloud when it appears or that ends its turn in the cloud must make a DC19 Constitution save or be charmed by the fungus queen until the end of victims next turn. A wind of at least 10 miles per hour disperses the spores. The spores otherwise persist until the fungus queen takes another lair action or is killed.
- Up to two charmed creatures or allied plants use their reaction to move half their speed and make one weapon attack.

Legendary Actions

The fungus queen can take 2 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 fungus queen regains spent legendary actions at the start of its turn.

- **Mumbo-Jumbo**. The fungus queen casts a spell.
- **Ick! I think I stepped in something**! The fungus queen uses the mycelial mat action.
- **Sporepod**. A fungus queen can cause a Medium pod of fungal material to burst out of the ground at any point within 60 feet of her current location. Once created, a sporepod cannot move. If the fungus queen travels more than 120 feet from a sporepod, it is destroyed. A fungus queen can maintain a number of sporepods equal to her Charisma modifier. As a move action, she can instantaneously travel to one of her sporepods as well as between sporepods. She can also choose to spread out her tentacle attacks among her sporepods, attacking a creature within 10-feet of any sporepod with a tentacle. A sporepod is an object that has an AC of 20 and 30 hit points; damage dealt to a sporepod does not harm the fungus queen.





Green Child

Bathed in the swirling mire mists emerges the gaunt corpse of a moss-covered, rotting child. Its bloated, swollen belly heaves to an unnatural rhythm. Eerily, the lithesome horror seems to shift its position in short flickers like the quavering flame of a windblown candle.

Beneath the soured mires of the cold wastelands, black swamps, and chilling ice moors stir the remnants of man's most horrific sins, the tumultuary corpses of wrongfully slain children. What force stirs their souls to unrest remains an enigma, for certainly the green children are evil creatures capable of perpetrating vengeful and sadistic acts upon the living. Some surmise that their violence serves as an act of justice; however, these malevolent beings lack ethics and indiscriminately attack any mortals they encounter.

Green children are named for their hideous appearance, and sodden decomposing flesh that is steeped and covered with greenish bog slime. While on few occasions one may encounter a solitary green child, more often they travel in small gangs of about 2-8 individuals. When encountered alone, the creatures are less likely to launch a direct attack, instead stalking their prey for days, plaguing them with nightmares until they round up enough other green children to launch an attack. As a group, they hunt with patience, surrounding prey in large circles. From this vantage point they use their mental powers to drive victims to harrowing anguish before slowly closing their ranks around strays and unsuspecting stragglers. Driven by near insatiable fury, most often, a gang of green children will fight until destroyed.

Green Child

Small undead, chaotic evil
Armor Class 15 (natural armor)
Hit Points 104 (16d6+48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	11 (+0)	15 (+2)	17 (+3)

Saving Throws Wis +5
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Skills Perception +6, Stealth +6
Senses darkvision 60 ft., passive Perception 16
Languages Common (can't speak)
Challenge 5 (1,800 XP)

Dead Mob. Once per round, when it hits with a melee attack, the green child deals an additional 1d6 damage for each other green child who is within 5 ft. and not incapacitated.

Pack Tactics. The green child has advantage on an attack roll against a creature if at least one other green child is within 5 feet of the creature and not incapacitated.

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

3/day each: *mirror image*

Actions

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

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

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

Gaze of the Green Child. A green child can allow its haunting gaze to fall upon a foe, cursing the unsuspecting victim with the woes and pains of the green child's former life. The green child targets a foe within 30 feet who can see the green child. If at least one other green child is within 5 feet of the creature and that green child isn't incapacitated, a victim has disadvantage on saving throws against the gaze. A green child can target his opponent with any of the following curses:

Gaze of Anguish: This gaze attack imparts the anguish and agony of the green child's death. The anguish floods the cursed victim, dealing 5 (1d10) psychic damage and making the victim frightened. A successful DC 14 Wisdom saving throw negates the damage and the victim is not frightened. At the end of each of the victim's turns, the victim may make a new saving to end the frightened condition. The victim's maximum hit points are reduced by the damage taken until the victim completes a long rest. *Remove curse* removes the reduction to maximum hit points.

Gaze of Nightmares: This gaze attack

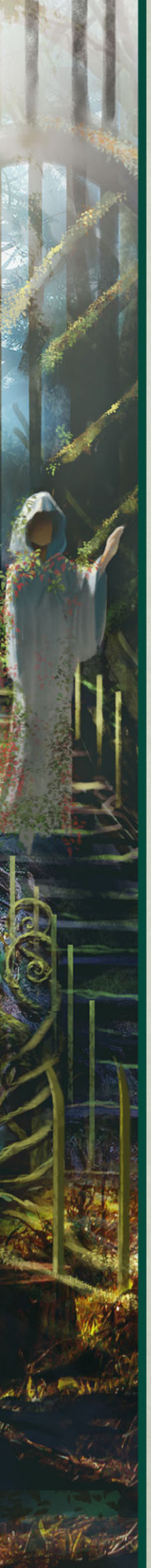
curses the victim with dreaded and horrific nightmares, unable to sleep for more than a few hours without waking in a cold sweat. The victim can't complete a long rest until *remove curse* is cast upon them. This ability has no effect on creatures that are immune to being frightened. A successful DC 14 Wisdom saving throw negates this effect.

Gaze of Starvation: This gaze attack fills the victim with gnawing and insatiable hunger. The cursed victim believes they are starving and takes 10 (3d6) points of psychic damage and gains a level of exhaustion. On a successful DC 14 Wisdom saving throw, the victim does not take damage or suffer exhaustion, but has disadvantage on attack rolls and ability checks until the end of their next turn.

Phase Jaunt (Recharge 5-6). A green child can shift his physical location by temporarily phasing out of existence and then re-manifesting in a new location somewhere within the range of movement on the following round. During the phase jaunt, the green child dematerializes and passes through the Astral Plane, then re-enters the Material Plane and materializes at the end of the jaunt. Phase jaunt does not provoke opportunity attacks. If the green child uses phase jaunt in conjunction with mirror image, the images flicker out during the jaunt, but reform when the green child returns. If the green child rematerializes next to an opponent, he can attempt a Dexterity (Stealth) check as a bonus action. This can allow him to gain surprise.







Gruen

Scuttling forth upon maddening clicks of hundreds of chitinous legs emerges a bloated larval centipede whose entire upper body and head have undergone a horrid metamorphosis into the form of a repugnant, pale-fleshed mite crawling upon three pairs of stunted and stubby forearms.

Disturbingly disfigured amalgams of mites and centipedes, these barely intelligent creatures lurk in the lightless warrens of the burrows of their masters and nearest kin—the despicable and craven mites. The gruen's humanoid features are misshapen and his hairless skin hangs in rubbery, wrinkled folds. While the creature's face somewhat resembles that of a mite, from either side of its swollen lower lip curl bug-like pinchers. Its upper torso is even more deformed, partially fleshy and humanoid in appearance, with pale bluish skin. From the torso protrude six stunted arms, all of which bow slightly inward. These arms have equally proportioned dwarfish hands, though the hands serve more as feet and the creature cannot effectively use them to manipulate tools, wield weapons, or grapple. The posterior of the creature's body morphs into the multi-segmented chitin-plated abdomen of a centipede. The lithe centipede legs are well-armored and twist into cruel clattering spikes about the same length as the creature's stunted forearms.

To those unfamiliar with gruens, the creatures' aberrant body shapes and uncanny resemblance to mites seems to suggest foul sorcery and magical inbreeding. Nearly as often, humanoids mistake gruen for undead or even demonic avatars. Yet in truth, gruens are none of these things, but remain, perhaps unexpectedly so, products of Otherworld. Mites themselves describe gruens as the living embodiment of the souls of their ancestors, particularly those mites who were grievously erred during their lives and upon death, and made a conscious effort to serve their descendants and to sow their vengeance on the enemies of their people. Yet, despite such origins, gruens are not undead creatures; instead they emerge as the devolved souls that have reformed into a new and bizarre stage of life, morphed into their ghastly bodies through the chaos of Otherworld.

Gruens often maintain close relationships with mites, particularly large colonies of these creatures. While many mites venerate gruens, almost as often they enslave the creatures and force them into servitude. Particularly those mites who fear that a gruen might one day remember their former life, and turn violent and vengeful. Despite being more powerful than mites, gruen often accept, and even delight in the somewhat masochistic role of the servant. Certainly, mite spellcasters able to gain a minimal amount of skill quickly learn to summon these wretched creatures to their aid. Still, mites treat their slaves with great respect and often value their gruen slaves above the lives of their kin. Perhaps more unnerving are those dark and twisted tales of mites that uncover the former name and identity of a gruen. In nearly all these stories, the gruen turns out to be the reincarnation of a revered and powerful mite ancestor. These tales typically resolve with the mite taking the gruen for her lover, though in the end, the ghastly beast ends up consuming the mite, and turning its unfortunate lover into another gruen.

Most of the time, mites allow gruens to inhabit in the outer tunnels surrounding their own lairs. In this symbiotic relationship, the gruens provide the mites with an added first line of defense, and in return the mites provide the gruens with offerings of food. More complex relationships sometimes evolve where a mite takes the role of master or driver. These individuals may learn to direct gruens, and like cattle, drive them, getting them to perform raids on neighboring humanoid settlements or even to participate in war. Truly accomplished drivers may even take gruen mounts or familiars. Such sightings have helped cultivate some of the more outlandish tales of mite/gruen relationships.

Gruen

Small fey, neutral
Armor Class 13 (natural armor)
Hit Points 63 (14d6+14)
Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	5 (-3)	10 (+0)	8 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages Sylvan
Challenge 1 (200 XP)

Actions

Ball Roll. The gruen rolls up tightly into a ball. For its movement it can roll safely down a hill or slope at double its speed. While rolling, the gruen cannot steer or otherwise control the direction it rolls. While in a ball, the gruen gains +2 AC and if it takes damage from slamming into an object placed in its path, it takes half damage. It remains a ball until its next turn.

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) piercing damage. A victim who has been bitten must succeed at a DC 11 Fortitude saving throw or become poisoned. Nausea and vomiting cause the victim to become incapacitated while poisoned. The victim may make a new saving throw at the end of each of their turns. On a success, the victim is no longer incapacitated and is poisoned for 1 hour.

Reactions

Spring Roll. The gruen is in ball form, takes half damage from falling until its next turn, and is not prone.





Hag, Gruesome Green Hag

Terrifying crones known to haunt foul swamps and tangled forests, green hags harbor an intense hatred for all beauty and purity. Making use of their varied deceptive abilities, these crones delight in murdering innocents, unhinging noble minds, and debasing the pure of heart. They are particularly fond of using their powers of illusion to assume the forms of alluring young maidens and then seducing young men away from their lovers or families. In this form, they can infect such noble and upstanding citizens with all manner of debauchery and scandal. Some green hags prefer to reveal their true natures to their lovers at a moment precisely engineered to drive the man mad with horror and shame. Others drag out their dalliances and do what they can to utterly ruin the lives of the men they seduce before showing the broken shell that remains the truth. In the end, the luckiest of these unfortunate lovers end up being eaten by their green hag companions—for the unlucky, their final doom can be much worse, for the cruel imagination of the green hag is vast.

A typical green hag stands between 5 and 6 feet tall and weighs just under 160 pounds.

Gruen

Medium fey, chaotic evil
Armor Class 18 (natural armor)
Hit Points 110 (20d8 + 20)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	12 (+1)	15 (+2)	13 (+1)	16 (+3)

Skills Arcana +5, Athletics +7, Deception +9, Insight +4, Perception +7, Stealth +7
Senses darkvision 90 ft., passive Perception 17
Languages Aklo, Common, Giant, Sylvan, *tongues*
Challenge 7 (2,900 XP)

Amphibious. The hag can breathe air and water.

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

At will: *dancing lights, minor illusion, tongue, vicious mockery*
1/day each: *hallucinatory terrain, major image, mirror image*

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

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 16 Wisdom (Insight) check.

Actions

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing, and the victim must make a DC 16 Constitution save or gain a level of exhaustion. Each exhaustion level gained from the hag's attacks can be removed after finishing a short or long rest.

Soul Swallow (1/day). The hag can drain the soul of a dead or incapacitated creature of Medium size or smaller. Victims of this attack take 4d6 points of damage and must succeed at a DC 13 Constitution saving throw or be reduced to 0 hit points. A consumed soul cannot be restored to life without *true resurrection* or similarly powerful effect. Swallowing the soul of a helpless creature grants the hag 20 temporary hit points. In addition, all allies of the victim within 60 feet and line of sight must make a DC 17 Wisdom saving throw or become frightened for 1d4 rounds.

Legendary Actions

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

Move. The hag moves a distance equal to its full movement without provoking opportunity attacks.

Claw. The hag makes a bite attack.

Hag Magic (Costs 2 Actions). The hag casts one of its spells.





Hag, Harionna

Harionnas are a variant type of green hag that lurk in forests and hills, especially along roadsides and sometimes just outside of villages and towns (though rarely entering such settlements) in hopes of inveigling unwary travelers and murdering them. A harionna use common guile and seduction along with their magical powers to delude flirtatious men (and occasionally people of other genders) while diverting and distracting their allies so she can take her prey without interference.

Unassuming Appearance. Unusual among their kind, harionnas are not horrific to behold, but instead tend to be comely if not quite beautiful. They always have long cascades of hair, never cutting it, though they comb and braid it almost constantly. Their hair is magically prehensile, with long, barbed hooks concealed among their tresses.

Harionna

Medium fey, chaotic evil
Armor Class 17 (natural armor)
Hit Points 82 (11d8+33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +6
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic, Sylvan
Challenge 3 (700 XP)

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

At will: *dancing lights, minor illusion, vicious mockery*
1/day: *mislead*

Mimicry. The harionna can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Traceless. The harionna leaves no tracks or other sign of its passage.

Actions

Multiattack. The harionna makes two hair attacks.

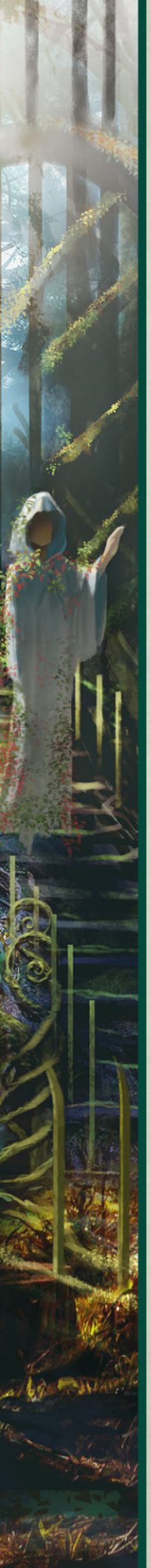
Hair. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and the harionna can choose either to take an item from the target or to knock the target prone unless the target succeeds on a DC 14 Dexterity saving throw.

Cursed Eye. The harionna imposes a curse on a target within 30 feet by glaring and cackling. Unless the target succeeds on a DC 12 Wisdom saving throw, the target suffers disadvantage on all ability checks with on all attack rolls, saving throws, and ability checks with one ability score of the harionna's choice for 1 round. The harionna can cackle loudly as a bonus action to continue the effect each round thereafter. If a target's saving throw is successful, the target is immune to the harionna's Cursed Eye for the next 24 hours.

Illusory Appearance. The harionna covers herself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and humanoid shape. The illusion ends if the harionna takes a bonus action to end it or if the harionna dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the harionna could appear to have short hair, but someone touching it would feel its long, writhing hair. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the harionna is disguised.





Hamadryad

This regal woman exhibits the grace and pride of the forest's most ancient trees.

Hamadryad

Medium fey (mythic), chaotic good
Armor Class 17 (natural armor; see fury of nature)
Hit Points 598 (52d8 + 364)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	25 (+7)	25 (+7)	18 (+4)	19 (+4)	24 (+7)

Skills Insight +20, Medicine +12, Nature +12, Perception +12, Persuasion +23, Stealth +15
Damage Resistances acid, cold, and lightning
Damage Immunities poison; bludgeoning, piercing and slashing from nonmagical attacks not made with cold iron weapons
Condition Immunities blinded, deafened, exhaustion, poisoned
Senses darkvision 60 ft., greensight 120 ft., passive Perception 14
Languages Common, Druidic, Elven, Sylvan
Challenge 25 (75,000 XP)

Attuned to Forest. While a hamadryad is within her forest, she receives constant information about the goings on within it. She cannot be flanked or surprised while within her forest.

Bubble of Protection. As a bonus action, a hamadryad can extend her damage resistances and immunities to up to 7 creatures within 30 feet of her until she dismisses the effect or is reduced to 0 hit points.

Fury of Nature. The hamadryad appears to be an unarmed and unarmored elven female, however, when angered her skin becomes as hard as wood (+4 to AC) and her arms turn into razor sharp spear like appendages. She gains the multiattack, antithesis of metal and seed barrage combat options. Metal is also repelled by her combat form and attacks with metal weapons against her are at disadvantage.

Greensight. The hamadryad can see through plant matter of any kind that provides up to ¾ cover to a range of 60 feet. Creatures do not benefit from ¾ cover or less from the hamadryad's attacks and do not benefit from any kind of concealment or stealth effect short of *invisibility* in forest (or jungle) terrain.

Innate Spellcasting. The hamadryad's innate spellcasting ability is Charisma (spell save DC 23, +15 on spell attack). The hamadryad can innately cast the following spells, requiring no material components.

At will. *druidcraft*
3/day each. *entangle, goodberry, charm person, confusion, sleep (9th level), neutralize poison, sending (dryads only), suggestion, tree stride*
1/day each. *call lightning storm, heroism (9th level), heal, call woodland beings (8th level), pass without trace, shillelagh*

Legendary Surge (3/Day). Anytime the hamadryad rolls a 1d20 it may choose to add 1d12 to the roll including after the roll is made. She must accept the modified roll and she can only use this ability once per roll (though she can use it multiple times per round).

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

Nature's Mantle of Protection. Beasts and plants take no actions to harm or impede a hamadryad. If the hamadryad attacks a creature she normally receives protection from, she loses this protection from that creature, and any others of the same species within line of sight, if she attacks it.

Peacemaker. A hamadryad has double proficiency bonus in Wisdom (Insight) and Charisma (Persuasion) skills.

Speak with Beasts and Plants. The hamadryad can communicate with beasts and plants as if they shared a language.

Spellcasting. The hamadryad is an 18th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). She 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, beast sense, hold person*
3rd level (3 slots). *conjure animals, meld into stone, water breathing*
4th level (3 slots). *dominate beast, locate creature, stoneskin, wall of fire*
5th level (3 slots). *commune with nature, mass cure wounds, tree stride*
6th level (1 slot). *heal, heroes' feast, sunbeam*

7th level (1 slot). *fire storm*
8th level (1 slot). *animal shapes*
9th level (1 *slot). foresight*

Tree Meld. A hamadryad can meld with any tree and can remain melded with a tree as long as she wishes.

Tree Stride. Once on her turn, the hamadryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Multiattack. The hamadryade makes three attacks which can be a combination of antithesis of metal and seed barrage.

Antithesis of Metal. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit*. 2 (1d4) piercing damage. In addition, armor worn by the target is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Seed Barrage. *Ranged Weapon Attack:* +2 to hit, reach 80/320 ft., one target. *Hit*. 2 (1d6) piercing damage. Targets hit by the shards also become entangled by plants that sprout from the ground and are immobilized on a failed DC 23 Dexterity saving throw.

Fey Charm. The hamadryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the hamadryad, it must succeed on a DC 23 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the hamadryad's requests or actions in the most favorable way it can. Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the hamadryad's Fey Charm for the next 24 hours. The hamadryad can have no more than one humanoid and up to three beasts charmed at a time.

Legendary Actions

The hamadryad can take 3 legendary action, 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 hamadryad regains spent legendary actions at the start of her turn.

- ***Cast a Spell***. The hamadryad casts a spell.
- ***Infectious Charm***. The hamadryad casts a spell from the enchantment school she knows and it effects double the number of creatures.
- ***Legendary Initiative (1/Day, Costs 3 Actions).*** The hamadryad can take a second action from her list of available options.

Lair Actions

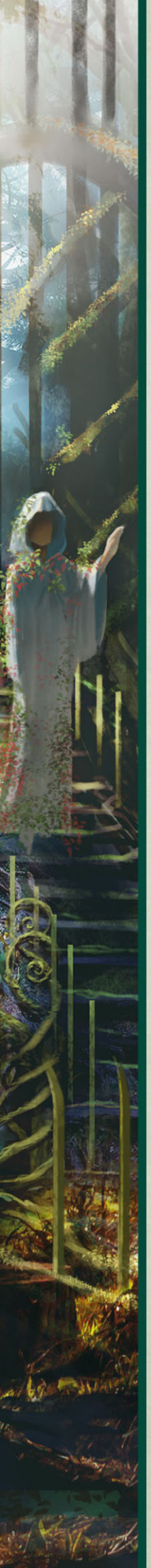
On initiative count 20 (losing initiative ties), the hamadryad takes a lair action to cause one of the following effects; the hamadryad can't use the same effect two rounds in a row.

- The hamadryad chooses a point she can see within her lair. Plants erupt from the ground in a 20-foot radius surrounding that point, creating difficult terrain. Any creatures in the area at the start of their turn, or who enter the area for the first time on a turn, must make a successful DC 22 Dexterity saving throw or become restrained by the vines and take 18 (4d8) poison damage. A creature can be freed if it or an adjacent ally uses an action to make a successful DC 22 Strength check. This effect lasts until the hamadryad uses her lair action again, or dies.
- The hamadryad can cast her senses to any area within her forest, similar to a *clairvoyance* spell.
- The hamadryad can strike a creature with a beam of moonlight, or summers fire or winter's frost depending on the time of year and day. In each case a single creature takes 21 (6d6) cold, fire, lightning or thunder damage (as appropriate) and is blinded on a failed DC 22 Dexterity saving throw or half as much damage and not blinded on a successful save.

Regional Effects

The forest that the hamadryad calls home is warped by her magic, which creates one or more of the following effects.





- Treebound fey within the forest do not die if their tree is destroyed. Instead they enter a deep slumber for 1d4 weeks as the hamadryad bonds them to a new tree.
- All water sources within the hamadryad's forest heal the imbiber 1d4 hit points if they are chaotic good, fey or a beast.
- Large bodies of water within the forest (such as a lake) provide the effect of *greater restoration* to anyone the hamadryad deems worthy (usually fey, beasts or other woodland protectors and forest natives).

If the hamadryad dies, conditions in the area surrounding the lair return to normal over the course of 1d6 days.



Hiisi

Towering above its surroundings, this monstrously hideous giant staggers forth, leaning on crudely formed polearm with two tines. His bent body is covered with scraggly hair and tiny horns protrude from his fleshy forehead. Drool spills from its pink, fleshy lips and its cracked teeth grind like ravenous millstones.

These deformed, hirsute giants inhabit the cold wildlands that border the realms of what appears to be their favorite prey, man. Monstrously hideous, those who have survived hiisi encounters describe them as a crossbreed of ogres, hill giants, devils, and yeti. Still, hiisis stand larger than all these creatures and despite their hunched posture, adults tower nearly 16-feet-tall. Long, thin, scraggly hair covers their hulking and muscular forms, providing both camouflage and protection from the harsh, frigid climates where they settle. A hiisi's hair thins out almost completely on its head, lower legs, feet, forearms, and hands while its blotchy skin is a ruddy color. The two stumpy horn-like protrusions along the hiisi's boney brow-ridge suggest infernal influence, or perhaps even the influence of oni. Curiously, they also have short, stubby tails.

While below average in intelligence, hiisis posses a sort of primal cunning that has aided their species through centuries of survival. Perhaps to compensate for their limited intelligence, they hoard ancient secrets, passing them down through generations despite never understanding their meaning.

Hiisis thrive upon violence, and their culture is based entirely on brutality and dominance. Semi-nomadic cave dwellers, they live in small clans and migrate with the seasons. A typical clan consists of a single adult male, four to six females, the same number of adolescents, and twice as many children. Clans fight over common hunting grounds, caves, and mates. Hiisi clan leaders treat their women and children as commodities and think nothing of killing rival clan leaders and stealing their families to increase their own wealth. They do not afford much sympathy to outsiders and have no use for thralls or slaves of other races. For the most part, they avoid outsiders though they have few qualms about slaying them and eating them when supplies of humans run short. Humans are of course their preferred quarries, and hiisis become crazed with excitement whenever they encounter them. They believe eating humans increases their intelligence and virility. For this reason, clan leaders compulsively collect the skulls of their human victims. Within their caves, they make great piles and elaborate displays of human skulls in order to show off their power. Nearly all hiisi settlements have at least one great iron cooking pot that they keep stewing with meat.

Hiisis wear few clothes, with males wearing hides for armor or loincloths. To proclaim status, they decorate themselves with crude jewelry made from bones, rocks, tusks, and similar materials, all painted with primitive cryptographs. Dominant males also file their teeth into sharpened points.

Despite their primitiveness, hiisis possess a minimal knowledge of metallurgy. While their skills remain crude, they are proficient enough to craft basic tools and weapons from iron. They make their own weapons, huge polearms with flat bladed tines that they are adept at using to impale victims as well as ensnare and snap their opponent's weapons. They also excel at making large and deadly traps using foraged materials. They surround their territories with their traps, checking them infrequently for humans and other prey. While they delight in catching things, the dimwitted creatures become disappointed, if not openly enraged, when they discover their traps sprung or disabled and placate themselves by smashing the nearest available target.

Hiisi

Huge monstrosity, chaotic evil
Armor Class 16 (natural armor)
Hit Points 276 (24d12+120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	20 (+5)	6 (-2)	12 (+1)	13 (+1)

Saving Throws Str +11, Con +10, Wis +6
Damage Resistances poison
Condition Immunities poisoned
Skills Perception +6, Stealth +5
Senses darkvision 60 ft., passive Perception 16
Languages Giant
Challenge 16 (15,000 XP)

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

Traps (3/Day). Hiisi possess an innate talent for building deadly mechanical traps. Hiisi traps consist mostly of landmines, triggered







avalanches, and hurling projectiles. Foul creatures, they frequently smear their traps with fecal matter, dead organisms, and natural toxins to make them more deadly. These consist of simple and readily available materials such as scrap metal, wood, cord, sinew, and bone. Once the hiisi has collected what he needs, it takes him a relatively short amount of time to construct a trap. Setting a trap requires an action. A trap fills a 10-foot square area, and cannot be placed in the same area as another trap or a magical trap such as a glyph of warding, or a creature who would trigger it. However, a hiisi can increase the area of a trap by building a second trap adjacent to the initial trap.

The DCs for Wisdom (Perception) checks to notice the trap and checks to disable it is 14. The DC for saving throws to avoid it is 8 + the hiisi's proficiency bonus + its Wisdom modifier. Each trap lasts 24 hours or until it is triggered, whichever comes first. Hiisi traps trigger when a creature enters the trap's area.

Alchemist's Fire Geyser: A foul mix of chemicals spews, covering its victims in sticky, burning goo. Anyone in the area must succeed at a DC 14 Dexterity saving throw, taking 55 (10d10) fire damage on a failed saving throw, or half as much on a success. If a victim fails the initial saving throw, at the end of their next turn they must make a second saving throw or take the damage again.

Avalanche Trap: The hiisi rigs a pile of snow and some wood or stone structures to collapse. Anyone in the area must succeed at a DC 14 Dexterity saving throw or take 10 (3d6) bludgeoning damage on a failed saving throw, or half as much on a success. If the victim fails the initial saving throw, they are knocked prone, and also begin to suffocate. At the end of each of the victim's turns, they must succeed at a DC 14 Strength saving throw to stop suffocating and cease being prone. If an ally helps dig the victim out, they may make a DC 14 Strength (Athletics) check to give the victim advantage; if the victim has ceased struggling, such as due to unconsciousness, the ally can attempt to dig the victim out, with disadvantage on the ability check. The area of an avalanche counts as difficult terrain due to snow.

Dead Magic Collapsing Pit Trap: The hiisi conceals a pit with a collapsing cover, and uses its dead magic blood to make the trap more dangerous. A victim who fails to notice the trap and steps on it, taking falling damage, 17 (5d6) bludgeoning for a 50 ft. pit. The bottom of the pit is an antimagic zone caused by the hiisi's blood (see below). Creating the trap requires the hiisi to let blood as usual.

Flying Dung Boulders Trap: The hiisi rigs a pile of boulders to explode, hurling heavy stone and contamination. Anyone in the area must succeed at a DC 14 Dexterity saving throw, taking 55 (10d10) bludgeoning damage on a failed saving throw, or half as much on a success. Anyone in the area is also exposed to sewer plague.

Actions

Multiattack. The hiisi makes three attacks with its fork.

Fork. *Melee Weapon Attack.* +11 to hit, reach 15 ft., one target. Hit: 22 (3d10+6) piercing damage, and the victim must succeed at a DC 19 Constitution saving throw or be knocked prone.

Rock. Ranged Weapon Attack. +11 to hit, range 30/120 ft. one target. Hit 22 (3d10+6) bludgeoning damage.

Dead Magic Blood. A hiisi can bleed himself for 10 (3d6) points of slashing damage to create a dead magic zone. A dead magic zone has the properties of an *antimagic field* in a 20-ft-radius surrounding the spilled blood. The *antimagic field* effect has a duration of 5+1d10 minutes. They often spill blood on their traps or on boulders before throwing them at spell-wielding opponents. On a hit with a boulder, the dead magic zone is centered on the target's location. On a miss, the boulder continues in a fairly straight line to the limit of its range or until it reaches a wall or other large structure. Once spilled, the properties of the blood quickly dissipate and it cannot be effectively stored for later use.

Legendary Actions

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

- ***Blood Stone.*** The hiisi uses dead magic blood to smear its blood on a rock.
- ***Fork Attack.*** The hiisi attacks one time with its fork.
- ***Trap Springer (Costs two actions).*** The hiisi triggers one of its own traps that is within 30 ft.





Irascible Redcap

Redcaps embody both capriciousness and sadism. These stumpy, misanthropic fey freaks exist seemingly to indulge in blissful bloodletting and self-indulgent slaughter. Like prune-faced, angry old men, they mollycoddle their own inefficiencies and miseries in gore. Redcaps are most widely recognized for their long woolen caps, which they drench in the blood of their victims. Rumors and fairy stories abound concerning rituals and the cultural significance of their blood-soaked caps, though the practice likely evolved as an easy way for the brutish runts to create both fear and spectacle. Redcaps typically stand only 3 feet tall, with twisted frames, pointed ears, and long white beards. They dress in soiled leather armor and wear oversized, iron-shod boots that make a distinctive clanging when they run.

Irascible Redcap

Small fey, neutral evil
Armor Class 15
Hit Points 75 (10d6 + 40)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Con +7, Cha +5
Skills Athletics +7, Acrobatics +6, Deception +5, Insight +4, Intimidation +8, Nature +7, Perception +7, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that are not cold iron
Senses passive Perception 17
Languages Aklo, Common, Giant, Sylvan
Challenge 5 (1,800 XP)

Irreligious Outrage. Bitter and blasphemous, the irascible redcap cannot stand the symbols of good-aligned religions. If an enemy spends an action presenting a holy symbol, the redcap must make a DC 15 Wisdom saving throw or become frightened for 1d4 rounds. A redcap who successfully saves is enraged for 1 minute or until that foe is incapacitated, whichever is shorter. An enraged mythic redcap focuses its attacks against the foe who presented the holy symbol whenever possible, and will continue attacking until that foe is dead. While enraged, a mythic redcap deals an additional 1d4 damage on all of its attacks, but takes a –2 penalty to its AC. It cannot end its rage voluntarily.

Mythic Red Cap. The irascible redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a mythic redcap gains a +2 damage on its stomp attacks (included in its attacks) and has 5 temporary hit points that renew at the start of each of its turns. These benefits are lost if the cap is removed or destroyed, and stop functioning if the redcap is at 0 hit points. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the redcap takes a standard action to dip the cap in the blood of a foe the redcap helped to kill, the cap does not grant its bonuses.

Actions

Scythe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage.

Boot Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (1d12+6) bludgeoning damage. If the target of Boot Stomp is prone, it takes an additional 6 (1d12) bludgeoning damage.

Reactions

Death to Thieves. The redcap can make an attack against a creature that attempts to disarm its scythe, or steal its red cap. If this attack deals damage, the red cap regains a spent legendary action.

Legendary Actions

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

- ***Scythe.*** The redcap makes a scythe attack.
- ***Shove.*** The redcap initiates a shove contest with a target that large size or smaller. If it wins, the target is knocked prone.
- ***Stomping Mad (Costs 2 Actions).*** The redcap jumps up and down on feet and prone creatures in a 10 foot square area, dealing its Boot Stomp damage to any creature in that area.



Jabberwock

The jabberwock is a true creature of legend—a subject of poetry, song, and myth in many cultures. It is known to be a devastating creature in combat whose arrival presages times of ruin and violence; these stories also tell of the creature's fear of the tools some say were created in ancient times for the sole purpose of defeating them—vorpal weapons. A jabberwock is 35 feet tall and weighs 8,000 pounds.

The jabberwock is not a creature of the Material Plane, but one from the primal world of the fey. It comes from a region of reality where life is more robust, where emotions are more potent, and where dreams and nightmares can come alive. Even in such incredible realms, though, the jabberwock is a creature to be feared. It belongs to a category of powerful Creatures whose shapes and types run the gamut of possibility—a group known collectively as the "Tane." Of the Tane, the jabberwock is said to be the most powerful, but the others in this grouping are far from helpless. Said to have been created as goliaths of war and madness, dreamt and stitched into being by the strange gods of this primeval reality, the Tane are as mysterious as they are powerful, though they generally share no specific abilities or characteristics save for their common source in the primal world and their ability to acclimate themselves to any plane.

When a jabberwock comes to the Material Plane, it does so to spread destruction and ruin. Typically, the monster seeks out a remote forest lair at least a day's flight from civilization, then emerges from this den once a week to seek out a new place to destroy. It has no true interest in amassing treasure, but often gathers objects of obvious value to bring back to its den in order to encourage heroes to seek it out—to a jabberwock, it makes no difference whether it seeks out things to destroy or lets those things come to it.

Jabberwocks age, eat, drink, and sleep like any living creature, but they do not reproduce in the classic sense of the word. The creation of a new jabberwock—or of any of the Tane, in fact—is regulated by the strange and unknowable godlike entities that dwell in the primeval world. These fey lords create new jabberwocks as they are needed—sometimes varying the exact particulars (see Variant Jabberwocks), but always creating a fully formed adult creature. No young jabberwock has ever been encountered as a result.

The strange vulnerability a jabberwock possesses against vorpal weapons has long been a matter of intrigue and speculation among scholars. Most believe that, once upon a time, only one jabberwock existed, a creature of such great power that nothing could hurt it. Nothing, that is, save for a legendary sword forged for a mortal hero by a now-forgotten artisan or god. So epic was this battle that it created strange echoes throughout reality, and as a result, these echoes, in the form of the vorpal swords and jabberwocks known today, can be found on many worlds.

Jabberwock

Huge dragon, chaotic evil
Armor Class 21 (natural armor)
Hit Points 496 (32d12 + 288)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	29 (+9)	12 (+1)	25 (+7)	28 (+9)

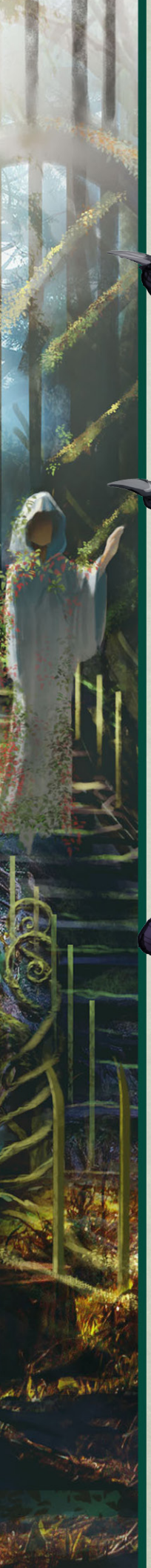
Saving Throws Str +17, Dex +12, Con +16, Wis +14
Skills Athletics +17, Insight +14, Intimidate +23, Perception +21, Stealth +9, Survival +14
Damage Vulnerabilities cold; vorpal weapons
Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire
Condition Immunities paralysis, unconscious
Senses blindsight 120 ft., darkvision 120 ft., passive Perception 31
Languages Aklo, Common, Draconic, Gnome, Sylvan
Challenge 23 (50,000 XP)

Fear of Vorpal Weapons. The jabberwock knows that a vorpal weapon can kill it swiftly. When it takes damage from a vorpal weapon, the jabberwock becomes frightened for 1 round. If that hit is a critical hit, the jabberwock is also stunned for 1 round.

Innate Spellcasting. The jabberwock's innate spellcasting ability is Charisma (spell save DC 24). The jabberwock can innately cast the following spells, requiring no components:

At will: *commune with nature, confusion,*







control weather, fireball, plane shift (willing targets to fey realm only), shatter, true seeing

3/day each: *feeblemind, fire storm, power word stun*

1/day each: *prismatic spray, storm of vengeance*

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

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

Whiffling. A fierce wind roils around the jaberwock at nearly all times. Ranged attacks against the jabberwock are made with disadvantage unless they originate from huge or larger creatures. Creatures with a Strength score of 9 or lower who start their turn within 30 feet of the jabberwock are knocked prone.

Planar Acclimation. The Jabberwock cannot be banished.

Actions

Multiattack. The jabberwock uses its Manxome Foe, then makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 25 (3d10+10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 20 (3d6+10) slashing damage, and the target has their maximum hit points reduced by the same amount, as their skin is flensed away, unless the target is a construct or undead.

Eyes of Flame. *Ranged Spell Attack:* +12 to hit, range 60/120 ft., two targets (who must be within 30 feet of each other). *Hit:* 70 (20d6) fire damage.

Manxome Foe. The very presence of a jabberwock is terrifying to its enemies. When the jabberwock uses this ability, opponents within 120 feet who witness the action must make a DC 21 Wisdom saving throw or become frightened for 2d4 rounds. Creatures affected by this ability can make a saving throw at the end of each of their turns to remove this condition. Creatures succeeding on their saving throw are immune to the jabberwock's manxome foe aura for 24 hours.

Breath Weapon (Recharge 5-6). The jabberwock uses one of the following breath weapons.

Burble (Maddening). This blast of strange noises and shouted nonsense in the various languages known to the jabberwock (and invariably some languages it doesn't know), causing each creature within 60 feet of the jabberwock must make a DC 21 Wisdom saving throw or suffer the effects of *confusion* for 1d4+1 rounds.

Burble (Thundering). The mythic jabberwock can focus its burble into a devastating shockwave filling a 60-foot cone-shaped burst. Creatures in the area must make a DC 21 Constitution saving throw. On a failure, a creature takes 87 (25d6) thunder damage and is stunned for 1 round and deafened for 2d4 rounds. A success negates the stunning and halves both damage and the duration of deafness.

Legendary Actions

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

- ***Bite.*** The faerie dragon makes a bite attack.
- ***Tail Sweep (Costs 2 actions).*** The jabberwock can sweep with its tail, affecting a half-circle with a radius of 20 feet, extending from an intersection on the edge of the monster's space in any direction. Creatures in the affected area that are smaller than the jabberwock must make a DC 21 Reflex saving throw, taking 32 (4d10+10) bludgeoning damage and getting knocked prone on a failure. On a success, they take half as much damage and are not knocked prone.
- ***Cast Spell (Costs 3 Actions).*** The Jabberwock casts one of its spells.



Jubjub Bird

The jubjub bird is a rare and dangerous bird that resembles a giant dodo bird, but with long, muscular legs and wings that provide functional, if awkward, flight. When attacked with magic, a jubjub bird's plumage shifts randomly in hue and pattern with each spell hurled against it. Like the bandersnatch and other legendary creatures such as the jabberwock, the jubjub bird originally hails from the primal world of the fey. It has the dubious honor of being among the least powerful and least intelligent of these creatures, which are known collectively as the "Tane," yet one should never assume that the jubjub bird is a pushover—its penchant for snapping off heads with its razor-sharp beak can quickly put such ideas to rest.

Powerful fey sometimes keep jubjub birds as guardians, and there are even reports of giants (particularly powerful tribes of jungle giants) using them as mounts. Such avian allies must be carefully trained, for few giants and fey are



able to comfortably exist alongside a creature so prone to uttering such stunning shrieks so often.

Jubjub birds stand about 20 feet tall and weigh roughly 6,000 pounds.

Jubjub Bird

Huge monstrosity, neutral
Armor Class 18 (natural armor)
Hit Points 270 (20d12 + 140)
Speed 50 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	15 (+2)	24 (+7)	2 (-4)	16 (+3)	13 (+1)

Saves Dex +7, Con +12, Wis +8
Damage Immunity acid
Skills Acrobatics +12, Perception +13
Senses darkvision 60 ft., passive Perception 23
Languages —
Challenge 15 (13,000 XP)

Critical Resistance. The jubjub bird has a 25% chance to treat a critical hit as a normal hit.

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

Planar Acclimation. The jubjub bird cannot be banished.

Actions

Multiattack. The jubjub bird makes two claw attacks, and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 20 (2d10+9) piercing damage. When the jubjub bird scores a critical hit with its bite, it rolls the damage dice three times instead of two. Creatures that are reduced to 0 hit points from a critical hit from the jubjub bird's bite are decapitated.

Claw. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 18 (2d8+9) slashing damage.

Shriek (Recharge 5-6). The jubjub bird voices a piercing screech. All creatures (other than jubjub birds) within a 60-foot-radius spread must make a DC 18 Constitution saving throw or take 35 (10d6) thunder damage, and gain the stunned condition for 1d4 rounds. A successful DC save reduces the thunder damage by half and negates the stunned condition. A creature stunned by this shriek can make another saving throw at the end of each of their turns to end the stunned condition.

Reactions

Adaptive Defense. Any time the jubjub bird would take cold, fire, lightning, or thunder damage, the jubjub bird can use its reaction to reduce the damage by half.

Legendary Actions

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

- ***Move.*** The jubjub bird moves a distance equal to its full movement without provoking opportunity attacks.
- ***Claw.*** The jubjub bird makes a claw attack.
- ***Carnage (Costs 2 Actions).*** The jubjub bird makes a bite attack against each creature adjacent to it.



Kongamato

A massive draconic creature with a birdlike head dives from the sky, letting loose a piercing scream as it descends.

Gargantuan dragon, unaligned
Armor Class 17 (natural armor)
Hit Points 264 (16d20 + 96)
Speed 40 ft., fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	17 (+3)	22 (+6)	9 (-1)	14 (+2)	17 (+3)

Skills Perception +7
Damage Resistances acid, cold, fire, lightning
Damage Immunities thunder; bludgeoning, piercing and slashing from nonmagical attacks
Condition Immunities paralysis, sleep
Senses darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 15 (13,000 XP)

Piercing Beak. The kongamato deals double damage to objects and structures.

Prehistoric Rage. When the kongamato is looked in the eyes or takes damage in combat, it automatically flies into a rage as a bonus action on its next turn. It gains resistance to bludgeoning, piercing and slashing, does an extra die of damage (not included below), but takes a –2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.



Actions

Multiattack. The kongamato makes one bite attack and two claw attacks. It may also use its wing attack against opponents engaged in melee with it.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit*. 34 (4d12 + 8) piercing damage. If the kongamato moves at least half its movement before making a bite attack the damage is increased by an additional 7 (1d12) thunder damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit*. 22 (4d6 + 8) slashing damage. If the target is a Large or smaller creature, the kongamato may grapple the target (escape DC 18). When the kongamato moves, the grappled creature moves with it. Until this grapple ends, the target is restrained. The kongamato can grapple up to two creatures and usually flings them from a great height.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit*. 21 (3d8 + 8) bludgeoning damage.

Wing. *Melee Weapon Attack:* +13 to hit, reach 5 ft., all creatures in melee range. *Hit*. 19 (3d6 + 8) bludgeoning damage and the targets are knocked back 10 feet and fall prone on a failed DC 16 Dexterity or Strength saving throw (target's choice).

Dive Bombing (1/Day). A kongamato can fly high into the air with a boulder, log, or similar massive object in tow and dive directly at its target hurling the missile in its descent. It normally does this when starting a battle. The kongamato lifts an immense boulder into the air and drop it on its foes. This boulder affects a 15-foot square area, dealing 39 (4d6+25) points of bludgeoning damage to all creatures in the area on a failed DC 18 Dexterity saving throw, or half as much damage on a success. In addition, Medium or smaller creatures failing their saves are pinned under the boulder, gaining the immobilized condition and taking damage again each round at the end of their turn if they do not escape (escape DC 18).

Frightful Presence. Each creature that hears the kongamato' thunder breath within 120 feet of the kongamato must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the kongamato's Frightful Presence for the next 24 hours.

Thunder Breath (Recharge 5–6). The kongamato exhales a thunderous screech in a 50-foot cone. Each creature in that cone must make a DC 19 Dexterity saving throw, taking 49 (14d6) thunder damage and deafened on a failed save, or half as much damage and not deafened on a successful one.

Legendary Actions

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

- ***Move***. The kongamato moves up to half its speed.
- ***Tail Attack (Costs 2 Actions)***. The kongamato makes one tail attack.
- ***Piercing Screech (Costs 3 Actions).*** This option is only available if the kongamato's thunder breath is available. The kongamato may use its breath weapon which becomes a focused beam of sound shattering objects. The attack ignores damage thresholds of objects, all objects in the area are damaged by the attack and on a failed save worn items are damaged – armour AC is reduced by 1, weapon damage is reduced by 1 also. If an items AC is reduced to 10 or a weapons damage is reduced to 0 (or less) it is destroyed. This damage can be repaired at the GM's discretion.





Leprechaun King

Leprechauns are small, fun-loving tricksters. They are most commonly found in forests and share the close connection with nature that is possessed by most fey creatures. Leprechauns love playing tricks on unknowing passersby—almost as much as they love a fine bottle of wine and a plateful of hot food in their bellies. They often steal something of worth from adventurers just to provoke a chase. Using their ability to disappear at will to its full potential, they wait until their victims appear to be about to give up the chase before reappearing once more to let the chase resume. They are not greedy creatures, and eventually drop what they've stolen, slipping away while their angry pursuers claim the lost property. The exception is gold—leprechauns love gold and often hoard it in secret, hidden places. It is rumored that a person who finds a gold coin in the forest and returns it to the leprechaun that dropped it will be granted a wish as a reward. Unfortunately, these rumors are false—likely perpetuated by the leprechauns themselves in order to trick others into bringing them gold.

Leprechauns prefer not to kill other creatures unless the ones attacking them are malicious or known enemies of the forest or fey. They often use their powers to befuddle and annoy evil folk, tricking creatures such as goblins and orcs into thinking a forest is haunted.

Leprechaun King

Small fey, chaotic neutral
Armor Class 15
Hit Points 54 (12d6 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	13 (+1)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Dex +4, Cha +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that are not cold iron
Skills Deception +7, Insight +4, Nature + 4, Perception +6, Sleight of Hand +7, Stealth +7
Senses passive Perception 16
Languages Common, Elven, Halfling, Sylvan
Challenge 4 (1,100 XP)

Bewildering Blarney. The leprechaun gains has advantage on Charisma (Deception) checks, and if engaged in conversation it can use its spell-like abilities without being noticed if it can make a Charisma (Deception) check against the passive Perception of any onlooker. When engaged in conversation with a creature, a leprechaun can cause creatures to forget the last minute unless they succeed at a DC 14 Intelligence saving throw.

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

At will: *detect evil and good, druidcraft, invisibility (self only), mage hand, minor image, shillelagh*
3/day each: *charm person, color spray, enthrall, fabricate*
1/day each: *major creation*

Leprechaun Magic. When a leprechaun uses any of its spell-like abilities to deceive, trick, or humiliate a creature (at the GM's discretion), including pretending it has the ability to grant wishes or that it will reveal the location of a hidden hoard of gold or other treasure, the spell-like ability resolves at caster level 8th rather than 4th. If a leprechaun uses its spell-like abilities in this manner, it has a bonus of +11 on concentration checks.

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

Actions

Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage. If the leprechaun confirms a critical hit with its shillelagh, the target is knocked prone.

Legendary Actions

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

- ***Club.*** The leprechaun makes a club attack.
- ***Move.*** The leprechaun moves up to its speed without provoking opportunity attacks.
- ***Cast a Spell (Costs 2 Actions).*** The leprechaun casts one spell.

Linnorm, Taiga

With menacing black horns jutting from its head, this two-legged dragon is covered in dark green scales and vicious black barbs.

Bestial Marauds. A beast covered with hundreds of spines, the taiga linnorm is a terror to all those who venture through the arctic forests of the north. Taiga linnorms take down foes and prey first with their electrifying breath and finish their victims off with their devastating bite. A taiga linnorm often lies in wait for days—sometimes weeks—just for the opportunity to maim and devour unsuspecting victims. When this subtler tactic does not work, a taiga linnorm simply rampages through the woods in order to find nearby settlements to pillage, taking twisted delight in shocking the inhabitants before shredding them with its massive jaws or destructive forelimbs. In any event, taiga linnorms rarely venture far from their woodland territories save for short flights to attack outlying villages.

Linnorm, Taiga

Gargantuan dragon, chaotic evil
Armor Class 19
Hit Points 346 (21d20 + 126)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	19 (+4)	22 (+6)	6 (-2)	18 (+4)	21 (+5)

Saving Throws Str +16, Dex +11, Int +5, Wis +11, Cha +13
Skills Perception +11, Stealth +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities paralyzed, poisoned
Senses blindsight 60 ft., darkvision 60 ft., truesight 60 ft., passive Perception 10
Languages Aklo, Draconic, Sylvan
Challenge 23 (50,000 XP)

Camouflage. The linnorm has advantage on Dexterity (Stealth) checks in any sort of forest terrain.

Death Curse. Any creature who slays the linnorm must make a DC 20 Wisdom saving throw. On a failed saving throw, the creature loses resistance to lightning and gains vulnerability to lightning. *Remove curse* ends the death curse.

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

Regeneration. The linnorm regains 30 hit points at the start of its turn if it has at least 1 hit point.

Spikes. As long as the linnorm is not incapacitated, any creature that ends its turn within 5 feet of the linnorm takes 5 (1d10) piercing damage.

Actions

Multiattack. The linnorm attacks three times: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 19 (3d6 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Lightning Vapor Breath (Recharge 5–6): The linnorm exhales lightning-charged vapor in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 77 (22d6) lightning damage on a failed save, or half as much damage on a successful one.

The vapor itself persists until the beginning of the linnorm's next turn, filling its cone-shaped area with electrified mist that deals 14 (4d6) points of lightning damage to any creature that ends its turn in the mist.

Legendary Actions

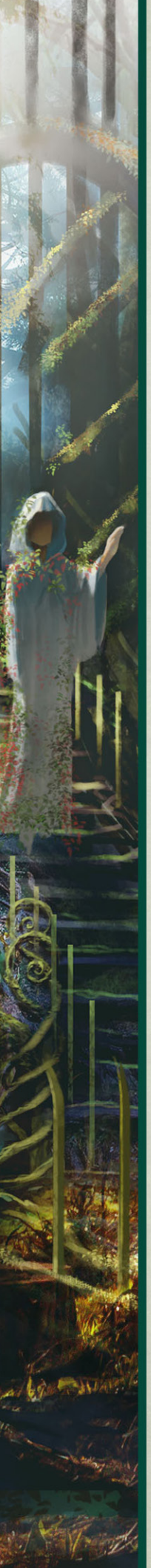
The linnorm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The linnorm regains spent legendary actions at the start of its turn.

- ***Detect.*** The linnorm makes a Wisdom (Perception) check.
- ***Tail Attack.*** The linnorm makes a tail attack.
- ***Spiky Assault (Costs 2 Actions).*** The linnorm writhes, dealing 5 (1d10) piercing damage to every creature within 5 feet. The linnorm can then move up to half its speed.

A Taiga Linnorm's Lair

In winter, when light is sparse and the nights are long, it is easy for a taiga linnorm to blend in with the coniferous forests it dwells in, hiding among





the trees and ambushing imprudent travelers or unwary adventurers setting up camp.

Lair Actions

On initiative 20 (losing all initiative ties), the linnorm can use one of its lair action options, or forego using any of them that round. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat.

Brambles. The linnorm chooses a 20 foot square area it can see within 120 feet. For 1 minute, the area becomes difficult terrain, and any creature other than the linnorm who enters a square takes 3 (1d6) piercing damage. Creatures in the area when the patch forms must make a DC 20 Dexterity saving throw; on a failed saving throw the creature takes 14 (4d8) piercing damage, or half that damage on a success.

Concealing Foliage. If the linnorm is next to any foliage, it covers the linnorm. The linnorm's space is now difficult terrain for 1 minute, and the linnorn has total concealment until it moves, takes an action, or suffers damage.

Lighting Strikes. The linnorm chooses one or two creautures within 30 feet of each other. Each creature must make a DC 20 Dexterity saving throw; on a failed saving throw, the creature is struck by a grounded bolt and takes 14 (4d8) lightning damage, or half that damage on a success.

Regional Effects

Within 1 mile of its lair, the taiga linnorm leaves no tracks or traces behind it, unless it chooses, and cannot be tracked except by magical means. It ignores difficult terrain, whether natural or magical, that is caused by plants, earth, water, weather and other environments.

Within 1 mile of its lair, chill predominates. In summer, mist is omnipresent, punctuated by rainstorms, while the rest of the year, the surroundings are cool and oddly quiet.

Within 1 mile of its lair, the linnorm's dwelling is protected by thorny thickets. Each 10 foot cube is an object that has AC 5, 30 hit points, vulnerability to fire, and resistance to bludgeoning and piercing. A creature can pass through the thickets, using four times as much movement for each square, but takes 3 (1d6) piercing damage for every 5 feet moved through.

If the linnorm is slain, these regional effects vanish within hours.



Lurker In Light

This small humanoid lurks at the edge of illumination, its fine features bleeding away at the edges, making it appear blurred and out of focus. Moving into the light, it vanishes, but its invisible presence is tangible as a feeling of being watched.

Lurker in Light

Small fey, neutral evil
Armor Class 15 (natural armor)
Hit Points 103 (16d6 + 48)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	14 (+2)	16 (+3)	17 (+3)

Skills Perception +6, Stealth +7
Condition Immunities Blinded
Senses passive Perception 16
Languages Common, Sylvan
Challenge 5 (1,800 XP)

Blend with Light. When the lurker is in an area of bright light, it can turn invisible as a bonus action. Any equipment the lurker wears or carries is invisible with it.

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

At will: *dancing lights, light, mage hand, minor illusion*
3/day each: *blindness/deafness, daylight*

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

Actions

Multiattack. The lurker makes two attacks with its claws.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 4) slashing damage.

Daylight Door (1/Day). The lurker magically teleports itself from an area of bright light, along with any equipment it is wearing or carrying, to a location up to 120 feet away to an unoccupied space it can see that is also in bright light.

Poisoned Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute.

Malicious and alien fey, lurkers in light venture to the Material Plane to perpetrate strangely targeted mischief, stealing and killing according to a logic or system of justice only they understand. Gnomes in particular seem to incur these unexplained attacks, leading some to believe that lurkers may be agents of ancient and vengeful forces. Creatures of the light, lurkers are visible only in dim illumination, with anything brighter than a flickering torch making them completely invisible, even as they savage their enemies—a prospect terrifying to those civilized races that equate light with safety.

A lurker in light turns conventional wisdom on its head, for they detest darkness and the creatures that dwell in it, yet they themselves are sadistic and evil. They particularly hate darkmantles, dwarves and creatures from the Plane of Shadow, and given the time, they enjoy torturing such creatures to death if they can capture them alive.

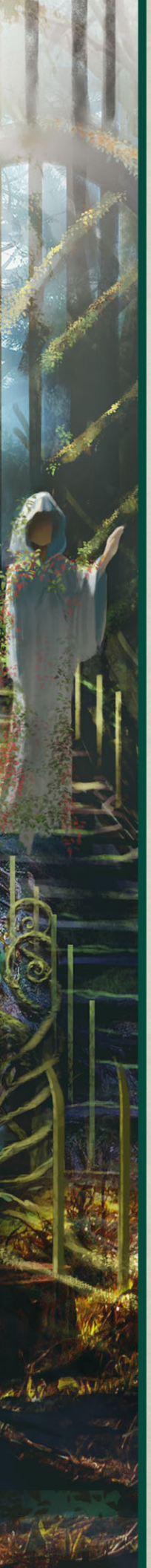
If killed, a lurker in light disintegrates over the course of several minutes into 2d6 pounds of dust that radiates faint magic and glows for 1d6 days with a cold light equal to that provided by a candle. This dust damages shadows as if it were holy water, with a pound of dust equal to one flask of holy water.

A lurker in light is 3 feet tall, but weighs only 20 pounds.

Ritual Gate

A lurker or a group of lurkers can perform a sacrificial ritual to magically conjure a gate to the Material Plane, one of the Elemental Planes, or the realm of the fey to either travel to that plane or to summon allies. The ritual takes 1 hour to complete and each lurker involved must use its action and movement for the duration and must maintain concentration while performing the ritual (as If concentrating on a spell). For travel between planes, at least five humanoid sacrifices are required. The gate remains open for 1 minute. For summoning creatures, a lurker can sacrifice any number of humanoids. The lurker can summon a creature of a Challenge rating equal to or lower than the number of humanoids sacrificed. The summoned creature appears in an unoccupied space within 60 feet of the summoners.





Lycanthrope

Lycanthropy is one of the most dreaded of all curses, turning allies and friends into ravening beasts. In a mythic campaign, you can use the standard lycanthrope template alongside class levels and mythic tiers, following the standard mythic paths. Alternatively, you can use the following mythic template, granting mythic ranks and the following abilities instead, based on the CR of the original lycanthrope (including the CR adjustment for the non-mythic lycanthrope, but not the adjusted CR based on the mythic ranks it gains from this template).

Template, Legendary Lycanthrope

A humanoid can become a legendary lycanthrope if it is infected by lycanthropy and of the appropriate CR. It keeps its statistics, except as follows.

Challenge. A creature gains abilities based on its CR (or character level at the GM's discretion). See the "Legendary lycanthrope Abilities" table.

Damage Immunities. The legendary lycanthrope gains immunity to bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

New Actions and Traits. Depending on the CR of the original creature it may gain additional traits and abilities. A lycanthrope's CR as described in the ***5E System Reference Document (SRD)*** or other official source determines its starting level (for example, 3 for werewolves, 4 for wereboars etc.). It gains additional abilities based on how much higher is the base creatures CR above the original lycanthrope. For example, a CR 8 Assassin has a CR 5 levels higher than a werewolf. Therefore, it would consult the +5 row and gain all the abilities listed in that row and all rows that precede it.

Bloodscent. A legendary lycanthrope is considered proficient Wisdom (Survival) skill if it can use smell to track the target. Double the proficiency bonus if already proficient in Wisdom (Survival).

Bloodthirsty. When a legendary lycanthrope takes damage in combat, it can fly into a rage as a reaction. It gains advantage on attack rolls (but provides advantage to attackers) and does an extra die of damage.

Brotherhood of the Skin (1/Day). The legendary lycanthrope gains access to the *conjure animal* spell with the additional restriction it may only summon creatures of its type. However, summoned animals have maximum hit points.

Enhanced Rage. While raging the legendary lycanthrope can set its Strength (or Dexterity) to 20 for the duration.

Legendary Lycanthrope Abilities

CR	Abilities
As base lycanthrope	As the 5E SRD (gains the shapechanger, keen hearing and smell trait, as well as the hybrid and wolf form)
+1	Bloodthristy
+2	Bloodscent
+3	Skintalker
+4	Regeneration
+5	Powerful Rage
+6	Brotherhood of the skin
+7	Enhanced rage
+8	Sovereign skin
+9	Great beast
+10	Herald ofthe skin
+11	Run with the pack
+12	Impervious skin
+13	Wild hunt
+14	Legendary Actions

Great Beast. When in animal or hybrid form the legendary lycanthrope may increase its size by one step. The legendary lycanthrope's size doubles in all dimensions, and its weight is multiplied by eight. While enlarged the legendary lycanthrope has advantage on Strength checks and Strength saving throws. While in great beast form the legendary lycanthrope does an additional die of damage.

Herald of the Skin. A legendary lycanthrope can see, hear, and speak through the body of an animal it has summoned. The legendary lycanthrope can use this ability indefinitely on one creature at a time, as long as it and the summoned creature remain on the same plane. A legendary lycanthrope using this ability can't move, but is still aware of its surroundings and can end this ability at will. In addition, when it summons animals using its brotherhood of the skin ability it can designate one as its herald; this herald does not disappear after one hour but serves until death. This herald has maximum hit points and adds the legendary lycanthropes proficiency bonus to all saving throws, to-hit attacks and damage. As long as the herald lives, the number of creatures the legendary lycanthrope summons is reduced by 1 each time it uses its brotherhood of the skin ability.

Impervious Skin. A legendary lycanthrope's gains a damage threshold of 5 points that only silver can bypass.

Powerful Rage. A mythic lycanthrope may use its CR as a barbarian level when determining damage bonus while raging (see Table: The Barbarian for details).

Regeneration. A legendary lycanthrope gains regeneration equal to half its CR. If the lycanthrope takes damage from weapons coated in silver, this trait doesn't function at the start of the lycanthrope's next turn. The lycanthrope dies only if it starts its turn with 0 hit points and doesn't regenerate.

Run with the Pack (3/day). A mythic lycanthrope can touch a creature and polymorph it into an animal or dire animal of its type. A successful Constitution save (DC 8 + proficiency bonus + Wisdom modifier) negates this transformation and grants immunity to this effect for 24 hours. A failed save forces the target into animal form for a number of minutes equal to the lycanthrope's CR, at which point the target gains a second saving throw. If failed, the transformation lasts for an additional 24 hours, after which a third save is allowed. If failed, the transformation becomes permanent.

Skintalker. A mythic lycanthrope can converse with animals of its type as if they shared a language and has advantage on Charisma based skill checks with such animals.

Sovereign Skin. The legendary lycanthrope has a chance to shrug off critical hits. Any attacker who lands a critical must reroll the attack. The attack will still hits, the reroll is to confirm if it is a critical or not.

Wild Hunt (1/day). A legendary lycanthrope can declare a creature its quarry. When making this declaration it may extend this ability to a number of creatures equal to its CR. A legendary lycanthrope and any creature it has designated as part of the wild hunt gains a passive Survival skill of 10 + their Wisdom (Survival) skill allowing it to track without rolling. The wild hunt also has +2 to attacks against the designated quarry. Finally, the wild hunt increases their movement speed by 10 feet and have advantage on any checks that would result in gaining a level of exhaustion. The wild hunt lasts for 24 hours at which point the benefits fade or when the quarry is killed.

Legendary Actions

A legendary lycanthrope 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. A legendary lycanthrope regains spent legendary actions at the start of his turn.

- ***Attack.*** The legendary lycanthrope makes an attack.
- ***Legendary Initiative (Costs 2 Actions).*** The legendary lycanthrope can take a second Action from its list of available options.
- ***Howl of Lunacy (Costs 3 actions).*** The legendary lycanthrope gains an additional use of the brotherhood of the skin ability. The concentration modifier is removed for the length of the encounter.





Legendary Werewolf Fighter

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 16 in humanoid form (studded leather, shield), 13 (natural armor) in wolf or hybrid form

Hit Points 180 (24d8 + 72)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

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

Skills Athletics +10, Intimidation +5, Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 8 (3,900 XP)

Bloodscent. A werewolf fighter is considered proficient Wisdom (Survival) skill if it can use smell to track the target. Double the proficiency bonus if already proficient in Wisdom (Survival).

Bloodthirsty. When a werewolf fighter takes damage in combat, it can fly into a rage as a reaction. It gains advantage on attack rolls (but provides advantage to attacker's attack rolls) and does an extra die of damage (not included).

Brave. The werewolf fighter has advantage on saving throws against being frightened.

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

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

Shapechanger. The werewolf fighter can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf fighter makes three attacks: one with its bite and two with its melee weapons or two ranged attacks (if appropriately equipped).

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 6 (2d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit*: 7 (3d4 + 4) slashing damage.

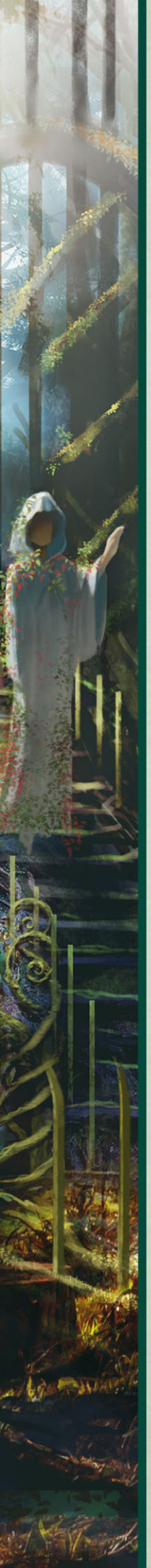
Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit*: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash (Humanoid Form Only). *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit*: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The werewolf fighter adds 3 to its AC against one melee attack that would hit it. To do so, the werewolf fighter must see the attacker and be wielding a melee weapon (in humanoid form) or be in hybrid form.





Legendary Werewolf Ranger

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 15 in humanoid form (studded leather), 15 (natural armor) in wolf or hybrid form

Hit Points 130 (20d8 + 40)

Speed 30 ft. (40 ft. in wolf form)

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

Saving Throws Dex +6, Wis +4

Skills Acrobatics +6, Deception +3, Perception +5, Nature +4, Stealth +9, Survival +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 15

Languages Common (can't speak in wolf form)

Challenge 11 (7,200 XP)

Bloodscent. A werewolf ranger is considered proficient Wisdom (Survival) skill if it can use smell to track the target. Double the proficiency bonus if already proficient in Wisdom (Survival).

Bloodthirsty. When a werewolf ranger takes damage in combat, it can fly into a rage as a reaction. It gains advantage on attack rolls (but provides advantage to attacker's attack rolls) and does an extra die of damage.

Hunter's Quarry. Once per turn, the werewolf ranger can designate the enemy as its quarry dealing an extra 14 (4d6) damage on an attack made against its quarry.

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

Powerful Rage. A werewolf ranger may add +3 damage to its melee attacks while raging.

Regeneration. A werewolf ranger regains 6 hit points at the start of its turn. If the werewolf ranger takes damage from weapons coated in silver, this trait doesn't function at the start of the lycanthrope ranger's next turn. The lycanthrope ranger dies only if it starts its turn with 0 hit points and doesn't regenerate.

Shapechanger. The werewolf ranger can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Skintalker. A werewolf ranger can converse with animals of its type as if they shared a language and has advantage on Charisma based skill checks with such animals.

Spellcasting. The werewolf ranger is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following ranger spells prepared:

1st level (4 slots): *hunter's mark, jump*, *longstrider*, *speak with animals*

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

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf ranger makes two attacks: one with its bite and one with its claws or shortsword.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit*: 7 (2d4 + 3) slashing damage.

Shortsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Longbow. *Ranged Weapon Attack*: +7 to hit, range 150/600 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Unbalancing Parry. When an attack misses the werewolf ranger it may take a move action and has advantage on the next attack it makes.

Maniitok

This immense abomination looms like a frozen hillside come to life. Rivulets of slushy muck cascade across the frost-rimed boulders of its massive shape, infested with tiny parasites in every crevice. A face in the frost forms and deforms from nearly human to gaping, vacant pits and back again, shifting as it heaves its mountainous bulk across the tundra.

Maniitoks (man-EE-tock) are strange and solitary creatures of the northern wastes, known by many names wherever they exist. Some call them *palartok-maguyuk*, the "silent howlers," while others name them *nunataq*, "the mountain rising from the snow," but their common name simply means "the rugged and desolate ones." Maniitoks are amorphous creatures, amalgamated from the land itself and imbued with a crude intellect and spirit that craves silent solitude. A maniitok may lie dormant for years, half-buried in a chilly bog or forgotten valley, dimly contemplating the proper balance of nature and brooding on their forgotten purpose until their reverie is interrupted. They use their magic to make their homes as inhospitable and unapproachable as possible.

Maniitoks carry a deep loathing for the din and clamor of humanoid civilization, which grates unmercifully upon their hypersensitivity to sound and vibration in a way that the ambient noises of the empty tundra do not. Their empathic linkage to the land carries even far-distant echoes of every blow and cut of hammer, axe, and saw, piercing them with a needling pain, inflaming in them a destructive rage, and calling them to avenge this insult to the land itself. They destroy every physical trace of civilization they discover, demolishing buildings, tearing up roads, smashing bridges, and slaughtering any that get in their way. They can follow even subtle traces of patrols and explorers, trailing them back to their outposts and laying waste to all they find in the hope of driving them so far away they will never return. Even the sounds of combat can sometimes attract the wrath of a maniitok, awakening it from its torpor and bringing its wrath down upon combatants on both sides. They are generally tolerant of fey creatures, plants, animals, vermin, and other oozes, but other creatures venturing into a maniitok's range may soon find themselves face to face with the creature.

The true origins of the maniitoks are a mystery even to them, some believing they well up naturally at places of great primal power in the North as either a manifestation of nature magic or perhaps an accretion of disruptive forces worms away at the natural world like a canker and the maniitok forms as an anodyne to heal it. They may also be the literal or figurative children of Tekkeitsertok, great god of the earth and the hunt, made to keep the wild places wild or formed from the divine residue created where his feet touched the ground. Others call them "tundra spirits," believing them to be animated by the souls of ancient shamans seeking the quiet solitude of the endless arctic wastes, and that their rage is kindled by those who disrupt their silent meditations. Survivors of encounters with maniitoks often describe shifting faces in the frost that shrouds them, some seeing just yawning dark pits like eyes and a gaping maw, others reporting the chiseled features that look entirely human.

In combat, maniitoks are usually surrounded by a whirling tempest of tundral debris, and when they cannot crush or engulf their foes or drown them in the muck that perpetually surrounds them, they may hurl torrents of this debris or even rocky chunks of their own body mass at them. If confronted with foes it cannot perceive or cannot reach, or if severely wounded, a maniitok burrows underground to heal, often covering its retreat with a blinding *sleet storm*.

Maniitok

Colossal ooze, neutral evil
Armor Class 17 (natural armor)
Hit Points 264 (23d12+115)
Speed 30 ft., burrow 30 ft., swim 30 ft.

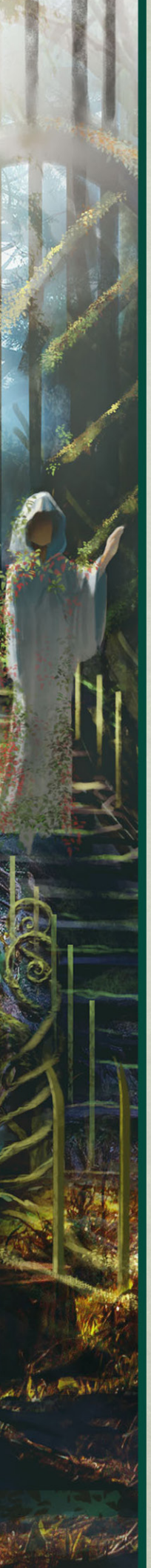
STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (-2)	21 (+5)	7 (-2)	12 (+1)	14 (+2)

Damage Resistances acid, electricity, fire; bludgeoning, piercing, and slashing from non-magical weapons
Damage Immunities cold, poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned, paralyzed, petrified, prone, restrained
Skills Perception +13
Senses darkvision 60 ft., passive Perception 23
Languages Sylvan (can't speak)
Challenge 17 (18,000 XP)

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

Enveloping Chill. The maniitok inflicts 10 (3d6)





cold damage to creatures it has grappled at the beginning of its turn.

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

At will: *fog cloud*, *heat metal* (deals cold damage instead of fire), *pass without trace* (self only), *sleet storm*
3/day each: *commune with nature*
1/day: *animate objects*, *antipathy/sympathy* (antipathy only), *insect plague* (as a 7th level spell)

Immovable Mire. Maniitoks are perpetually surrounded with sodden muck of boggy peat and half-thawed permafrost. The area 10 ft. around a maniitok is treated as difficult terrain. A creature that moves adjacent to a maniitok must succeed at a DC 19 Strength saving throw or become restrained until its next turn or until the maniitok moves.

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

One With the Land. If a maniitok is killed while touching the ground (including a vertical surface), it triggers an *earthquake* centered on the maniitok's location, as the spell.

Regeneration. The maniitok regains 20 hit points at the start of its turn if it has at least 1 hit point and is in contact with the ground.

Siege Monster. The maniitok deals double damage to objects and structures.

Actions

Multiattack. The maniitok makes two attacks with its pseudopod.

Pseudopod. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. Hit: 32 (4d10+10) bludgeoning damage and the target is grappled. If it scores a critical hit, it rolls damage three times instead of two times.

Breath Weapon (Recharge 6). The maniitok expels a cone of mire and debris in a 60 ft. cone. Creatures in the area must succeed at a DC 19 Dexterity saving throw. On a failure, the creature takes 21 (6d6) bludgeoning damage and is restrained until the end of its next turn; on a success, the victim takes half damage and is not restrained. The breath weapon has additional effects depending on the ambient temperature.

Frozen (below freezing): Victims also take 7 (2d6) points of cold damage. If the cold damage reduces the target to 0 hit points, the target is stable but suffers one level of exhaustion.

Thawed (above freezing): Victims also take 7 (2d6) points of poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour.

Bonus Actions

Tundral Swarm (Recharge 6). The maniitok surrounds itself with a cloud of mire and debris. A 10 ft. radius surrounding the maniitok is creates strong wind and is heavily obscured. At the end of the manitok's turn, the swarm, disrupts concentration (DC 10 Constitution saving throw to maintain concentration), deals 10 (3d6) bludgeoning damage to creatures in the area, and has additional effects depending on the ambient temperature. In colder environments (below freezing), a maniitok's tundral swarm is mostly shards of ice, hard-frozen ground, bits of bone and stone, and driving snow. Creatures within 10 feet of the maniitok also take 3 (1d6) points of cold damage. In warmer weather (above freezing), this tempest is largely comprised of mosquitoes, beetles, and centipedes, interspersed with rocks, uprooted plants, and chunks of permafrost. Creatures within 10 feet of the maniitok also take 3 (1d6) points of poison damage. This aura moves with the maniitok and lasts 1 minute.



Manitou

Its head the skull of a caribou, this humanoid has wicked claws, and wears wrappings of ragged fur adorned with scrimshaw talismans.

Manitou

Huge celestial (mythic), neutral good
Armor Class 22 (natural)
Hit Points 334 (23d12 + 184)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	23 (+6)	26 (+8)	14 (+2)	22 (+6)	19 (+4)

Saving Throws Str +17, lnt +9, Wis +13, Cha +11
Skills Insight +13, Nature +13, Persuasion +11
Damage Resistances fire, lightning
Damage Immunities acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks made with weapons that are not cold iron
Senses truesight 120 ft., passive Perception 16
Languages Celestial, Common, Sylvan
Challenge 23 (32,500 XP)

Forest God. A manitou can communicate with beasts and plants as if they shared a language. In addition, it may pass through its domain without leaving any trace of its passage making it impossible to track without magical means. Finally, its movement cannot be impeded in anyway while in its domain.

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

At will. *detect evil and good*
3/day each. *heal, neutralize poison, greater restoration, call woodland beings* (9th level spell)
1/day. *earthquake*

Invisibility. The manitou is invisible. It may become visible at will.

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

Legendary Surge (3/Day). Anytime the manitou rolls a 1d20 it may choose to add 1d12 to the roll including after the roll is made. It must accept the modified roll and it can only use this ability once per roll (though it can use this ability multiple times per round).

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

Magic Weapons. A manitou's weapon attacks are magical.

Triple Mind. A manitou acts three times in a round, on initiative counts 35, 25, and 15. It cannot delay or ready actions. On each turn, it can use one attack, one move and one bonus action but legendary actions and reactions do not reset.

Actions

Awesome Blow. *Melee Weapon Attack:* +17 to hit, reach 15ft., one target. *Hit.* 31 (6d6 + 10) slashing and fire damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of the manitou's next turn.

Steam Burst. A manitou can create a cloud of hot steam around itself in a 30-foot-radius sphere. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Good creatures heal 18 (5d6) hit points of damage while evil creatures burn for 18 (5d6) points of fire damage.

Possession (Recharge 6). One creature or object that the ghost can see within 5 feet of it must succeed on a DC 19 Charisma saving throw or be possessed by the ghost (this is automatic for objects); the manitou then disappears, and the target is incapacitated and loses control of its body. The manitou now controls the body but doesn't deprive the target of awareness. The manitou can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, Innate Spellcasting, immunities and resistances. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. If the target is an object the possession effect is otherwise identical to the animate object spell. The possession lasts until the body drops to 0 hit points, the manitou ends it as a bonus action, or the manitou is forced out by an effect like the *dispel evil and good* spell. When the possession ends, the manitou reappears in an unoccupied space within 5 feet of the body. As the manitou is a good creature





it will not use this ability against a non-hostile creature. It can also possess a creature without taking full control essentially "riding" with the creature and providing advice or aide as needed.

Token of Fortune. A manitou can imbue a small object, such as a stone or necklace, with its blessing. The object's bearer and any allies within 10 feet gain a +2 bonus on saving throws. The manitou can use *scrying* on the token at will. The manitou can teleport to it (without error) once per day as an action. These abilities are lost if the token leaves the manitou›s territory. Additionally, the bearer of the token of fortune can attempt to use the mythic manitou's legendary surge ability, expending uses of the manitou's legendary power to do so. The manitou can choose not to allow the creature to do so, in which case the attempt fails and no mythic power is expended. A manitou may only have one token active at a time.

Legendary Actions

A manitou 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. A manitou regains spent legendary actions at the start of his turn.

- ***Attack***. The manitou takes one attack action.
- ***Spell Counter***. The manitou casts a spell.
- ***Positive Energy Field (Costs 2 Actions)***. While the healing aura is active in the manitou's lair (see Lair Actions) it may empower this effect to heal 15 hit points instead of 5.

Rections

Cleave. When a manitou drops a creature to 0 hit points in one blow it may make another awesome blow attack.

Lair Actions

On initiative count 20 (losing initiative ties), the manitou takes a lair action to cause one of the following effects; the manitou can't use the same effect two rounds in a row.

- Living creatures within the manitou's lair heal 5 hit points on its turn each round. A manitou can exclude a number of creatures equal to its Charisma modifier from the aura's effect.
- The manitou calls upon animal spirits to attack. This stampede affects a 60-foot cone dealing 35 (10d6) points of force damage, or half as much damage on a successful DC 23 Dexterity saving throw. Creatures that fail the save are also knocked prone.
- A swarm of beasts comes to the aide of the manitou. This swarm is a 20-foot sphere of bleating, biting and generally angry small forest animals. Though they cannot harm the characters they are a distraction, canceling any concentration spells being maintained and preventing concentration spells form being cast so long as the caster is in the area of the swarm. Non spellcasters are also distracted and subtract 1d4 from any d20 rolls they make. The swarm will move around from round to round to maximise its deleterious effect on spellcasters in preference to other characters.

Regional Effects

Each manitou has a domain that it protects and safeguards. A manitou can establish a territory by meditating for 24 hours in a single location, and its domain extends for a number of miles equal to its CR in every direction from that point.

- While in its domain, a manitou has advantage on spell attacks and spell related saving throws.
- Within its domain, a manitou can cast *commune with nature* at will.
- Manitous are creatures of harmony and guardians of the peace, and they radiate an aura of karmic energy that permeates their domain which harms those who harm others. Any creature within the domain that damages another creature (including damage caused by spells or magic items) suffers one-fifth as much damage as it inflicts. This damage ignores any damage reduction, resistances, or immunities the attacker possesses. The manitou can exempt certain creatures from this effect if it so chooses. Due to this effect predators do not usually take up residence in the manitou's domain for long.

If the manitou dies, conditions in the domain return to normal over the course of 1d6 days.





Naekk

A lithe humanoid with pale green skin and long hair the color of moss splashes in the water. Its lower body tapers into a long, slender eel-like tail the color of a muddy, algae-slicked log.

Naekks are malicious water-spirits infamous for their beautiful, ethereal voices that echo in the tinkling rush of flowing water or even in the faint dripping or lapping of still water in subterranean lakes and pools. The entrancing music of the naekk calls travelers to the water's edge and captivates many to cast themselves into the water in quest of the source of the angelic refrains they hear. Some stop short of immersion and simply sit entranced at the water's edge, where they may see the lithe and beautiful naekk dancing upon the currents below.

Deadly Beauty. Naekks' upper bodies are beautiful by human standards, with delicate elfin features and eyes and hair of deepest sparkling green. However, their visage changes radically whenever they open their mouths, which are filled with hundreds of jagged green teeth, or distend their unnaturally long arms to grasp their prey.

Fool's Gold. Naekks are known to hoard precious metals, but even among the greedy only the foolish seek them out, as their cry is said to be an omen of death.

Naekk

Medium fey, chaotic evil
Armor Class 15 (natural)
Hit Points 85 (10d8+40)
Speed 10 ft.; Swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	11 (+0)	14 (+2)	19 (+4)

Damage Resistances Weapons that are not made of cold iron
Senses Tremorsense 120 ft. (water only), darkvision 60 ft., passive Perception 12
Languages Aquan, Sylvan
Challenge 7 (2,900xp)

Amphibious. The naekk can breath both air and water.

Actions

Multiattack. The amadan may make to attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit.* 1d6+6 (10) piercing damage.

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

Change Shape. The naekk takes on the form of a beast with a challenge rating equal to or less than its own or back again. Any equipment the neakk is carrying becomes a part of its new form, and it returns to its original form when killed. While in its beast form, the naekk retains its alignment, Intelligence, Wisdom, and Charisma scores, and its ability to speak, as well as the ability to change its shape. Otherwise, it takes on the abilities of the beast it is imitating.

Mournful Cry. The naekk wails its sad song. All creatures within 30 ft. of the naekk that are not allied with it must succeed on a DC 15 Wisdom save or reduce their attack rolls and ability checks by 1d4 for 10 minutes. The affect can be removed by a *calm emotions*, *remove curse,* or similar spell.

Phantasmal Bite. If the naekk makes a bite attack against a creature charmed by its Riversong, the charmed condition ends and the target must make a DC 15 Wisdom save. On a failed save, the target becomes frightened for 1 min and takes 4d10 (22) psychic damage per round. They may repeat the save at the start of each of their rounds to end the effect.

Riversong. The naekk can sing its hauntingly beautiful melody. All creatures within 100 ft. who can hear the naekk must succeed on a DC 15 Wisdom save or become charmed by the creature. Charmed creatures must move at their full speed value toward the nearest body of water. The body of water must large enough to submerge the creature.

Once the target reaches the body of water, it may make a second save. On a success, it stands at the edge and stares into the water as long as the naekk sings. On a failed save, the creature enters the water and submerges itself. On its next round it begins to drown and will continue to do so as long as the naekk sings. The creature is allowed a new saving throw at the end of each of its rounds to break either of these effects.

Nixie, Stromkarl

Always male, stromkarls are human-sized relatives of nixies that dwell in and around waterfalls and rushing whitewater. A stromkarl's musical voice mingles with the sound of the waters, often accompanied by a stringed instrument like a harp or fiddle. Their music is enchanting, and some stromkarls are blamed for luring women and children to their doom.

Enigmatic Patrons. Stromkarls can be kindly, and are said to grant gifts to creatures they favor or who can perform a service for them. Some stromkarls may become patrons of heroes, aiding them or even tutoring them into a greater destiny. More whimsically inclined stromkarls sometimes set brave seekers of their aid on embarrassing tasks for their own amusement, while malicious ones may set rather cruel requirements, using their powers as a lure to inveigle lovers into their arms or setting up a tragically ironic fate for those who ask their aid one too many times.

Waterfall Spirit. A stromkarl is bound to a waterfall or place of rushing waters as a dryad is to her tree, and feels calmest and quick to recuperate near its bound site. If the waterfall is polluted or stopped up, the stromkarl is poisoned. If the water ceases permanently, the stromkarl is incapacitated and eventually fades away.

Stromkarl

Medium fey, neutral
Armor Class 14 (natural armor)
Hit Points 85 (10d8+40)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	18 (+4)	12 (+1)	13 (+1)	18 (+4)

Skills Animal Handling +8, Deception +4, Insight +3, Perception +3, Performance +6, Persuasion +6, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Aquan, Sylvan
Challenge 4 (1,100 XP)

Amphibious. The stromkarl can breathe air and water.

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

3/day: *charm person*
1/day: *control water, water breathing*

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

Whitewater Blessing. A stromkarl within 30 ft. of a waterfall, rapids, or similar splashing whitewater adds its Charisma bonus to its AC and cannot be tripped or moved unwillingly.

Actions

Multiattack. The stromkarl makes two spear attacks or two longbow attacks.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and 3 (1d6) cold damage.

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage and 3 (1d6) cold damage, or 4 (1d8) piercing damage and 3 (1d6) cold damage if used with two hands to make a melee attack.

Luring Song. The stromkarl sings a magical melody. Every humanoid and giant within 300 feet of the stromkarl that can hear the song must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. The stromkarl must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the stromkarl is incapacitated.

While charmed by the stromkarl, a target is incapacitated and ignores the songs of other stromkarls. If the charmed target is more than 5 feet away from the stromkarl, the target must move on its turn toward the stromkarl by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the stromkarl, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

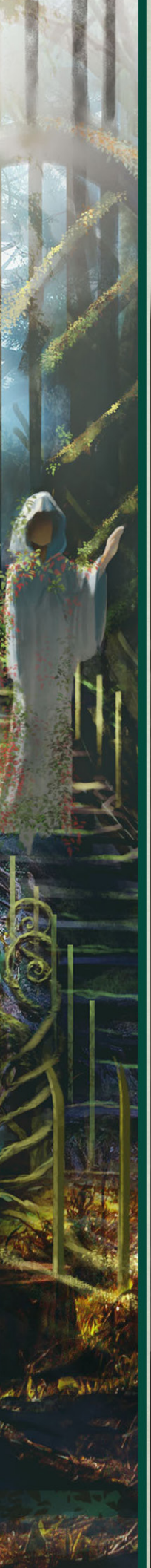
A target that successfully saves is immune to this stromkarl's song for the next 24 hours.

Minor Wish (1/Day). A stromkarl creates a magical effect in exchange for a gift or service



from a humanoid. The power of this "wish" is no greater than what can be accomplished with any 3rd-level spell.

Water Jet (Recharge 5–6). The stromkarl sends a torrent of water 5 feet wide and up to 60 feet long in any direction away from it. Each creature in the line must succeed on a DC 14 Strength saving throw. On a failure, a target takes 10 (3d6) bludgeoning damage and, if it is Large or smaller, is pushed up to 15 feet directly away from the stromkarl and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone. The water disperses gas or vapor, and it extinguishes flames in the area and leaves creatures and surfaces sopping wet.





Orruol

This slender but solid woman has an air of distance and cold aloofness, her eyes glinting like cut gemstones. Her skin is smooth yet has a faint sheen, with jewels bedecking her throat. Her clothing, of a simple and even primitive tribal style, seems to flow into a weave of spun crystal before coalescing into a clinking cascade of faceted stones trailing behind her as she walks and briefly sprouting from the ground where her feet alight before crumbling away.

An orruol is a powerful fey that embodies the spirit of a great mountain. As befits their high and lofty home, orruols are aloof and cool towards lesser beings, considering themselves mistresses of all they survey. Some primitive tribes worship them as goddesses, venerating them for their power, their beauty, and their seeming immortality. Orruols may or may not acknowledge this worship; some enjoy the attention and may manipulate their "worshipers" to serve them in whatever ways they wish. Others may disdain this adulation, ignoring the cries of the faithful and their pathetic rituals or appearing to collect their offerings with diffidence and mysterious silence before returning to their lonely mountaintop haunts.

Orruols are often friendly with other fey that live on or near their mountains, and many cultivate the services of animals or magical beasts as servants, especially giant eagles, giant owls, griffons, and rocs. While most orruols live above ground in cultivated gardens and wild meadows, some delve into the stony heart of their mountain homes in search of isolated cysts and geodes and veins of crystal, and these orruols often have a pack of 5-10 pech as servants. If orruols choose not to delve in their own mountain, however, they are typically very displeased with other creatures that do so and may choose to collapse their tunnels or seal them inside the mountain with their magic, or may curse or charm them as punishment. Delving an orruol's mountain does not injure the creature physically, but it may be that for most orruols it causes some kind of sympathetic spiritual discomfort that compels them to halt any disruption to their mountain's natural state. It is not unheard of for orruols to allow miners into their territory, exacting a high tribute and absolute fidelity to whatever rules they impose in exchange for the privilege. Even the tiniest transgression can see the miners exiled or enslaved, and few but the greediest prospectors are willing to take the risk of striking such a bargain.

Orruols enjoy the natural beauty of their mountain homes, but they often amuse themselves devising clever stonework traps that they craft with their magic to capture or kill those that violate their sacred refuges. Orruols are not cruel so much as they are largely without pity, seeing themselves merely as part of the harsh order of nature that embodies life and death, creation and destruction, beauty and ugliness. They are not wild and capricious as many fey can be, preferring to rely on logic and reason, though their tempers can be kindled by those that fail to show proper respect and their wrath can be terrible when aroused.

Orruols are 6 feet tall and weigh 150 pounds.

Orruol

Medium fey, lawful neutral
Armor Class 17 (natural armor)
Hit Points 150 (20d8+60)
Speed 30 ft., climb 30 ft., burrow 30 ft.

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

Damage Immunities cold, poison
Condition Immunities petrified, poisoned
Skills Perception +6, Stealth +8
Senses darkvision 120 ft., passive Perception 16
Languages Gnomish, Sylvan, Terran
Challenge 10 (5,900 XP)

Earth Glide. The orruol can burrow through nonmagical, unworked earth and stone. While doing so, the orruol doesn't disturb the material it moves through.

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

At will: *minor illusion*
3/day: *flesh to stone*, *transport via stone* (like *transport via plants*, but only through natural stone)
1/day: *bestow curse* (as a 9th level spell), *commune with nature*, *earthquake*

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



Spellcasting. The orruol is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The oruol has the following druid spells prepared:

Cantrips (at will): *guidance*, *mending*, *produce flame*, *resistance*, *shillelagh*
1st level (4 slots): *animal friendship*, *create or destroy water*, *cure wounds*, *detect magic*, *faerie fire*, *purify food and drink*, *speak with animals*
2nd level (3 slots): *animal messenger, barkskin, chill metal (*like *heat metal,* but cold damage*), gust of wind, spider climb, spike growth*
3rd level (3 slots): *conjure animals, daylight, lightning bolt, meld into stone, plant growth, sleet storm*
4th level (3 slots): *dominate beast, freedom of movement, stone shape, stoneskin*
5th level (2 slots): *passwall, geas, scrying, wall of stone*
6th level (1 slot): *heroes' feast, move earth*

Actions

Multiattack. The orruol makes two slam attacks.

Slam. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage.

Fey Charm. The orruol targets one humanoid or beast that she can see within 30 feet of her. If the target can see the orruol, it must succeed on a DC 16 Wisdom saving throw or be magically charmed. The charmed creature regards the orruol as a trusted friend to be heeded and protected. Although the target isn't under the orruol's control, it takes the orruol's requests or actions in the most favorable way it can. Each time the orruol or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the orruol dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the orruol's Fey Charm for the next 24 hours. The orruol can have no more than one humanoid and three beasts charmed at a time.

Bonus Actions

Petrifying Touch. When the orruol hits a creature with a slam attack, she uses her *flesh to stone* on the target.

Reactions

Break Steel. If the orruol is hit by melee weapon attack, using a weapon with a metal striking surface, the orruol reduces the damage by 1d10+4. If this reduces the damage to 0, and the weapon is non-magical, the weapon shatters and cannot be used again until it is repaired.



Legendary Actions

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

- ***Detect.*** The orruol makes a Wisdom (Perception) check.
- ***Shift.*** The orruol uses earth glide and moves up to half her burrow speed.
- **Stone Shards (Costs 2 actions).** Creatures within 10 ft. take 21 (6d6) magical piercing damage. A successful DC 16 Dexterity saving throw halves this damage.

An Orruol's Lair

An orruol's lair is both fortress and soul for the fey. Forbidding, beautiful, and full of secrets, an orruol's lair poses many dangers.

Lair Actions

Fighting an orruol in her lair challenges the full might of her fey soul. On initiative count 20 (losing initiative ties), the orruol takes one of the following lair actions:

- The ground shifts unpredictably. A 30 ft. radius area becomes difficult terrain because of soft soil, uneven rocks, and vibrations. The difficult terrain does not affect the orruol or other creatures with earth glide or a similar ability. The terrain remains for 24 hours or until the orruol uses this action again.
- A rain of rocks and pebbles. The orruol designates a 10 ft. radius. Creatures in the area take 10 (3d6) bludgeoning damage. A successful DC 16 Dexterity saving throw reduces this damage to half.
- The floor twists and rumbles. All enemies must succeed at a DC 16 Dexterity saving throw or fall prone, taking 5 (1d6+2) bludgeoning damage.

Regional Effects

- When she is in the vicinity of natural stone within 1 mile of her lair, she gains information from the stone as though she were using *commune with nature*, but only things within 30 ft. that occurred in the last 24 hours.
- As an action, she can control the effects of high altitude within 1 mile of her lair, making it is as extreme as 20,000 ft. or as endurable at 5000 ft.

All of these effects end immediately if the orruol dies.



Phantasmagoria Wagon

This ramshackle peddler's wagon is covered with strangely carved doors and cupboards, with eerie light leaking through the cracks. A hooded figure drives a lonely, bedraggled steed before it, but a glowing mist seeps out of doors left ajar to form a spectral staircase leading up to an eldritch portal filled with kaleidoscopic lights and jangling, discordant music that is equal parts disturbing and enchanting.

A phantasmagoria wagon is a sentient construct that contains a bizarre and even psychedelic pocket dimension within its doors and drawers. Phantasmagoria wagons originated in the Fey Realms, though whether they were purposefully created or spontaneously came into being is unclear. Whatever their origins, each phantasmagoria wagon carries with it a distillate of the pervasive strangeness of the Fey Realms, a physical and psychic residue that takes tangible form within the null-space inside the wagon in the form of inhuman phantoms and kaleidoscopic cascades of shifting reality. A phantasmagoria wagon is 10 feet long and 8 feet high and weighs 3000 pounds.

Phantasmagoria Wagon

Large construct, neutral evil
Armor Class 20 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	15 (+2)	12 (+1)	23 (+6)

Skills Deception +11, Persuasion +11
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages All
Challenge 14 (11,500 XP)

Feed on Fear. Anytime a phantasmagoria wagon is within 15 feet of a dying creature or creature subject to a fear effect, it repairs 5 hit points of damage. This includes creatures trapped within the wagon's phantom zone.

Grim Coachman. To help interact with mortals, a phantasmagoria wagon can create a grim coachman (or "groach"). This figure can have any humanoid appearance or clothing but is usually masked or hooded, and is generally believed to be the true fey menace and the wagon simply a magical conveyance. The groach is an illusion. The wagon's spells can originate from the wagon itself or the groach's location. The groach cannot be damaged, and if dispelled the wagon can create a new groach on the drover's board as an action.

Hardened. The phantasmagoria wagon is an object as much as a construct and has a damage threshold of 5.

Immutable Form. The phantasmagoria wagon is immune to any spell or effect that would alter its form.

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

Magic Weapons. The phantasmagoria wagon's weapon attacks are magical.

Phantom Zone. A phantasmagoria wagon contains a bizarre pocket dimension of shifting landscapes and phantasmal beings of frightful aspect. This dimension can be accessed through any of the



wagon's many doors, appearing as a vortex of light that seeps out like a vaporous ladder, beckoning passersby. The wagon uses its mysterious music ability to lure creatures inside, trapping them. Trapped creatures can escape if they make a DC 20 Intelligence check to find the exit. Each time they fail the saving throw they become frightened, confused and then feared. On subsequent failures, the trapped creatures losses 1 point of Wisdom. Multiple creatures may be trapped within the phantom zone simultaneously, though they cannot perceive or interact with other trapped creatures. A phantasmagoria wagon may suppress the psychedelia within the phantom zone to fortify its exits, imposing disadvantage on Intelligence checks to escape. Creatures reduced to 0 Wisdom scores become comatose and are usually ejected by the wagon wherever it happens to be (but never in a civilized area).

World Wheeler. A phantasmagoria wagon roams through lands of every kind and even between worlds and picks up bits of lore wherever it roams, learning the social customs and best ways to interact with people of every kind. It has advantage on any ability or skill checks related to the planes, geography or culture. It has a particular impressive knowledge of gates and other fey connections to Faerie.

Actions

Trampling Charge. The phantasmagoria wagon runs over any creature it passes over as part of its move action. Each creature in that area must make a DC 19 Dexterity saving throw, taking 45 (10d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Bedraggled Bondage. A phantasmagoria wagon can attempt to entice a creature to pull it. This functions as *dominate* spell (either *monster, beast* or *person* as appropriate) with DC 19 Wisdom saving throw to resist the effect. A creature already under the effect of mysterious music has disadvantage on the saving throw. If the save succeeds, it is immune to this ability for 24 hours. If the save is failed, the creature willingly takes up the wagon's traces and pulls it along wherever the wagon (through its grim coachman) commands gaining the grappled condition (Escape DC 18). Once harnessed to the wagon, the creature gains great strength and speed, gaining +10 to its Strength and Constitution saving throw and +10 feet of movement. The bound creature is overcome by a deep sadness gaining disadvantage on all ability checks and saving, though it does not question the need to continue pulling the wagon. Attackers may choose to strike the bound creature instead of the wagon. The wagon may also disguise the trapped creature via illusion magic to make the enslaved creature appear as anything it likes.

Mysterious Music. A phantasmagoria wagon emanates haunting music luring victims in to its phantom zone. The wagon targets all humanoids that can hear the wagon within 60 feet of it. If the target can hear the wagon, it must succeed on a DC 19 Wisdom saving throw or be magically charmed. The charmed creature regards the wagon as a trusted friend to be heeded and protected. Although the target isn't under the wagon's control, it takes the wagon's requests or actions in the most favourable way it can. Each time the wagon or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts indefinitely or until the wagon is destroyed, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the mysterious music for the next 24 hours.

Legendary Actions

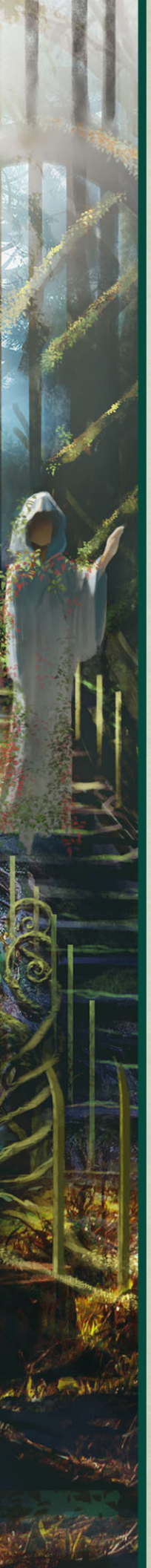
A wagon can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. A wagon regains spent legendary actions at the start of his turn.

- ***Overrun***. The wagon makes a trampling charge attack.
- ***Haunting Melody.*** The wagon uses its mysterious music ability, creatures already immune to the effect instead take 45 (10d8) psychic damage on a failed DC 19 Intelligence check or half as much damage on a success.

Reaction

Overrun. When a phantasmagoria wagon is hit by a melee attack it may use trampling charge as a reaction.





Regional Effects

The region containing a phantasmagoria wagon is warped by the wagon's magic, which creates one or more of the following effects:

- All beasts that can see the phantasmagoria wagon become frightened.
- A roiling mist precedes the approach of the phantasmagoria wagon. This low hanging mist affects a 1 mile radius around the wagon. The area becomes heavily obscured and nonmagical winds cannot disperse it.
- Dark clouds roll in and lightning flashes at dramatic moments casting a sinister pall over a 10-mile area centred on the wagon. It may also become windy or rain as appropriate to the wagon's sense of flair.

These effects are centred on the phantasmagoria wagon and move with it. If the wagon is destroyed conditions in the area return to normal in 1d6 minutes.

Ecology

A phantasmagoria wagon has no metabolism or physiology, but its lack of consumption does not mean it has no effect on the surrounding ecology. Quite to the contrary, the onset of a phantasmagoria wagon is highly disturbing to the natural patterns of wind and weather, disrupting the natural activity cycles of diurnal and nocturnal animals and inspiring choruses of yowling, chattering, and fits of erratic behavior, overwhelmingly intense and always on the edge (if not over it) of going out of control. The phantasmagoria wagon may chase small or weak creatures not with any intention of killing them, but for the simple purpose of inspiring fear or drawing other creatures into the chase or into destructive rampages of their own.

Habitat and Society

As constructs, phantasmagoria wagons have no true society. They are solitary nonesuches, existing only to test, torment, or terrify according to no particular strategy. They do respond to the commands of the eldest and the Tane that rule the Fey Realms, lending support to the claims that they were purpose-built for spreading mayhem and mystery, though they also rumble across the verges between worlds and into the Material Plane on no particular errand but their own. Phantasmagoria wagons acting under the direction of the fey rulers may be sent to recover creatures that have escaped from their fey masters, or to seek out mortals to entice into the pleasure of the fey. Some creatures they entice may be made to serve as beasts of burden, shrouded in illusion as simple drover's animals, or as impossibly tiny creatures to pull an entire wagon, or as mythic or supernatural beasts from unicorns to nightmares. Others are swallowed up within the phantom zone that lies within every phantasmagoria wagon, disgorged only when their minds are reduced to rubble.

Phantasmagoria wagons are usually sent by their fey masters to remind mortals that some nights are times to fear the wild things in the world beyond, while at the same time tempting the daring or curious to look where others dread and thus find those whose fortitude or foolishness might pique their interest for a visit in the flesh. Phantasmagoria wagons can be ambassadors between mortal and fey, practicing a discordian diplomacy that confounds mortal rationality but slakes the impulses of faerie passions.

Phantasmagoria wagons acting independently may act similarly, spiriting captives off to the Fey Realms out of sheer whimsy or to barter the lives and freedom with denizens of that plane. Some phantasmagoria wagons are entirely nomadic, while others maintain a regular schedule of travels, returning often enough that their advent fills the locals with dread as they barricade themselves inside, huddling in fear. Some localities hold lotteries, chaining the unfortunate loser in the wagon's path as an offering in the hope that the groach and his wagon will accept their sacrifice and depart, while a rare few volunteer as tribute to exempt their families from future lotteries. Whatever their motivation, few that go unto the wagon are ever seen again.

Pixie Princess

Perhaps the best-known and most elusive of all fey creatures, pixies live in the deepest, most pristine forests, but their insatiable curiosity often leads them far from home. Most pixies stand just over 2 feet tall—though they typically fly about the eye level of creatures they're conversing with in order to maintain eye contact—and weigh about 30 pounds. Pixies talk quickly and easily become overexcited. Pixie princesses are more mischievous than mighty. Still, even the most humble among them aspires to a kind of nobility of style and wit. The greatest possess well-reputed magics and unusual wisdom for their kind. A faerie lady or lord does not hold formal sway over other pixies, but will invariably be attended by a train of admirers.

Pixie Princess

Tiny fey, neutral good
Armor Class 15
Hit Points 28 (8d4 + 8)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (+2)	21 (+5)	12 (+1)	15 (+2)	14 (+2)	16 (+3)

Skills Perception +4, Stealth +7
Senses passive Perception 14
Languages Common, Sylvan
Challenge 1 (200 XP)

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

At will: *detect evil and good, druidcraft*
1/day each: *confusion, dancing lights, detect thoughts, dispel magic, entangle, fly, major image, mislead, modify memory, polymorph*
3/day each: *sleep*

Invisibility: The pixie is invisible. It can choose to become visible or invisible on its turn.

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

Actions

Flying Dust (3/Day): The pixie sprinkles dust on a creature within 5 feet and grants them a fly speed of 30 ft. for 8 hours.

Reactions

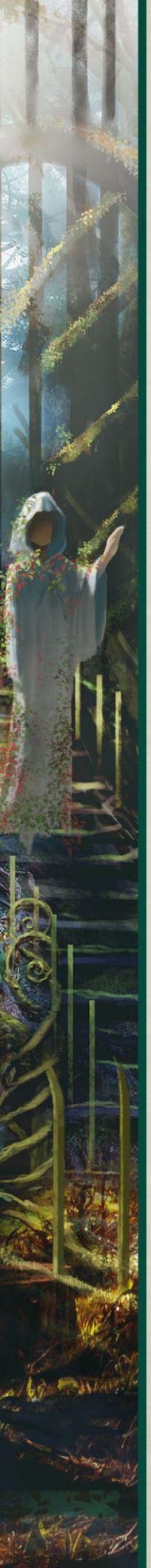
Decoy (1/Day). The pixie can create a minor illusory duplicate. When the pixie would be hit by a melee or ranged weapon attack by a creature the pixie can see, the attack misses. Creatures with truesight are immune.

Legendary Actions

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

- ***Detect.*** The pixie makes a Wisdom (Perception) check.
- ***Move.*** The pixie moves up to its speed without provoking opportunity attacks.
- ***Pixie Dust (Costs 2 Actions).*** The pixie casts one spell.





Polevik

This aged-looking and filthy dwarf angrily clutches a brace of rusted sickles bound together with a fine cord. His hair and beard are matted into dangling clumps while bits of leaves and twigs cling to his dirty armor.

Polevik

Medium fey, neutral evil
Armor Class 13 (leather armor)
Hit Points 217 (29d8+87)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	13 (+1)	15 (+2)	17 (+3)

Damage Resistances bludgeoning, piercing, or slashing damage from non-magical weapons
Damage Immunities poison
Condition Immunities poisoned
Skills Acrobatics +7, Perception +7, Stealth +7
Senses darkvision 60 ft., passive Perception 17
Languages Common, Dwarvish, Sylvan
Challenge 13 (10,000 XP)

Ambusher. The polevik has advantage on attack rolls against any creature it has surprised.

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

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

At Will: *invisibility, jump, pass without trace*
3/day each: *entangle*, *tree stride, wall of thorns*
1/day each: *imprisonment* (minimum containment only)

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

Sneak Attack. Once per turn, the polevik deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the polevik that isn't incapacitated and the polevik doesn't have disadvantage on the attack roll. Instead of dealing sneak attack damage, the polevik can instead hit with its constrict attack.

Soul Thief. Whenever a polevik successfully renders a victim unconscious with its stranglehold attack, it can steal part of the victim's soul, robbing the unfortunate target of 1d4 points of its highest ability score. In the case of a tie, this is the victim's casting ability or other important ability. The polevik keeps the stolen ability points stored in a fetish for later use, typically for barter or sale to other powerful creatures (see below). The loss is permanent; however if the fetish is crushed and destroyed, the points are released and restored to the victim. The polevik can have only one fetish per victim at a time.

Surprise Slasher. A polevik's speed is doubled during a surprise round in which it attacks.

Actions

Multiattack. The polevik makes four chained sickle attacks.

Chained Sickle. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. Hit: 12 (2d6+5) slashing damage, and if the target is Medium or smaller, the target must succeed at Strength (Athletics) or Dexterity (Acrobatics) check with a DC equal to the attack roll or be knocked prone.

Constrict. Melee Weapon Attack. +9 to hit, reach 10 ft., one Medium or smaller creature. Hit: 19 (4d6+5) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the polevik can't constrict another target.

Reactions

Parry. The polevik adds 5 to its AC against one melee attack that would hit it. To do so, the polevik must see the attacker and be wielding a melee weapon.

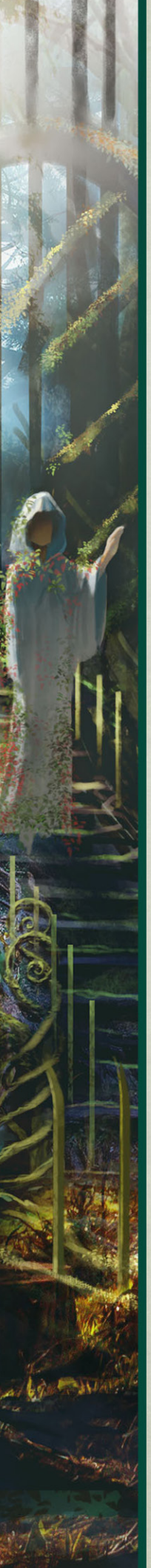
Poleviks, sometimes known as gray stranglers, are malicious fey creatures possibly related to grimstalkers. Murderous assassins, they hunt powerful mortals seeking to steal pieces their souls for dark purposes. They believe mortals owe their souls to the fey, and seek to reclaim them in order to use their power to create potent magical effects. They delight in strangling their marks and stealing pieces of their souls, which they then sell off or use to bargain with fiends from the lower planes.

Poleviks maintain many contacts with evil

creatures of the lower planes. They frequently bargain with these creatures for artifacts and resources that would otherwise be unavailable to the fey. Their contacts also allow them to keep a sort of nebulous peace between these beings and fey overlords, perhaps a key reason as to their importance to the fey overlords. Despite their occasional usefulness to the fey hierarchy, they hold no allegiances and are not (as some would portray them) fey avengers. Instead, they take great delight in their "work", a quality trait that most other fey find unsettling. Still, natives of Otherworld seem to view poleviks as a necessary evil and when dealing with non-fey, they often deny their existence, chalking them up as fable, bogeymen used to haunt those of guilty conscience.



Most poleviks favor fighting with a matching pair of crudely forged, rusty sickles bound together at the handles by a length of slender rope or chain. Whenever possible, they use stealth to slip behind their targets and strangle them. The chain also allows a polevik to swing his sickles to gain a 10-foot reach attack, which he can use to attempt to trip opponents. If possible, a polevik avoids fair fights, preferring to stage ambushes or similar situations where he can catch his opponents by surprise or at a disadvantage. They fight dirty, using stealth, trickery, and feints. If faced with obviously strong opponents, these creatures attack only until they acquire a portion of their opponent's souls, after which they flee back into the



woods. While they may plot to return and slay such opponents at a later time, they may just as easily put a contract on their heads and sell it to a more powerful ally from the lower planes.

Poleviks are similar in appearance to deformed dwarves with excessively wrinkled skin and bulbous eyes with sickly yellowish irises. At all times, they appear filthy and paint themselves with mud, twigs, and leaves to help them blend into their environments.

Polevik Fetishes

Created from bits of the stolen souls of its victims, these fetishes can provide their owners with the following magical benefits. While an individual may carry more than one fetish, only a single fetish can be active at one time. The individual must display the fetish to activate it. Each fetish has a number of charges determined by the number of a polevik's victim's stolen ability score points. Each time the fetish is used, a point is drained. Calculate the effects based on the stored points before the point is deducted. Unless otherwise noted, once a fetish is activated, its effect remains active for 24 hours, after which the effect ends and one of its charges is expended. Using a polevik fetish is an evil act, inadvertent if the user does not know that it is powered by stolen souls but a deliberate act otherwise. Fetishes provide the following benefits as determined by the stolen ability score:

Strength Fetish: When activated, this fetish grants its user a bonus to all melee attacks and damage equal to the number of Strength points in the fetish.

Dexterity Fetish: When activated, this fetish grants its user advantage on initiative.

Constitution Fetish: When activated, this fetish provides its user regeneration equal to the number of Constitution points in the fetish, times 3. The user regains this many hit points at the beginning of their turn if they have at least 1 hit point.

Intelligence Fetish: When activated, this fetish provides its user with advantage on saving throws against spells and other magical effects.

Wisdom Fetish: When activated, this fetish allows the user to summon a fiend. This works like the spell *conjure celestial* except it summons a fiend with a CR equal to or less than the Wisdom points in the fetish. This fetish cannot be used more than once in a 24 hour period.

Charisma Fetish: When activated, this fetish grants its user the benefits of a *ring of spell turning*.

Satyr

This handsome, grinning man has the furry legs of a goat and a set of curling ram horns extending from his temples.

Satyr Vagabond Prince

Medium fey, chaotic neutral
Armor Class 14 (leather armor)
Hit Points 91 (14d8 + 28)
Speed 40 ft.

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

Skills Perception +4, Performance +9, Stealth +5
Senses passive Perception 15
Languages Common, Elvish, Sylvan
Challenge 3 (700 XP)

Archery. The satyr gain a +2 bonus to attack rolls it makes with ranged weapons.

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

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

Innate Spellcasting. The satyr's innate spellcasting ability is Charisma (spell save DC 13). The satyr can innately cast the following spells, using a set of panpipes as a spellcasting focus and requiring no other material components:

At will: *dancing lights, minor illusion*
1/day each: *charm monster, charm person, fear, geas, sleep, suggestion*

Actions

Multiattack. The satyr makes two shortsword attacks and one ram attack, or it makes two longbow attacks.

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

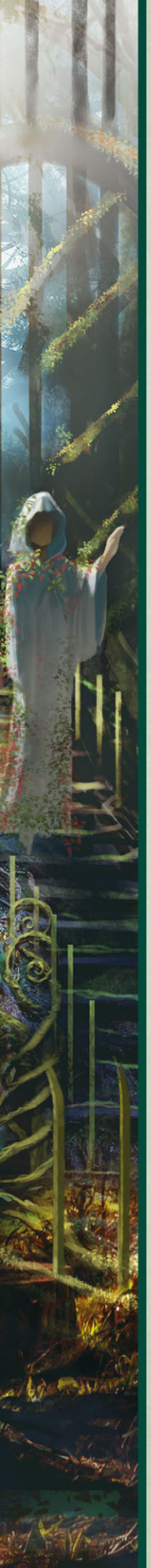
Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

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





Slough

The overwhelming stench of decay surrounds this gristly walking corpse. Adorned in the jewelry and headdress of an ancient shaman and tattooed with druidic symbols, the creature's undead flesh rots and peels from its bones.

A slough is powerful undead creature, a former druid that steals her power directly from the earth she once swore to protect. To sustain herself in undeath a slough manipulates a specially prepared dolmen known as a *weirdstone* to siphon life from the earth, which she then feeds upon to empower for her own dark and malevolent existence.

Temptations of Power. All slough begin as mortal druids who become corrupted by using *weirdstones*. Though the *weirdstone* can supply a mortal with great power, using these artifacts also drains the life energy of a mortal user, eventually slaying that individual and forcing its body into a constant cycle of decomposition and regeneration. Upon dying, the mortal sheds her skin and transforms into a slough.

Wandering Corruption. Unlike most undead, sloughs show great discontent at the thought of becoming pent up in musty underground tombs or web-filled catacombs. Instead, sloughs tend to be nomadic, for their survival depends of draining untainted lands. If a slough remains too long in the same area, she completely drains the earth, turning it to near lifeless salt bogs filled with zombie beasts. Often times, slough will gather followers, such as primitive humanoid tribes, and promise them power in exchange for sacrifices. These groups travel at night and each dawn when they arrive at a new location, erect a massive tent for their lord. The slough lord typically remains inside the tent, while his followers bring their issues and sacrifices before him.

Solitary Bonds. Sloughs also meet informally, drawn by their weirdstones to ancient caves where lost civilizations of beast-men performed blood rituals documented in pictographic paintings and ancient runes lining the cavern walls. In these sacred caves also hide the secrets of the dolmens and manipulating the brutal and earth-draining magic practiced by the first slough lord. There are also unconfirmed rumors that describe a book of wood-carved plates and sealed with a thick wooden cover sealed with hardened amber. The book contains several lost spells of great concern to the slough and slough magic.

Less frequently, a group of sloughs may form a cabal. Cabals perform group rituals in which they combine their weirdstones by placing them into mystic circles to capture even greater earth energies. Cabals usually don't last long, and more often than not, when they dissolve their power hungry members immediately begin plotting against each other.

Undead Traits. A slough doesn't require air, food, drink, or sleep.

Slough

Medium undead, neutral evil
Armor Class 16 (natural)
Hit Points 135 (18d8+54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	15 (+2)	22 (+6)	16 (+3)

Saves Con +8, Wis +11, Cha +8
Skills Arcana +7, Intimidation +13, Nature +11, Stealth +11
Damage Resistances acid, cold, lightning, necrotic, non-magical weapons
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poison
Senses darkvision 60 ft.
Languages
Challenge 14 (11,500 XP)

Magic Resistance. The slough makes saving throws against spells and magical affects with advantage.

Spellcasting. The slough cast spells as 16th level druid. Its spellcasting ability is Wisdom. Spell attacks +11, Spell DC 19

Cantrips *acid splash, druidcraft, poison spray, produce flame, thorn whip*
1st (4) *charm person, entangle, inflict wounds, fog cloud, ray of sickness*
2nd (3) *acid arrow, darkness, hold person*
3rd (3) *call lightning, dispel magic, stinking cloud, water walk*
4th (3) *blight, freedom of movement, giant insect, locate creature*
5th (2) *conjure elemental, insect plague, scrying, tree stride*
6th (1) *conjure fey, wall of thorns*
7th (1) *mirage arcana, symbol*
8th (1) *trap the soul, tsunami*

Rejuvenation. When a slough is destroyed, its body rapidly decomposes and the *weirdstone* immediately begins absorbing her essence creating a foul and putrescent smelling bog that surrounds stone. This process takes about a month. The bog begins as a shallow bog covering a 10-foot-square area and spreads at the rate of an additional 10 square feet per day. For every 40 square feet of bog that emerges, 10 square feet turn to deep bog. After about a month passes, the slough emerges from the bog fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Stench. Any living creature that starts its round within 10 ft of the slough must succeed at a DC 19 Constitution save or gain the poisoned condition until the end of their next round. If a creature makes a successful save, they become immune to the stench effect of sloughs for 8 hours.

Turn Resistance. The slough makes saving throws against turning effects with advantage.

Actions

Multiattack. The slough may make two attacks; one with a cantrip and one withering touch.

Withering Touch. +11 to hit, reach 5ft., one target. *Hit*. 1d8+6 (11) necrotic damage. The target must succeed on a DC 19 Constitution save or be affected by a withering curse for 1 minute. At the start of each of the target's rounds, they must succeed on a DC 19 Constitution save or have their hit point maximum reduced by 2d10 (11). A successful save ends the effect. The target's hit point maximum returns to normal after a full rest.



Undead Wildshape. The slough may take on the form of a beast with a challenge rating no greater than 7 or change back again. Any equipment the slough is carrying becomes a part of its new form, and it returns to its original form when killed. While in its beast form, the slough retains its type (undead), alignment, Intelligence, Wisdom, and Charisma scores, as well as the ability to change its shape. It also retains its resistances and immunities, including magic and turn resistance. Otherwise, it takes on the abilities of the beast it is imitating.

The slough may not cast spells in this form, though it may maintain concentration on any spell it cast before changing shape.

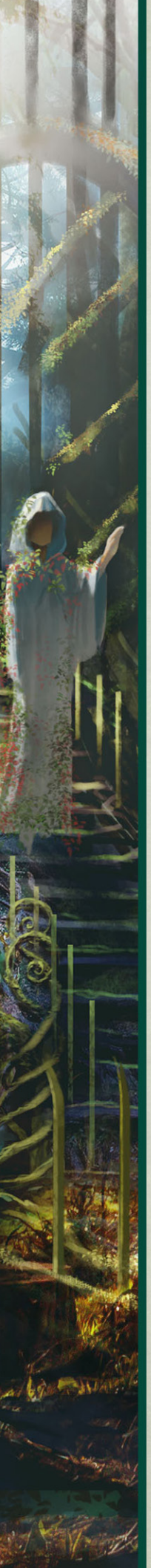
The Slough's Weirdstone

A *weirdstone* is magical item that serves as the source of the slough's mystic power. A typical *weirdstone* is a roughly egg-shaped boulder about three cubic feet in volume and entirely scribed with strange runes. *Weirdstones* weigh roughly 4,000 lbs.

Blasphemous versions of dolmen and similar druidic stones, the slough's *weirdstone* draws energy directly from the earth. This allows the slough to use the earth's energies to restore her own druid powers even though she herself is an abomination that violates the druidic code.

Weirdstones allow the user to cast spells as a druid with a caster level equal to the creator at the time of its creation (minimum 7th). As these dolmen are typically handed down or stolen by their users, the caster levels of acquired *weirdstones* varies.

Undead creatures that cast druidic spells in their previous life may tap into the *weirdstone's* power automatically. A living creature who wishes to use a *weirdstone* must spend 8 hours in meditation. At the end of 8 hours, they may attempt an Intelligence (Arcane) or Intelligence (Nature) check (DC 8 + the stone's caster level). A successful check attunes the stone to the user and allows them to cast spells as a druid of the *weirdstone's* level until they take a full rest. After a full rest, the user loses attunement and must attempt to attune the *wierdstone* again to regain use of its powers. Each attempt by a living creature to attune the stone reduces the creature's hit point maximum by 2d10 (13) whether or not the skill check is successful. The user's hit point maximum returns at a rate of 1d10 (6) per full rest.



Swan Maiden

This tall, regal woman is clad in a long cloak of pristine white swan feathers and silvery armor with a winged helm.

Swan maidens are fey shapechangers who vow to protect unspoiled wilds from the encroachment of civilization or evil. They live in small flocks along secluded lakeshores.

Swan Cloaks. Because stealing a swan maiden's cloak robs her of her shapechanging ability, most maidens avoid humanoids and take up armor and weapons to defend themselves.

Transformation Ritual. A swan maiden can transform a willing good female humanoid into a swan maiden via a ritual that takes 24 hours. The humanoid loses her class and racial abilities.

Swan Maiden

Medium fey, chaotic good
Armor Class 13
Hit Points 65 (10d8 + 20)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	10 (+0)	12 (+1)	15 (+2)

Skills Perception +3, Stealth +7
Senses passive Perception 13
Languages Common, Sylvan
Challenge 2 (450 XP)

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

At will: *dancing lights*
1/day each: *confusion, entangle, faerie fire, major image, sleep* (as a 4th level spell)

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

Shapechanger. The swan maiden can use its action to polymorph into the form of a trumpeter swan, or back into her humanoid form. Her swan form is Small. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. Without her feather cloak, a swan maiden can't use her shapechanger ability.

Trackless. A swan maiden can't be tracked except by magical means. She leaves behind no tracks or other traces of its passage.

Actions

Multiattack. The swan maiden makes two attacks, with her bow or her rapier. In swan form she attacks twice: one bite and one wing buffet.

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

Longbow (humanoid form only). *Melee or Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

Wing Buffet (swan form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d3 + 3) bludgeoning damage.



Terror Banshee

A banshee is the undead spirit of an elven woman who, in her last moments of life, either committed some sort of heinous betrayal of her friends and family or was herself dealt a soul-shattering, torturous death at the hands of those she thought were her allies and loved ones. In either event, the spirit of the slain elf rises with the next sunset as a creature of indiscriminate vengeance whose hatred of the living targets both innocent and guilty with equal ferocity. Only the cleansing rays of true sunlight, a symbol of healing, renewal, and forgiveness, evokes anything resembling fear in these nearly mindless harbingers of death.

Terror Banshee

Medium undead, chaotic evil
Armor Class 16
Hit Points 180 (24d8 + 72)
Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	23 (+6)	16 (+3)	5 (-2)	17 (+3)	19 (+4)

Skills Perception +8
Damage Resistances acid, fire, lightning, thunder
Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 18
Languages Common, Elven
Challenge 16 (15,000 XP)

Aura of Fear. A creature that is within 10 feet of the banshee while it is conscious has disadvantage on saving throws against being frightened. Creatures that are immune to being frightened instead lose their immunity to being frightened.

Hear Heartbeat. The banshee can sense the beating hearts of living creatures within 60 feet, perceiving them as if it had the blindsight ability. It cannot detect plants, oozes, or amorphous creatures with this ability, nor any living creature that lacks a heartbeat.

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

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

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

Actions

Terrifying Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) necrotic damage, and the target must make a DC 17 Wisdom saving throw. On a failure, the target loses the benefit of one ongoing spell or effect that protects against being frightened (such as *heroes' feast*), and is frightened for 1 minute.

Death Coach (1/Day). The banshee summons an incorporeal, ghostly coach, the *Coiste Bodhar*. The coach appears in an empty space within 60 feet of the banshee and lasts as long as the banshee concentrates, like a spell. The coach occupies the space of a Large object, but does not prevent movement. As a bonus action, the banshee can direct the coach to fly up to 60 feet, passing through other creatures and objects. If the coach passes through a creature at least once in a turn, the victim must make a DC 17 Dexterity saving throw. On a failed saving throw, the creature takes 10 (3d6) necrotic and 10 (3d6) thunder damage, and a creature of Large or smaller size becomes trapped within the coach; on a success, a creature takes half as much damage and is not trapped.

The trapped target is restrained, it has total cover against attacks and other effects outside the coach, and it takes 5 (2d4) necrotic damage at the start of each of the banshee's turns. A trapped creature moves with the coach and is otherwise affected as the spell, *etherealness*.

At the end of each of its turns, a trapped creature may make a new Wisdom saving throw. On a success, the victim may exit the coach using 5 feet of movement and become corporeal again, either dismounting or falling, depending on whether the coach is in the air or not.

Immortal Anguish. Creatures within 60 feet of the banshee that are able to see and hear it







must make a DC 17 Charisma saving throw. On a failure, a creature has disadvantage on attack rolls and ability checks for 1 minute. A creature that succeeds at a saving throw against this trait is immune for 24 hours.

Shout. Creatures within 30 feet of the banshee must make a DC 17 Constitution saving throw, taking 17 (5d6) thunder damage on a failed save and becoming deafened for 1 minute, and taking half as much damage on a success and not becoming deafened.

Wail (Recharge 6). Hostile creatures within 40 feet who can hear the banshee have disadvantage on attack rolls and ability checks until the end of its next turn and must make a DC 17 Constitution saving throw. This has no effect on constructs or undead. On a failed saving throw, a creature takes 28 (8d6) necrotic damage and 28 (8d6) thunder damage and is frightened for 1 minute; on a failure by 5 or more, the target is permanently deafened. A target may make a DC 17 Wisdom saving throw at the end of each of their turns; on a success, they are no longer frightened. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence.

Legendary Actions

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

- ***Move.*** The banshee moves up to its full speed without provoking opportunity attacks.
- ***Shout (Costs 2 Actions).*** The banshee uses its shout.
- ***Terrifying Touch Attack.*** The banshee makes one terrifying touch attack.

Torden

This shaggy hunter stands with bow and spear in hand, his long braids and bushy beard tangled and rimed with frost. His leathern helm shades his face, glowing eyes faintly visible and his breath freezing the air. Cruelly sharp black antlers crown his head, polished to a deadly shine.

Tordens are a race of savage hunters of the cold lands born of an ancient curse. Their legendary forebears, their names now largely forgotten, were once great hunters themselves but trespassed one too many times into the sacred woods of the elder druid circles. Mortally wounded when their erstwhile prey turned savagely upon them, and abandoned by their allies to their fate, they were taken by the druids to be reforged into living weapons upon their former allies, hunting them as they had once hunted the beasts of the field and forest. They hunted well, terrorizing lands they once ruled and being branded outlaws and traitors, but upon returning with the spoils of their first hunt they saw no reason to stop hunting just because their creators and supposed masters were in view. Thus, the druids that made the first tordens also fell by the hand of their murderous creations, loyalty and obedience being of no moment. In time, the tordens forgot all allegiances but to one another. Even their own names were discarded as meaningless. There was only the hunt, and an undying hatred for the druids that cursed him to live for nothing else.

Tordens roam across all the cold lands, from the polar ice to the barren tundra, icy mountain ranges and chilly bogs, but it is the boreal forests they love best. They sometimes range into warmer temperate woodlands during the winter, but they rarely remain past the coming of spring. Some think them fey, transient spirits of winter's hunger and cruelty, but they are entirely natural creatures for all their unnatural lineage. They reproduce by spreading their curse (see sidebar), though rumors persist that some tordens can mate with ordinary women and that the children of such unions, always male, will manifest the curse upon reaching adulthood. In either case, most tordens have no qualms about spreading their curse, though they are careful to avoid creating too many hunters with whom they will have to compete. When a group grows too large the two strongest leaders split the clan and go their separate ways to ensure that every hunter will always have enough prey. Some tordens try to turn away from their legacy of death, confining their hunting to non-sentient beings and never passing along their curse, and some are solitary and do not pass on the curse simply because they despise the company of others and do not wish to share their kills, but most travel in packs.

Tordens are skilled warriors afoot, but they are almost always found mounted. Many use common mounts, such as horses or trained elk, sharing their wintry stride ability and allowing them to ride through dense and tangled woodlands and drifts of snow and treacherous ice at speeds impossible for most of their prey to match. Over the centuries since their creation, however, tordens have also developed a unique and almost empathic affinity for giant owls and winter wolves. These creatures are not servants but allies, as the tordens live among them and fight alongside them, using them sometimes as scouts or magnificent mounts. They share trophies, treasure, and meals alike with their inhuman comrades, as each understands the other is key to their mutual success in planning and executing a successful hunt.

The greatest and most bloodthirsty tordens become the fearsome huntmasters, leading their fellows in the scouring of the land and even racing in deadly hunts across the sky through the winter storms. Huntmasters typically lead from the rear of their fellows, raining deadly arrows in the thick of the fighting before diving in with leveled lance and tearing horns. Huntmasters are primarily focused on their own business and may not concern themselves with PCs unless they interfere with their hunt; of course, the malevolent huntmasters are just as likely to be encountered in the employ of someone willing to pay well to target the PCs.

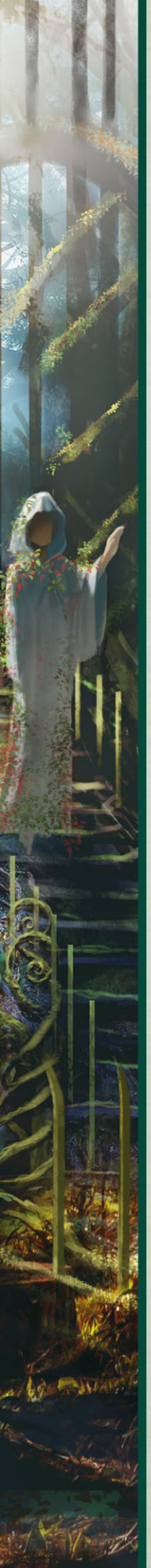
Torden

Medium monstrosity, neutral evil
Armor Class 13 (leather armor)
Hit Points 91 (14d8+28)
Speed 30 ft.

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

Saving Throws Dex +4, Wis +3
Damage Vulnerabilities fire





Damage Immunities cold
Skills Perception +3, Stealth +6, Survival +5
Senses darkvision 60 ft., passive Perception 13
Languages Common, Druidic, Sylvan
Challenge 3 (700 XP)

Faultless Tracker. A torden can track foes who leave no tracks, even flying opponents or creatures affected by pass without trace. A torden has disadvantage when tracking in this way.

Innate Spellcasting. The torden's innate spellcasting ability is Charisma (spell save DC 11). The torden can innately cast the following spells, requiring no material components:

At will: *faerie fire, find traps*

Wintry Stride. Moving through nonmagical difficult terrain costs the torden no extra movement. They can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, they have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell. In addition, their movement is never adversely affected by snow or ice, and they can walk across a thin snow crust or thin ice without breaking through. A mounted torden can share this ability with a mount one size larger than himself.

Actions

Multiattack. The torden attacks twice with its longbow, or twice with its lance and once with its gore.

Lance. *Melee Weapon Attack.* +4 to hit, reach 10 ft., one target. Hit: 8 (1d12+2) piercing damage. A lance attack against a foe 5 ft. away has disadvantage.

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

Gore. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage, and the target must succeed at a DC 12 Constitution saving throw or take an additional 7 (2d6) necrotic damage.

Harrowing Horn (Recover 5-6). The torden can conjure and sound a phantom trumpet. All horn effects have a duration of Concentration, to a maximum of one minute. This feature uses the torden's innate spellcasting DC. The horn can have one of the following effects:

Bless: All allies within 30 ft. who can hear gain the benefits of *bless*.

Bane: All enemies within 30 ft. who can hear are targeted by *bane*.

Pursuit: All allies within 30 ft. who can hear gain the benefits of *longstrider*.

Bonus Actions

Track. A torden may make a Wisdom (Survival) check as a bonus action.

Torden Huntmaster

Medium monstrosity, neutral evil
Armor Class 14 (leather armor)
Hit Points 170 (20d8+80)
Speed 30 ft.

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

Saving Throws Dex +6, Wis +4
Damage Vulnerabilities fire
Damage Immunities cold
Skills Perception +4, Stealth +9, Survival +7
Senses darkvision 60 ft., passive Perception 14
Languages Common, Druidic, Sylvan
Challenge 7 (2,900 XP)

Eldritch Strikes. A torden huntmaster's weapon attacks count as magical for the purposes of overcoming resistance and immunity.

Faultless Tracker. A torden huntmaster can track foes who leave no tracks, even flying opponents or creatures affected by pass without trace. A torden huntmaster has disadvantage when tracking in this way.

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

At will: *faerie fire, find traps, fly* (self only, speed 30 ft.), *gaseous form* (self only)
1/day: *arcane eye, call lightning, control weather, ice storm, sleet storm*

Wintry Stride. Moving through nonmagical

difficult terrain costs the torden no extra movement. They can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, they have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell. In addition, their movement is never adversely affected by snow or ice, and they can walk across a thin snow crust or thin ice without breaking through. A mounted torden can share this ability with a mount one size larger than himself.

Actions

Multiattack. The torden huntmaster attacks three times with its longbow, or three times with its lance and once with its gore.

Lance. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. Hit: 10 (1d12+4) piercing damage. A lance attack against a foe 5 ft. away has disadvantage.

Longbow. *Ranged Weapon Attack.* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Gore. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) piercing damage, and the target must succeed at a DC 15 Constitution saving throw or take an additional 21 (6d6) necrotic damage. The tarden huntmaster's bite imparts a bitter chill. A target who takes necrotic damage has disadvantage on ability checks and attack rolls. At the end of each of the target's turns, they must succeed at a DC 15 Constitution saving throw to end the disadvantage.

Harrowing Horn (Recover 5-6). The torden huntmaster can conjure and sound a phantom trumpet. All horn effects have a duration of Concentration, to a maximum of one minute. This feature uses the torden huntmaster's innate spellcasting DC. The horn can have one of the following effects:

Air Walk: All allies within 30 ft. who can hear gain the benefits of *fly*, but with a speed of 30 ft.

Bless: All allies within 30 ft. who can hear gain the benefits of *bless*.

Bane: All enemies within 30 ft. who can hear are targeted by *bane*.

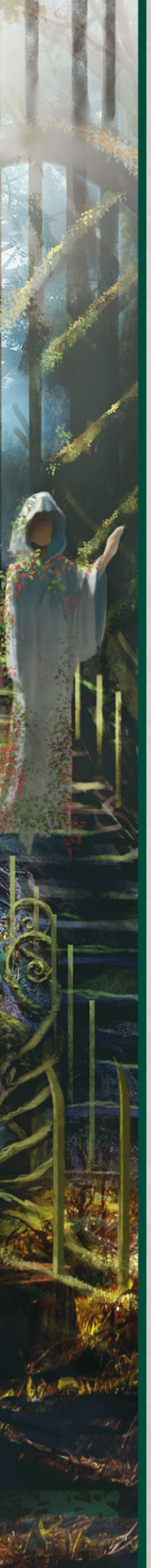
Haste: All allies within 30 ft. who can hear gain the benefits of *haste*.

Slow: All enemies within 30 ft. who can hear are targeted by *slow*.

Bonus Actions

Track. A torden huntmaster may make a Wisdom (Survival) check as a bonus action.





Totemoq

Floating within a miniature blizzard is a strange nearly disembodied face, resembling an aboriginal ceremonial mask of polished wood and bone, surrounded by a beaded and braided fringe. Cold blue light gleams in its dark eyeholes, and a barely visible emaciated body the size of a doll's flutters in the wind behind the mask, shrouded in a tattered, diaphanous robe.

Totemoqs are nomadic fey of the winter winds, roaming as the snow-clouds go and seeking ever to extinguish light and heat and return to the world to its proper state of perpetual winter, never spring. Totemoqs are curious about the lands and people through which they travel, settling in one icicle-hung tree, cave, or ledge for some days until they feel they have exhausted the potential for amusement in that place. Independent but sociable, totemoqs frequently trade tales with one another, boasting about their latest exploits and swapping hints about potential allies to call upon (or at least hungry beasts that can be aroused to hunt).

Greedy and Gluttonous. Totemoqs often lurk just outside of warm windows listening to town gossip or stealing things that interest them. Totemoqs can be bribed with sweets and liquor, which they can consume in prodigious amounts belying their small size. They also love offerings of beads and fine carvings, and if made friendly can offer information or advice about the lands and people through which they have traveled. Their friendship is ephemeral at best, however, and a totemoq might offer false or misleading information to draw people away from the warmth of hearth and home and into the cold and lonely places of the wilderness, where they become the totemoq's playthings. It douses their lights and disrupts their sleep with illusory sounds of beasts and bandits, whispered voices and faraway music, and always terrible scratching and pawing at windows and tent flaps for days on end. If attacked, they use their magic to call upon their kin or to draw predatory animals and monsters to prey upon those that threaten them.

Hidden Storm. In combat, totemoqs use stealth and misdirection to separate opponents and avoid counterattack. They dart quickly into and out of combat and will flee if confronted with fire or opponents too numerous or strong to easily defeat. In this case, they lurk at the fringes of their enemy's range, harrying them with their magic and seeking to delay them long enough for creatures they have called to arrive and devour their enemies. If multiple totemoqs are present, they use their *sleet storms* in sequence to blind enemies, with one of their number keeping theirs in reserve to cover a retreat. They will follow creatures that have angered them for days, wearing them down with their fell whispers and infecting them with cackle fever, closing in with allies when their enemies have begun to succumb.

The body of a totemoq dissolves into snow after death, but its mask-like skull remains. Treasure hunters often mistake these skulls for handcrafted masks and buy and sell them as trinkets, and this trade in their mortal remains is often cited as the reason totemoqs are rarely friendly with humanoids.

Totemoq

Tiny fey, chaotic neutral
Armor Class 16 (natural)
Hit Points 28 (8d4+8)
Speed 0 ft.; fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	13 (+1)	14 (+2)	13 (+1)	14 (+1)

Damage Resistances Weapons that are not made of cold iron
Damage Immunities cold
Damage Vulnerabilities fire
Senses darkvision 60 ft., passive Perception 11
Languages Aklo, Auran, Common, Giant, Sylvan
Challenge 3 (700 XP)

Innate Spellcasting. The totemoq may cast the following spells without components. Its spell casting ability is Charisma, spell attack bonus +4, spell DC 12.

At-will: *druidcraft, dissonant whispers, ghost sound, gust of wind, mage hand, misty step, ray of frost, speak with animals*
3/day: *conjure woodland creatures, sleet storm*

Stormchaser. The totemoq is unaffected by natural and magical winds, as well as the effects of *sleet storm, ice storm,* and similar spells involving winter weather.

Actions

Multiattack. The totemoq may make to *ray of frost* attacks.

Ray of Frost. *Ranged Weapon Attack.* +4 to hit, range 120 ft., one target. *Hit:* 1d8+2 (7) cold damage and all of target's speed ratings are reduced by 10 ft.

Hibernal Sigh (Recharge 6). The totemoq exhales a cone of cold and despair. Creatures in a 15 ft. cone must succeed on a DC 12 Dexterity save or take 2d6 (7) cold damage. A failed save also requires the target to make a DC 12 Constitution save after their next full rest. On a failed save, the target contracts *blinding sickness*.

Fell Whispers. All creatures within 30 ft. of the totemoq must succeed on a DC 12 Wisdom save or be haunted by ghostly whispers. The haunted target reduces all ability checks by 1d4. The haunting continues until the target rests for 1 hour or a *remove curse, dispel good and evil*, or similar spell is cast on the target. Once a creature is affected by fell whispers or makes a successful save, they may not be affected again until they've rested for 24 hours.





Ugrohter

Propping itself upon what appears to be a giant scalpel leans a cadaverous pixie-like creature with greenish decaying flesh crawling with maggots. Despite a wicked grin, its grey eyes lie sunken and dead in its withered skull.

Ugrohters are undead fey whose accursed souls become trapped upon the Material Plane. Exceedingly malicious, they delight in playing brutal and sadistic pranks that generally involve mutilating people or other fey. Every ugrohter carries a sack filled with dozens of long needles that the creatures carve from thorns or bones. They use their needles to tack their victims down by the skin before they begin their tortures.

Twisted Sadists. Ugrohters trace their origins to the bands of psychotic pixies that in lost eons allied themselves with Kryonis-Athym, a rebellious fey overlord whose radical proposals included bonding with humans in order to expand Otherworld's influence on the mortal planes. In the end, the lords of Otherworld sided against Kryonis, cast him out of Otherworld and then slew him. The severing of this bond caused those of his followers who had already taken up residence on the Material Plane to die. These unfortunate fey then rose from the dead, gruesomely transformed into ugrohters.

As a result, these tortured fey creatures turned violent and sadistic. Unable to feel physical pain, ugrohters believe that through pain they might reconnect them selves with the natural world from which they have been cut off. As such they seek to collect the pain and suffering in order to restore their master and in so doing this resurrect themselves.

Reapers of Pain. The ugrohters extract and store memories of death, dying, and torment and channel these memories creating storehouses of agony. Though they perceive pain as a human element, they also believe that sin caused their own anguished damnation. Still, they don't want to undo sin as much as they want to break it; an act they believe they can accomplish by the imposing extreme and painful suffering. Lastly, they use the screams of their victims to proudly measure the violence and sadism of their gristly and torturous experiments.

Ugrohters hunt prey using their enspelled needles to disable their enemies, either by hurling them or shooting them with blowguns. They typically carry several dozen needles in leather sacks stitched together from the skinned faces of their victims. Next, they use giant wooden mallets to hammer more needles into their disabled targets, securely pinning their flesh to nearby objects before slicing these unfortunates to ribbons with their great scalpels.

Undead Traits. An ugrohter doesn't require air, food, drink, or sleep.

Ugrohter

Small undead, chaotic evil
Armor Class 15 (natural)
Hit Points 36 (8d6+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	13 (+1)	15 (+2)	12 (+1)	13 (+1)

Skills Stealth +10
Damage Resistances weapons not made of cold iron
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, poison
Senses darkvision 60 ft., passive Perception 11
Languages Common, Sylvan
Challenge 5 (1,800 XP)

Innate Spellcasting. The ugrohter may cast the following spells without components. Its spell casting ability is Intelligence, spell attack bonus +5, spell DC 13.

At-will: *bane, chill touch*
3/day: *contagion, hold person*
1/day: *blindness/deafness*

Actions

Scalpel. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 1d8+4 (9) slashing damage.

Enspelled Needle. *Melee or Ranged Weapon Attack.* +7 to hit, reach 5 ft. or ranged 20 ft./60 ft., one target. *Hit:* 1d4+4 (7) piercing damage, plus the target must succeed on a DC 13 Wisdom save or become cursed. Roll 1d6 to determine which ability score is affected (1 = Strength, 2 = Dexterity, 3 = Constitution, 4 = Intelligence, 5 = Wisdom, 6 = Charisma). The target makes checks with the affected ability at disadvantage for 1 hour. A creature cursed by one or more enspelled needles takes an additional 1d6 necrotic damage from attacks. The condition may be removed before the hour elapses by a *remove curse, dispel good and evil*, or similar effect.

Unicorn, Gallant

Unicorns are fierce, intelligent creatures of the forest, noble beasts who keep their own counsel and typically appear only to defend their homes against evil. They universally shun all creatures except for good-aligned fey, good-aligned humanoid women, and the woodlands' native animals, though they may fight alongside other good creatures against common enemies. A typical unicorn is 8 feet long and 5 feet tall at the shoulder, weighing 1,200 pounds.

Unicorns mate for life, and the pairs generally make their homes in specific glades or dells within the vast forests they protect (these regions can cover anywhere from a few dozen square miles to hundreds). They allow good and neutral creatures to pass through, hunt for food, or reside in their woods unharmed, but evil creatures and those who damage the local ecosystem more than necessary through sport hunting or commercial logging are swiftly driven out or killed. On rare occasions, lone unicorns without mates or whose partners have been slain have been known to adopt young women of exceptionally pure virtue as surrogates, allowing the women to ride on their backs and becoming their guardians and protectors for life. This bond generally ends amiably if the woman becomes more committed to someone else—such as a lover or child—giving rise to the myth that unicorns only befriend virgins.

A unicorn's horn is the focus for its powers, and in order to use its spell-like abilities on other creatures the unicorn must touch them with it. Evil creatures greatly value unicorn horns as reagents for healing potions and other dark rites, and a single powdered unicorn horn counts as 1,600 gp when used as a component for crafting healing magic.

Gallant Unicorn

Large celestial, lawful good
Armor Class 15 (natural armor)
Hit Points 82 (11d10 + 22)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	19 (+4)

Damage Immunities poison
Condition Immunities charmed, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Celestial, Elvish, Sylvan, telepathy 60 ft.
Challenge 6 (2,300 XP)

Brave. The gallant unicorn has advantage on saving throws against being frightened.

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

At will: *detect evil and good, light, pass without trace*
1/day each: *calm emotions, daylight, dispel evil and good, magic circle*

Legendary Resistance (1/Day). If the unicorn fails a saving throw, it can choose to succeed instead.

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

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

Purity of Spirit. The unicorn is always under the effects of a *protection from evil and good* spell.

Actions

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

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

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

Cleansing Touch (3/Day). The unicorn can end one spell on itself or on one willing creature that it touches.

Healing Touch (3/Day). The unicorn touches another creature with its horn. The target magically regains 20 hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any



equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

Reactions

Parry. The unicorn adds 3 to its AC against one melee attack that would hit it. To do so, the unicorn must see the attacker.

Legendary Actions

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

- ***Agility.*** The unicorn moves up to its speed, provoking opportunity attacks as normal.
- ***Hooves.*** The unicorn makes one attack with its hooves.
- ***Heal Self (Costs 2 Actions).*** The unicorn magically regains 20 hit points.



Vodenjak

This gaunt ferryman is dressed in ragged, mud-stained shrouds of blackish green. His gnarled hands grip a stout pole of equal utility for walking or poling a skiff. His eyes are quick and appraising, his hair wild and white, and his smile decidedly unpleasant. A jangling roughspun satchel hangs at his side.

Vodenjaks are supernatural ferrymen, sometimes called *vodnik* or *vodianow*, closely related to hags though always excluded from their covens. Like hags, they often wander in disguise through settled lands, plying their wares and offering temptation to the unwary. Unlike hags, however, vodenjaks have no interest in devouring the creatures they inveigle with their cunning. Instead, they are far more interested in a creature's soul.

Vodenjaks stay close to rivers, lakes, and marshes, sometimes using their phantom skiffs to speed passengers from place to place. They often ask a dear price for passage, and can be swift and sure in their transit, but often they will simply ask for whatever payment their passengers wish. Those who deal generously with a vodenjak will have few problems, but those that seek to cheat or insult him draw his ire and often cause him to disperse the phantom skiff in the midst of a journey, often amidst dangerous waters or when hungry aquatic predators have gathered about in his wake (including those the vodenjak summons himself).

Vodenjaks enjoy riddling talk and may challenge passengers to contests of boasting, riddles, or storytelling to pass the time on their journey. They will also offer to read the fortune of passengers, telling them what may come to pass. Their divinatory gifts are real, but how much they offer and how truthful they are about what they see depends on their opinion of their passenger. The same is true of their offers to craft magical potions, as they may slip poison into the vials of customers that have angered them. A vodenjak always feigns friendliness and never shows anger outwardly unless he is ready to attack. Their powers of temptation go beyond potion-making and divination to the granting of small wishes, but always bound up with a promise of service on the vodenjak's behalf.

All of a vodenjak's affable pretensions work to the goal of gathering souls, which it collects as others might collect fine wines. They use these souls as ingredients in their potions and for their personal power, but mostly they love the sense of control over mortal life and death, and the satisfaction of luring someone into giving up a portion of their soul willingly. A vodenjak has the power to seize it by force at the moment of dying, but gaining them through guile is far more delicious. Vodenjaks are very protective of their collections and will attack in a fury anyone who threatens to disturb their soul containers.

Vodenjak

Medium monstrosity, lawful evil
Armor Class 15 (natural armor)
Hit Points 104 (16d8+32)
Speed 30 ft., swim 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Skills Deception +6, Insight +5, Perception + 5
Senses darkvision 60 ft., passive Perception 15
Languages Aquan, Common, Sylvan
Challenge 6 (2,300 XP)

Amphibious. The vodenjak can breathe air or water.

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

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

At will: *animal friendship, disguise self, fog cloud, shillelagh* (duration of 24 hours), *speak with animals* (aquatic beasts only), *spray of water (*like *gust of wind* but water*)*
3/day: *divination, entangle, scrying*
1/day: *bestow curse, conjure animals* (summons two giant pikes), *polymorph* (aquatic creatures only)

Actions

Multiattack. The vodenjak makes three melee attacks.

Staff. *Melee Weapon Attack.* +6 to hit (+5 without *shillelagh*), reach 5 ft., one target. Hit: 12 (2d8+3) bludgeoning damage, or 9 (2d6+2) without *shillelagh*. On a critical hit, a target





of Medium or smaller size must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check, if the vodenjak chooses; on a failure, the target is shoved 10 ft. and knocked prone.

Change Shape. The vodenjak magically polymorphs into a giant pike fish, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the vodenjak's choice). In a new form, the vodenjak retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class



features, legendary actions, and lair actions) that the new form has but that it lacks.

Soul Drinker. The vodenjak can try to extract the soul of a dying or suffocating creature adjacent to it, drawing it forth as a liquid and storing it in an open container, such as a goblet, chalice, or teacup. The creature must succeed at a DC 14 Wisdom saving throw or die. A creature that is underwater has disadvantage on this save. Using a spell on someone whose soul has been taken is difficult; casting *raise dead*, *speak with the dead*, and the like, requires a DC 14 Wisdom check or the spell is wasted. Destroying the soul essence removes this difficulty.

Speak with Soul Essence. The vodenjak can use *speak with dead* to interrogate any of the souls in its possession. It may divide up the questions among several souls.

Consume Essence. The vodenjak drinks one soul essence, gaining the benefits of *false life*, and the essence is destroyed.

Sip. The vodenjak tastes one of its essences, and gains *guidance*.

Reactions

Drowning Soul. The vodenjak uses soul drinker on a creature within 30 ft. that is drowning.

Giant Pike

Giant Pike

Large beast, unaligned
Armor Class 15 (natural armor)
Hit Points 45 (6d10+12)
Speed 0 ft., swim 50 ft.

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

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 1 (200 XP)

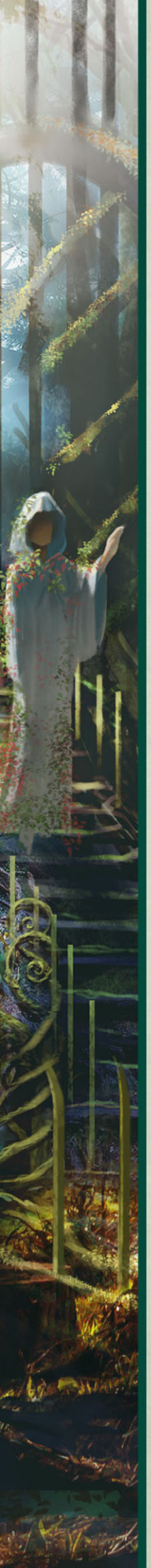
Ambusher. The pike has advantage on attack rolls against any creature it has surprised.

Actions

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. Hit: 11 (2d8+2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the pike can't bite another target.

Swallow. The pike makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the pike, and it takes 5 (1d10) acid damage at the start of each of the pike's turns. The pike can have only one target swallowed at a time. If the pike dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.





Vine Maiden

A thin elfin figure emerges from the foliage, her skin a dark greenish hue with coppery blotches. Irregular patches of foliage and bark cover her flesh. Her eyes are an unnerving pupil-less silver and her thick hair trails and winds around her body.

Vine maidens were once wood elves who mated with dryads for generations, and as they saw the woodlands steadily despoiled by other races they first retreated deeper into the woods to escape and find solitude among the green. When timbering operations would not relent, whether from organized logging camps or lone cabins in the woods, these feyblooded scions of the wood turned vengeful and violent. Not content to wreak havoc among explorers and lumbermen, the exacted bloody murder on settlers and travelers alike. They came to despise civilization in all its forms, even among their former elven kindred, and have long waged a shadow war among the trees, passing down their hatred through generations in a savage legacy of territorial hatred and xenophobia. Each vine maiden tills her own Vineyard of Lamentation, using the bodies of interlopers she has punished as a grisly mulch to fertilize her plantings and warn away any others who would dare to trespass. It is rumored that vine maidens draw forth the transmogrified remains of the dead like sap from their plantings in a ghastly ritual that not only slakes their own hungers but also imparts residual memories that grant the vine maiden prophetic visions of the world beyond.

Vine Maiden

Medium fey, neutral evil
Armor Class 16 (natural)
Hit Points 40 (8d8+4)
Speed 30 ft.

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

Skills History +2, Perception +2, Stealth +2, Survival + 3
Damage Vulnerabilities fire
Damage Resistances bludgeoning and piercing from non-magical weapons
Condition Immunities charmed, frightened, paralyzed, poisoned
Damage Immunity poison
Senses darkvision 60 ft., passive Perception 12
Languages Elvish, Sylvan
Challenge 3 (700 XP)

Verdant Mask of the Wild. Vine Maidens can attempt to hide even when only lightly obscured by foliage, heavy rain, mist, or other natural phenomenon

Actions

Snare of Thorns. The vine maiden hurls a net of thorns up to 30 feet. All Large or smaller creatures in a 5-foot radius take 1d6 points of slashing damage and must succeed on a DC 13 Dexterity save or become restrained. Restrained creatures can escape the snare of thorns as an action with a successful DC 13 Strength check. A creature that is not restrained can make a Strength check to free a restrained creature. The snare of thorns also can be destroyed by slashing damage. The snare is AC 11, and 5 points of fire or slashing damage can destroy a 5-foot section of the snare. Any attack on the snare also deals half damage to a trapped creature in the same square unless that creature succeeds on a DC 13 Dexterity save.

Vine Lash. *Melee Weapon* Attack: +3 to hit, reach 10 ft., one target. *Hit:* 6 (2d4+1) slashing damage. A vine maiden can create her vine lash as a bonus action.

Spore Scream Exhalation (Recharge 5-6). The Vine Maiden exhales toxic spores in a 15-foot cone. All living creatures in the area, other than plants, oozes, and those not required to breathe, take 14 (4d6) points of poison damage. Creatures that succeed on a DC 11 Constitution save take 14 half damage.



Vodyanoi

This humanoid salamander carries a gnarled staff in one hand. Tendrils drape its chin, resembling the beard of an eccentric hermit.

Vodyanoi

Medium monstrosity, chaotic neutral
Armor Class 15 (natural armor)
Hit Points 135 (15d8 + 63)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	18 (+4)	13 (+1)	20 (+5)	12 (+1)

Senses darkvision 60 ft., passive Perception 15
Languages Aquan, Common, Sylvan
Challenge 5 (1,800 XP)

Amphibious. The vodyanoi can breathe air and water.

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

3/day each: *control water, dancing lights, grease, water breathing*
1/day each: *lesser restoration, protection from poison*

Actions

Multiattack. The vodyanoi makes three attacks: one with its bite and two with its spear.

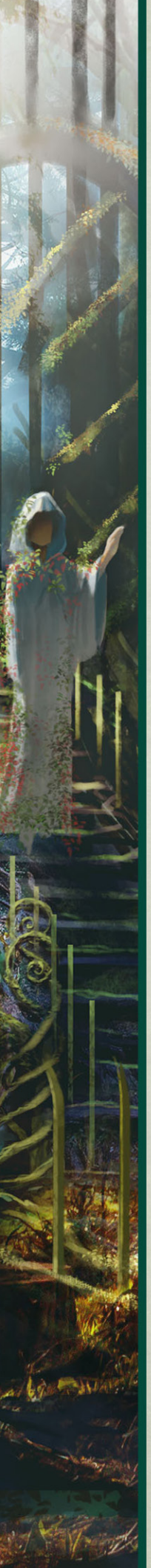
Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage

Spear. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Suffocating Water (1/Day). All water within a 15-foot radius from the vodyanoi becomes difficult to breathe in for water-breathing creatures. The suffocating water persists in the area where it was first created for 5 minutes before becoming breathable again. Any creature within the suffocating water, except the vodyanoi and up to 3 creatures of its choosing, must hold their breath or risk suffocation.

Vodyanois resemble humanoid salamanders. They have short noses, bulging eyes, and broad mouths covered with thickets of fleshy tendrils. Skin color varies wildly depending on the climate and terrain, from drab greens and grays to vibrant oranges and reds. Vodyanois stand roughly 5-1/2 feet tall and weigh just over 100 pounds. They can live up to 120 years.

While vodyanois themselves are rarely evil, they are capricious and often quick to anger, particularly when they feel their territories have been intruded upon. Vodyanois are territorial and treat other amphibious and aquatic races encroaching on their lands as enemies, and if they suspect travelers are in league with those races they often attack on sight. Those who live in close proximity to vodyanoi tribes learn quickly to leave the folk alone, and when visits or intrusions into vodyanoi lands are necessary (such as when one might need to seek out a vodyanoi for aid in curing a disease), gifts of magic potions and exotic fruits are highly recommended.





Wight, Barrow

This deathless warrior stands arrayed in the faded finery of a darkling prince of old, eyes lambent with hate in the shadows of its great helm. It brandishes a wickedly curved blade in a practiced battle stance, while an occasional rattling breath escapes its lungs in shuddering memory of life now corrupted, a misty exhalation bearing only the chill and stink of the grave.

Forlorn and fearsome, barrow wights were once warlords or princes of old. While some few came to their current state by the powerful curse of a darkling power, most earned an eternity of unlife through their own dire and dreadful predations, whether in war and conquest or in the oppression and exploitation of their own people.

Immortal Greed. Barrow wights are usually sealed in death within ancient burial grounds, in grand cairns and mausoleums meant as both memorial and remonstrance for future generations of the exploits and final fate of tyrants. Arising into unlife, some barrow wights harbor no grandiose ambitions, preferring to simply lie forever in dark repose upon their funerary biers, surrounded by the treasures carried with them into the afterlife. Despite their seeming quiescence, however, their undead spirit loses none of its potency, and the power of its avarice infuses its resting place as it jealously tallies and catalogues every relic of its former glory, ready to unleash hell itself upon any with the effrontery to rob them.

Reign of Death. Most barrow wights, however, seek to establish kingdoms of the dead (or rarely of the living), that they may continue their reign in death as in life, sitting enthroned as a lord of old upon thrones hewn from the very living rock. While greed runs deeply in the cold heart of a barrow wight, it is not only avarice but a thirst for power and authority that drives them into their restless undead state. They crave obeisance and honors from others, be they mindless corpses, undead spawn, or cowed living minion.

Undead Traits. A barrow wight doesn't require air, food, drink, or sleep.

Barrow Wight

Medium undead, lawful evil
Armor Class 19 (plate, shield)
Hit Points 133 (14d8+70)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	13 (+1)	17 (+3)	20 (+5)

Damage Resistances weapons that are neither magical nor silver.
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poison
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13
Languages Common, Dwarven
Challenge 11 (7,200 XP)

Dream Haunting. The barrow wight may cast *scrying* on any creature currently affected by its nightmare touch without the use of components. It may also inflict horrifying nightmares on the subject, forcing the target to succeed on a DC 17 Wisdom save or take 3d6 psychic damage after it completes a full rest.

Innate Spellcasting. The barrow wight may cast the following spells without components. Its spell casting ability is Charisma, spell attack bonus +9, spell DC 17.

3/day: *fear, gaseous form, sleep*
1/day: *animate dead, call lightning*

Magic Resistance. The barrow wight makes saving throws against spells and magical affects with advantage.

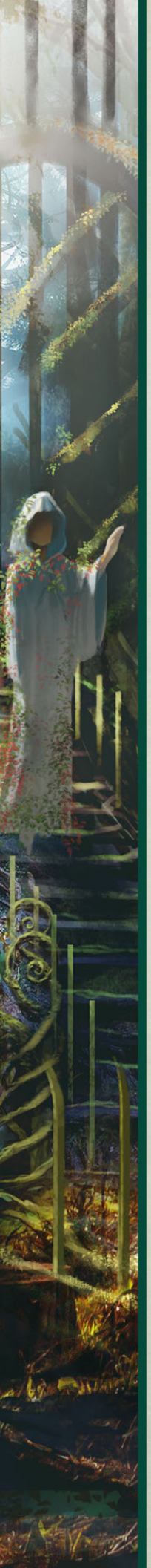
Actions

Multiattack. The barrow wight may make two falchion attacks, or one falchion and one nightmare touch attack

Falchion. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. Hit 1d10+7 (13) slashing damage, plus 2d8 (9) necrotic damage.

Nightmare Touch. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. Hit1d6+5 (9) necrotic damage and the target must make a DC 17 Charisma save. On a failed save, the target's hit point maximum is reduced by the damage taken and the target is haunted by horrifying nightmares. While affected, the target gains no benefit from a full rest. Targets affected by nightmare touch may repeat the saving throw at the end of a full rest to remove the effects. *Greater restoration, dispel good and*





evil, or *remove curse* will also end the effects.

On a successful save, a creature is immune to the nightmare effects of nightmare touch for 24 hours, but not the reduction of hit point maximum. A humanoid whose hit point maximum is reduced to 0 by this attack becomes a normal wight at the next sunset under the control of the barrow wight. The barrow wight may not have more than six wights under its control at a time.

A Barrow Wight's Lair

The bleak moods of a barrow wight influence the natural world around its barrow as well, allowing them to maintain a rather dismal demesne if they so choose. Cannier barrow wights, however, create pleasant conditions to lure the unwary into their domain, before a sudden change in the weather swathes their land in chill winds, clinging fogs, or driving rain. Lost and terrified victims seeking shelter may be taken captive, spirited away beneath the hills and cairns and turned into living dead bound to the wight's will. Barrow wights sometimes release their captives after a dream-haunted slumber, imparting a bit of their deathless shadow into the target's heart, soul, and mind and corrupting their thoughts and dreams from afar. These unfortunates become the barrow wight's unwitting pawns in undermining its enemies in the waking world or just in sowing misery and despair. Perhaps cruelest of all are those the barrow wight turns loose after their capture, allowing them to hope for rescue or escape from their living nightmare if only they could find their way out of the wight's necropolis, but the twisted enchantments laid on the wight's barrow subtly steer disoriented victims right back into the dread creature's clutches.

Lair Actions

The barrow wight may take a lair action to cause one of the following effects on Initiative count 20 (losing ties).

- The barrow wight creates fog as though it had cast the *fog cloud* spell. The fog lasts until the end of initiative count 20 on the next round.
- The barrow wight animates the spirits of the former servants buried with it. The spirits attack one creature that the barrow wight can see within 60 feet. The target must make DC 17 Constitution save against the attack. On a failed save, the target takes 6d6 (21) necrotic damage and is weakened. Weakened targets make Strength and Dexterity checks and saving throws at disadvantage until the end of initiative count 20 on the next round. A successful save reduces the damage to half (10) and prevents the weakening.
- The barrow wight knows the exact location of any creature within 6-miles of its barrow that is carrying an item stolen from the wight.

Regional Effects

The region around the barrow wights lair is subject to the emotional whims of the creature, creating the following effects:

- The barrow wight can alter the weather within 6-miles of its barrow. This effect is identical to the *control weather* spell.
- The barrow wight can pierce the veil between the Material plane and the Ethereal within 6-miles of its barrow, causing visions of dead spirits to appear in the region. These spirits are typically mindless husks posing no physical threat to Material world, but a creature encountering one or more of these spirits makes saves against fear effects at disadvantage while in the region.
- The barrow wight can alter the appearance of the terrain within a 6-mile radius centered on its barrow. This effect is identical to the *hallucinatory terrain* spell.





Wight, Boreal

This withered corpse is little more than a ragged skeleton grown through with thorn-vines and creepers, encrusted in mossy soil, shards of bone and horn, and wet clumps of evergreen needles. The fell light in its eyes, however, speaks of a burning hatred for the living as it creeps stealthily into view.

Boreal wights are the restless dead left unburied in the evergreen forests of the north. Like common wights, they possess a twisted and malevolent countenance, still vaguely recognizable to those who knew them in life but with leathery and desiccated flesh and eyes that burn with hate for those who yet live. They seek to share their undying pain with any living humanoid creatures they meet, filling the forests with victims who like themselves.

Natural Embrace. Unlike common wights, the undead flesh of boreal wights bonds in a strange way with the needle-strewn forest floor where their unburied remains are left to rot and corrupt. The tattered and shriveled remnants of their flesh and garments alike are stained brown and deep green, with bits of earth, jagged stone fragments, gnarled roots, and fallen evergreen needles clinging to them and knitting together into razor-edged vines threaded around and through the wight's flesh.

Vengeance on the Living. While boreal wights remember few details of their time among the living, they faintly recall their former habits as well as those things they can no longer enjoy. Their great bitterness at being left to die alone in the wild, far from those comforts of home and family and companionship, drives them to fits of malicious hatred interspersed with long weeks of brooding in despair. These pained reveries are often interrupted only by the advent of new prey to be had, shaking them out of their doldrums and inciting a new rash of violence. Once a boreal wight has taken a victim, ideally having made it his undead slave-spawn, he tracks his target back from whence he came and unleash a reign of terror upon his spawn's former home. This serves in part to garner new spawn, but its greater importance to the boreal wight is to show his new spawn the depths of true suffering to match or exceed his own.

Undead Traits. A boreal wight doesn't require air, food, drink, or sleep.

Boreal Wight

Medium undead, neutral evil
Armor Class 14 (natural)
Hit Points 39 (6d8+12)
Speed 30 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	14 (+2)

Skills Stealth +5

Damage Resistances non-magical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poison

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Create Boreal Spawn. A humanoid killed by a boreal wight that is either restrained by its thornbind ability or buried in the earth rises as a boreal spawn after 1 minute. Corpses freed from the thornbind or removed from the earth before 1 minute are spared the transformation. Boreal spawn are under the control of the boreal wight that created them and have the same traits, though they take a 1d4 penalty to all attack rolls, ability checks, and saving throws. If their creator is destroyed, boreal spawn become independent and free boreal wights. A boreal wight may only have 4 boreal spawn under its control at a time.

Plant Traits. A boreal wight is susceptible to affects that target plant creatures, though it gains advantage on saving throws against such effects.

Rooting. As a bonus action the boreal wight may either root itself into the ground, or stop being rooted. While rooted, the boreal wight's speed is reduced to 0, gains advantage on checks to resist being shoved, and regains 3 hit points at the beginning of each of its rounds.

Thorny Hide. Any creature that grapples or deals damage to the boreal wight with an unarmed attack takes 1d4 (3) piercing damage and must make a DC 14 Constitution save or contract *boreal disease*.

Thornbind. Whenever the boreal wight successfully hits a target with two claw attacks

in the same round it may force the target to make a DC 14 Strength save or become restrained. While restrained, the target takes 1d4 (3) piercing damage at the beginning of its turn. The target or an adjacent ally may use an action to attempt a Strength check (DC 14) to end the condition.

Actions

Multiattack. The boreal wight may make two claw attacks.

Claws. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. Hit 2d6+1 (8) slashing damage, and the target must make a DC 14 Constitution save or contract *boreal disease*.

Needlestorm (Recharge 5-6). A boreal wight can release a flurry of needles, thorns, jagged stones, and detritus from the forest floor in either a 15-foot cone or 15 foot radius centered on the wight. Creatures in the area take 2d4 (5) piercing damage and must succeed on a DC 14 Dexterity save or become blinded until the beginning of the boreal wight's next turn.

Boreal Disease

Boreal disease is an undead parasitic fungal infection that infects the bloodstream of its victims causing weakness, fatigue, and even death. 8 hours after contracting the disease, the creature's speed is halved and they make Strength and Constitution checks at disadvantage. Every 24 hours after the first effects take hold, the victim must succeed at an another DC 14 Constitution save or have their hit point maximum reduced by 1d10 (6).

Boreal disease may be removed by a *lesser restoration*, *heal*, or similar magic. Alternately, the disease can be cured by the use of a rare herb called corpse-lily that grows on the bodies of some undead creatures (including boreal wights). Once acquired, a character with proficiency in herbalism and access to appropriate tools may take an hour to prepare packets of a curative tea. When drunk before a full rest, the tea grants advantage on saving throws against the disease. After three successful saving throws made with the assistance of corpse-lily, the effects of the disease are removed.



Wiitikowan (Lesser Wendigo) (Template)

The lined and weathered features of this tribal hunter are wracked into a feral rictus, as blood drips from his lips and hands, painting the tips of cruel antlers twisting up from his skull. He draws his bow with practiced skill, ready to rain death upon his targets and commence a bloody feast upon their flesh.

A wiitikowan is the result when a living creature is spiritually consumed by a raw and hungry spirit of nature. Most common in cold, harsh lands where humanity and its kin sometimes teeter on the edge of relapsing into savagery and even cannibalism in order to survive, a wiitikowan may also arise as a result of a powerful curse. In any case, its appearance is wild yet haggard, its hair, fur, or feathers matted and its skin scarred and tattered (or, in rare cases, completely falling out and leaving the victim utterly bald), scarcely hiding its bulging muscles within. Its mouth is always bloody as though continually in the midst of a feast of carnage. Its eyes hold a feral supernatural gleam and its feet end in bloody stumps or sometimes bony claws, the flesh melting away into a cold mist.

A creature that has begun to succumb to the wiitikowan curse but has not yet fully lost their mind and soul may appear totally normal, but will periodically be stricken with a hungry blood rage that causes them to undergo a savage transformation, like the **savage hunter** above. At first this change is temporary and the accursed creature returns to normal when the transformation abates, with no recollection of their actions while transformed. If their curse can be removed before their original mind and personality are utterly gone, they can sometimes be redeemed and rescued from their accursed fate. If not, they are doomed to hunt as a wiitikowan forever.

Savage Hunter

Medium humanoid, neutral
Armor Class 14 (studded leather)
Hit Points 156 (24d8+48)
Speed 30 ft.

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

Skills Perception +3, Stealth +4, Survival +3





Senses darkvision 60 ft., passive Perception 8
Languages Common, Halat
Challenge 4 (1,100 XP)

Mobility. The savage hunter can take the Dash action as a bonus action on each of its turns.

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

Trackless. The savage hunter no longer leaves tracks that can be followed without magic.

Wendigo Fever. The savage hunter suffers disadvantage on Wisdom ability checks, and is frightened in the presence of the wiitikowan.

Actions

Multiattack. The savage hunter makes two melee weapon attacks or two ranged weapon attacks.

Battleaxe. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. Hit: 7 (1d10+2) slashing damage, or 6 (1d8+2) if wielded one-handed.

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

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

Handaxe. *Ranged Weapon Attack.* +4 to hit, range 20/60 ft., one target. Hit: 5 (1d6+2) slashing damage.

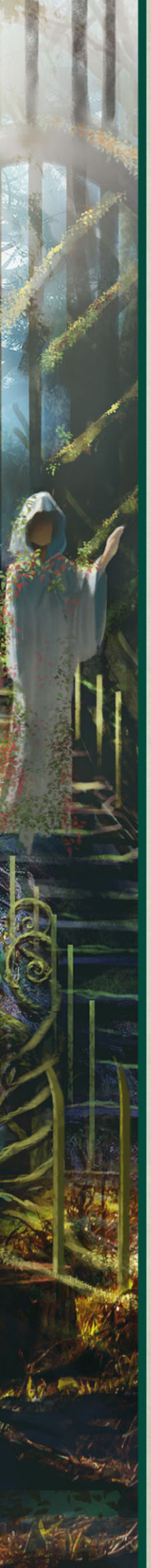
Wiitikowan Polar Bear

Large fey, chaotic evil
Armor Class 13 (natural armor)
Hit Points 56 (7d10+28)
Speed fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	1 (-5)	13 (+1)	3 (-4)

Damage Immunities cold
Damage Vulnerabilities fire
Condition Immunities charmed, frightened
Skills Perception +3, Stealth +5, Survival +5
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 4 (1,100 XP)

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



Nightmare Stalker. As an action, a wiitikowan can designate a creature within 120 ft. as its quarry. It has advantage on Perception (Wisdom) and Survival (Wisdom) checks to detect its quarry. Each night, the wiitikowan can contact its quarry in its dreams. Each night, the victim must succeed at a Wisdom saving throw with a DC of 11. If the victim succeeds three nights in a row, they are no longer treated as a quarry and cannot be contacted again. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. If the target fails the saving throw, they are frightened in the presence of the wiitikowan for 24 hours. A victim who fails the saving throw has dreadful visions unless they are immune to being frightened. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and the victim becomes a wiitikowan. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic, or until the victim completes a long rest after they are no longer the wiitikowans quarry.

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

Taste of Terror. A wiitikowan is aware of the direction and approximate distance of any creature within 1 mile that is frightened. A wiitikowan can see any creature within 60 ft. that is frightened and pinpoint its location even if the creature is obscured.

Wind Walker. A wiitikowan may *wind walk* as a bonus action, affecting itself. In addition, a wiitikowan's movement, attacks, and senses are never impeded by wind or by natural or magical weather effects, including *fog cloud* and *sleet storm*.

Actions

Multiattack. The polar bear makes two attacks with its bite or claw.

Bite. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. Hit: 17 (2d10+6) piercing damage and the target is exposed to wendigo fever. On a critical hit, a wiitikowan's bite deals triple damage rather than double.

Claw. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. Hit: 13 (2d6+6) slashing damage.

Wiitikowan Raven

Tiny fey, chaotic evil
Armor Class 13 (natural armor)
Hit Points 7 (3d4)
Speed fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	1 (-5)	12 (+1)	2 (-4)

Damage Immunities cold
Damage Vulnerabilities fire
Condition Immunities charmed, frightened
Skills Perception +3, Stealth +5, Survival +5
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 1/4 (50 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Nightmare Stalker. As an action, a wiitikowan can designate a creature within 120 ft. as its quarry. It has advantage on Perception (Wisdom) and Survival (Wisdom) checks to detect its quarry. Each night, the wiitikowan can contact its quarry in its dreams. Each night, the victim must succeed at a Wisdom saving throw with a DC of 11. If the victim succeeds three nights in a row, they are no longer treated as a quarry and cannot be contacted again. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. If the target fails the saving throw, they are frightened in the presence of the wiitikowan for 24 hours. A victim who fails the saving throw has dreadful visions unless they are immune to being frightened. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and the victim becomes a wiitikowan. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic, or until the victim completes a long rest after they are no longer the wiitikowans quarry.



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

Taste of Terror. A wiitikowan is aware of the direction and approximate distance of any creature within 1 mile that is frightened. A wiitikowan can see any creature within 60 ft. that is frightened and pinpoint its location even if the creature is obscured.

Wind Walker. A wiitikowan may *wind walk* as a bonus action, affecting itself. In addition, a wiitikowan's movement, attacks, and senses are never impeded by wind or by natural or magical weather effects, including *fog cloud* and *sleet storm*.

Actions

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) piercing damage and the target is exposed to wendigo fever. On a critical hit, a wiitikowan's bite deals triple damage rather than double.

Becoming a wiitikowan

Wiitiwowan is a template that can be applied to a beast, humanoid, or monstrosity.

Challenge Rating: If the base creature does not possess class levels, innate spellcasting, or spellcasting, increase the challenge by +2. Do not recalculate the creature's proficiency bonus.

Type: The creature becomes a fey.

Alignment: The creatures becomes chaotic evil.

Abilities: Modify the creature's Strength by +2, Dexterity +2, Constitution +2, Intelligence -4 (minimum 1), and Charisma -4 (minimum 1).

Armor Class: If the creature has natural armor, increase its value by 1. If the base creature was wearing light armor, it instead gains natural armor with an Armor Class of 10 + the creature's Constitution modifier (minimum 1) + the creature's Dexterity modifier. If the creature wears medium or heavy armor, or armor of an unusual nature (such as a magic item), it retains that armor.

Hit Dice: The creature gains two additional Hit Dice added to its hit points.

Speed: The creature gains a flight speed of 60 ft. and loses other forms of movement.

Damage Immunities: Cold.

Damage Vulnerabilities: Fire.

Condition Immunities: Charmed, frightened.

Attacks: The creature gains, as an action, a bite attack, if it does not already possess one. The base damage is equal to one of its Hit Dice. If the wiitikowan's CR is 3 or higher, it is equal to two Hit Dice; three Hit Dice if equal to 6 or higher; four hit dice if equal to 11 or higher.

If the creature already has a better bite attack, use the better numbers. On a hit, the bite deals piercing damage and exposes the target to wendigo fever (see below). On a critical hit, a wiitikowan's bite deals triple damage rather than double.

Nightmare Stalker. As an action, a wiitikowan can designate a creature within 120 ft. as its quarry. It has advantage on Perception (Wisdom) and Survival (Wisdom) checks to detect its quarry. Each night, the wiitikowan can contact its quarry in its dreams. Each night, the victim must succeed at a Wisdom saving throw with a DC of 8 + the wiitikowan's proficiency bonus + its Wisdom modifier. If the victim succeeds three nights in a row, they are no longer treated as a quarry and cannot be contacted again. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. If the target fails the saving throw, they are frightened in the presence of the wiitikowan for 24 hours. A victim who fails the saving throw has dreadful visions unless they are immune to being frightened. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum



to 0, the target dies, and the victim becomes a wiitikowan. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic, or until the victim completes a long rest after they are no longer the wiitikowans quarry.

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

Taste of Terror. A wiitikowan is aware of the direction and approximate distance of any creature within 1 mile that is frightened. A wiitikowan can see any creature within 60 ft. that is frightened and pinpoint its location even if the creature is obscured.

Wind Walker. A wiitikowan may *wind walk* as a bonus action, affecting itself. In addition, a wiitikowan's movement, attacks, and senses are never impeded by wind or by natural or magical weather effects, including *fog cloud* and *sleet storm*.

Proficiencies: A wiitokowan adds double its proficiency bonus to Dexterity (Stealth) and Wisdom (Survival) checks.

Wendigo Fever

Each night at sunset, the exposed creature must succeed at a DC 13 Constitution saving throw or suffer the effects of wendigo fever. On a failed saving throw, the creature suffers disadvantage on Wisdom ability checks for 24 hours, and becomes susceptible to a savage transformation. The affected creature must succeed at a DC 13 Wisdom saving throw or be overcome with an insatiable hunger for the flesh of its own kind, being compelled to stalk and kill the nearest creature of its own race and feast upon its flesh. As soon as the afflicted creature eats the flesh, it gains the following traits:

- ***Senses.*** Darkvision 60 ft.,
- ***Reckless.*** At the start of its turn, the creature can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.
- ***Trackless.*** The creature no longer leaves tracks that can be followed without magic.
- ***Attacks.*** If the creature normally has a bite attack, it gains the damage and critical hit multiplier of a wiitikowan, if that would improve its attack.

If the creature is a humanoid or similar creature lacking natural weapons, it may gain one or more attacks:

d%	Result
01-25	no additional attack gained
26-50	bite attack gained (damage and critical per the wiitikowan)
51-70	gore attack gained (damage and critical per the wiitikowan)
71-95	claw attack gained (damage and critical per the wiitikowan)
96	bite and gore
97	bite and claw
98	claw and gore
99-00	bite, claw, and gore

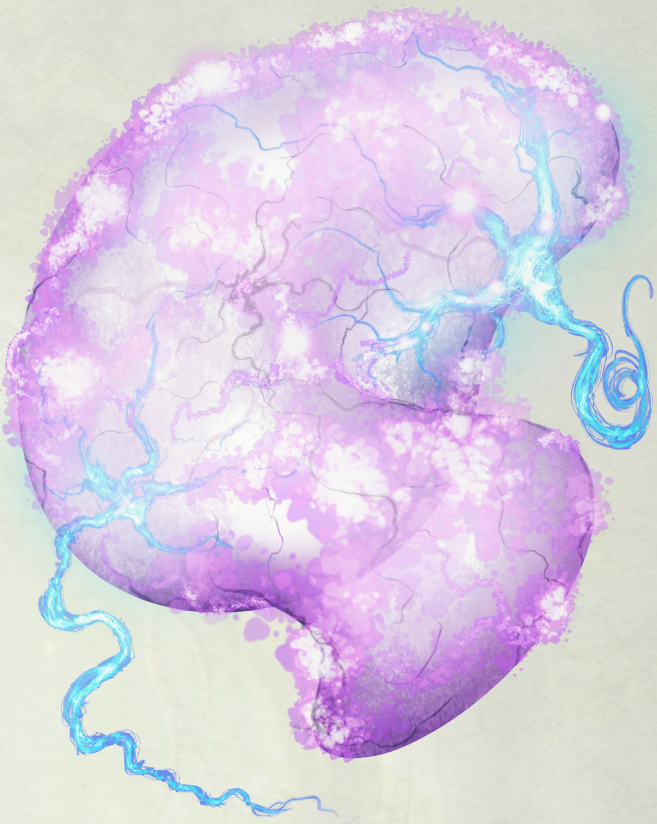
If the creature has the ability to make multiple attacks with the attack action, it may substitute bite, claw, and gore attacks for other melee attacks.

This transformation last for 1d4 hours, after which the afflicted creature returns to normal with no memory of events that transpired while affected by this effect.

Will-o'-Wisp, Mythic

Every trapper and bog farmer living near marshes or swamps has his own name for these faintly glowing balls of light—jack o' the lanterns, corpse candles, walking fires, pine lights, spooklights, rushlights—but all recognize them as dangerous predators and false guides in the darkness.

Evil creatures that feed on the strong psychic emanations of terrified creatures, will-o'-wisps delight in tempting gullible travelers into dangerous situations. In the wild lands where they're most common, will-o'-wisps favor simple tactics like positioning themselves over cliffs or quicksand where they can easily be mistaken for lanterns (especially if they can set their traps near actual signal lanterns), allowing them to lure unwary travelers into perilous situations. On rare occasions, will-o'-wisps seeking easier pickings will move into a city and take up residence near gallows or follow along invisibly behind an army in order to harvest the fear of the dying men; why the vast majority choose to remain in the swamps where victims are scarce remains a mystery. Will-o'-wisps only use their electric shock ability under extreme duress, preferring to let other creatures or hazards claim their victims while they float nearby and feast.



Mythic Will-o'-Wisp

Tiny undead, chaotic evil
Armor Class 19
Hit Points 60 (24d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	15 (+2)	16 (+3)	14 (+2)

Saving Throws Wis +5, Cha +4
Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities lightning, poison
Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Skills Deception +4, Perception +7, Stealth +12
Senses darkvision 60 ft., sense thoughts 30 ft., passive Perception 17
Languages Aklo, Common
Challenge 4 (1,100 XP)

Ephemeral. The will-o-wisp can't hold or wear anything.

Feed on Emotions. When a mythic will-o'-wisp starts its turn within 10 feet of a dying creature or creature subject to a fear effect, emotion effect, or an effect that provides a morale bonus (including a barbarian's rage), it gains 5 temporary hit points.

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

Innate Spellcasting. The will-o-wisp's innate spellcasting ability is Wisdom (spell save DC 13). The will-o-wisp can innately cast the following spells, requiring no components:

At will: *dancing lights, hypnotic pattern*

Invisibility: The will-o-wisp is invisible. It can choose to become visible or invisible on its turn.

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

Sense Thoughts. A mythic will-o'-wisp can sense the presence of sentient creatures within 60 feet as if it had blindsight. It can sense the presence and location of undead and constructs as long as they are intelligent, but it cannot detect

mindless creatures or creatures protected by *nondetection, mind blank*, or a similar effect.

Actions

Shock. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) lightning damage.

Spark. The will-o-wisp can cause a spark to shock a target within 30 feet that the will-o-wisp hit with its Shock attack within the last minute. Doing so forces the target to make a DC 14 Constitution saving throw. On a failure, the target takes 9 (2d8) lightning damage and become paralyzed for 1d4 turns. A success halves the damage, and the target is not paralyzed. A target that is paralyzed by the will-o-wisp can make another saving throw at the end of each of its turns, ending the effect on a success. A creature that succeeds on any of these saving throws is immune to the will-o-wisp's Spark attack for 1 hour.

Legendary Actions

The will-o-wisp 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 will-o-wisp regains spent legendary actions at the start of its turn.

- ***Shock.*** The will-o-wisp makes a shock attack.
- ***Spark (Costs 2 Actions).*** The will-o-wisp makes a spark attack.
- ***Cast Spell (Costs 3 Actions).*** The will-o-wisp casts one spell.



Dark Druid NPCs

The following sample NPCs provide easy-to-use hostile druids that you can drop into your campaign just as you would the NPCs in the 5th Edition SRD.

Druid, Darkwolf

Medium humanoid (human), neutral evil
Armor Class 12 (16 with barkskin), 14 in dire wolf form
Hit Points 53 (7d8 + 21)
Speed 30 ft., 50 ft. (dire wolf form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	10 (+0)	16 (+3)	11 (+0)

Damage Immunities (only in Wild Shape) bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Skills Nature +2, Perception +5, Stealth +4, Survival +4
Senses passive Perception 15
Languages Common, Druidic, one other language (can't speak in dire wolf form)
Challenge 4 (1,100 XP)

Spellcasting. The darkwolf is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, resistance*
1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*
2nd level (3 slots): *animal messenger, barkskin*
3rd level (3 slots): *conjure animals, call lightning*

Keen Hearing and Smell (dire wolf form only). The darkwolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics (dire wolf form only). The darkwolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Skin-changer. Unlike a true lycanthrope, darkwolves do not pass on the curse of lycanthropy with their bite, and they are themselves immune to the curse of lycanthropy.

Wild Shape. The darkwolf can use its bonus action to polymorph into the form of a Large dire wolf, a humanoid wolf-humanoid hybrid, or back into its true form, which is humanoid. Its statistics, other than its AC and immunities, are the same in each form. However, it cannot speak in dire wolf form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack (human or hybrid form only). The darkwolf attacks once with its bite and once with its claws, or twice with its quarterstaff. It may attack with its quarterstaff instead of its claws.

Quarterstaff (human form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, 7 (1d8 + 3) bludgeoning damage if wielded with two hands

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

Claws (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage.

Savage Bite (dire wolf form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Druid, Shade of the Umbral Wood

Medium humanoid (human), neutral evil
Armor Class 11 (16 with *barkskin*)
Hit Points 54 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (03)	12 (+1)	13 (+1)	12 (+1)	16 (+3)	11 (+0)

Skills Nature +3, Perception +5, Stealth +3
Senses passive Perception 15
Languages Common, Druidic, Sylvan
Challenge 3 (700 XP)

Spellcasting. The druid is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save





DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *minor illusion, ray of frost, shillelagh*
1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*
2nd level (3 slots): *animal messenger, barkskin*
3rd level (3 slots): *call lightning, fear*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+5 to hit with *shillelagh*), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.

Druid, Unseelie Ovate

Medium humanoid (human), neutral evil
Armor Class 13 (16 with *barkskin*)
Hit Points 54 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	12 (+1)	16 (+3)	11 (+0)

Skills Nature +3, Perception +5, Stealth +5
Senses passive Perception 15
Languages Common, Druidic, Sylvan
Challenge 3 (700 XP)

Spellcasting. The druid is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, minor illusion, shillelagh*
1st level (4 slots): *entangle, longstrider, sleep, speak with animals*
2nd level (3 slots): *haunting mists*, unadulterated loathing**
3rd level (3 slots): *fear, unadulterated loathing**

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+5 to hit with *shillelagh*), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.

Druid, Warrior of Rot

Medium humanoid (human), neutral evil
Armor Class 16 (half plate)
Hit Points 54 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	10 (+0)	16 (+3)	11 (+0)

Skills Intimidation +2, Nature +3, Perception +5
Senses passive Perception 15
Languages Common, Druidic, and either Abyssal or Infernal
Challenge 3 (700 XP)

Spellcasting. The druid is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, resistance*
1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*
2nd level (3 slots): *darkness, magic weapon*
3rd level (3 slots): *bestow curse, protection from energy*

Actions

Multiattack. The druid attacks twice with its greataxe.

Greataxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 7 (1d12 + 1) slashing damage.



Monsters by Type

Listed below are all the monsters in this book, organized alphabetically by type:

Beast: feral goat companion, giant pike
Celestial: gallant unicorn, manitou
Construct: phantasmagoria wagon
Dragon: forest drake, imperial forest dragon, jabberwock, kongomato, mythic green dragon, taiga linnorm, variegated faerie dragon
Fey: amadan, bogeyman, bokereyder, boojum snark, chernobog, faun, gruen, gruesome green hag, hamadryad, harionna, irascible redcap, leprechaun king, lurker in light, naekk, orruol, pixie princess, polevik, satyr, stromkarl nixie, swan maiden, totemoq, vine maiden, wiitikowan polar bear, wiitikowan raven
Fiend: blackthorn dryad
Humanoid: astomoi, druid (darkwolf, shade of the umbral wood, unseelie ovate, warrior of rot), legendary werewolf fighter, legendary werewolf ranger, wiitikowan savage hunter
Monstrosity: arctic harpspider, centaur, frumious Bandersnatch, hiisi, jubjub bird, torden, torden huntmaster, vodenjak, vodyanoy
Ooze: maniitok
Plant: fairy ring, fungus queen
Undead: barrow wight, boreal wight, dullahan, faleich-wyrm, green child, mythic will-o'-wisp, slough, terror banshee, ugrohter

Monsters by Challenge

The following section lists all monsters included in this book, alphabetically by their Challenge rating. Variant monsters and creatures are listed by their own rating.

1/4: astomoi, faun, wiitikowan raven
1: feral goat companion, giant pike, gruen, pixie princess
2: bokereyder, centaur, swan maiden
3: arctic harpspider, druid (shade of the umbral wood, unseelie ovate, warrior of rot), harionna, satyr, torden, totemoq, variegated faerie dragon, vine maiden
4: boreal wight, druid (darkwolf), leprechaun king, mythic will-o'-wisp, stromkarl nixie, wiitikowan polar bear, wiitikowan savage hunter
5: green child, irascible redcap, lurker in light, ugrohter, vodyanoy
6: gallant unicorn, vodenjak
7: gruesome green hag, naekk, torden huntmaster
8: blackthorn dryad, boojum snark, forest drake, legendary werewolf fighter
10: bogeyman, fairy ring, orruol
11: barrow wight, legendary werewolf ranger
13: amadan, dullahan, polevik
14: phanatasmagoria wagon, slough
15: jubjub bird, kongomato
16: faleich-wyrm, hiisi, terror banshee
17: fungus queen, maniitok
18: chernobog
19: frumious Bandersnatch
23: jabberwock, manitou, taiga linnorm
24: imperial forest dragon
25: hamadryad, mythic green dragon





Chapter 8:
Cold Mountain

A mother's love is stronger than death, but love and death walk hand in hand when mortals cross paths with the immortal fey. Something has stirred up a fell and bloodthirsty power in the depths of the forlorn forest, and a bitter wind and mournful howls echoing from a lonely mountain bring a chilling dread to the wilds beyond the borderlands. A goddess is angry, and her wrath heralds doom in the unforgiving lands of a savage frontier. Can the heroes find a way to make peace with the warlike clans of the lonely hills and quell the frightening powers of nature that threaten to rise up and devour scattered clan and nascent frontier kingdoms alike? With triumph and tragedy in the balance, do they dare ascend ***Cold Mountain****?*

Cold Mountain is an adventure set in the backcountry of the rugged frontier lands that PCs are in the process of exploring and perhaps even claiming as their own. It is designed for characters of 4th level who have begun to achieve some success with adventuring, and ideally the PCs should have some kind of home base, whether it is a town on the borderlands, or perhaps a ruined keep or stronghold they are building or repairing. While their achievements may be modest in the grand scheme, the PCs are regarded as local heroes and looked up to by the locals as the sort of folks who can get things done and who are willing to look out for those in need. The adventure works even better if their exploits have attracted the notice of a wealthy or noble sponsor who has granted them a charter to explore the wilderness and lay claim to it as a fiefdom for their liege, or if the heroes have taken it upon themselves to begin carving out a domain in the lawless lands where civilization has yet to take root.

As for the adventure location itself, generic place names are used but it can be set in any area of rugged and forested mountains or hills that is suitably remote and isolated from civilization, though there may be monster lairs and dungeons in the wilderness. This adventure is intended to occur just as winter turns to spring, as rivers are thawing and kingdom exploration may be resuming after a hiatus for the weather.

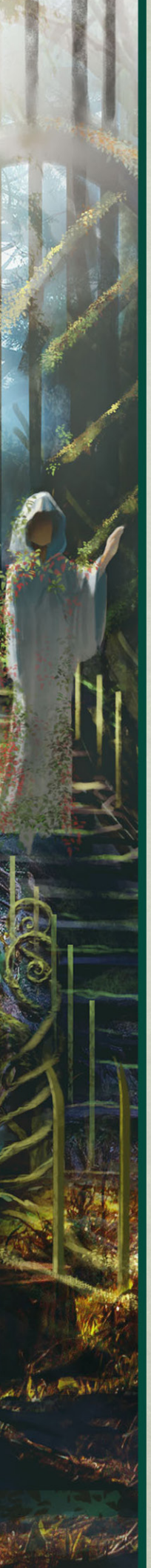
Completing the adventure gives characters a deeper look into the character of the fey, and a potential source for information and lore later in the campaign. As the heroes may encounter other fey adversaries, Istria, the "goddess of the mountain," may be able to offer advice and assistance through dreams or personal contacts, foreshadowing future campaign events involving greater powers from the faerie realms. She and the Ughar tribes also may be a source for future quests and adventure hooks, warning the PCs of dangers that may threaten their domain or helping them explore the far reaches of the map and find rare opportunities for marvelous rewards in the hidden corners of the wild.

Adventure Background

The southern reaches of the PCs' chartered lands are far from pleasant in terms of establishing their new dominion. The Gnarled Forest is a place of tangled and ancient patriarch trees and silent groves of hardy spruce, stately pine, and dusky fir, and the Kammel Hills rolling eastward are windswept and lonely, ranging from badlands to high prairie to scrublands to well-forested hills and valleys scarcely less dense than the Gnarled Forest itself. Few outsiders come here apart from prospectors and trappers, plus the occasional treasure-hunter searching for a lost elfhold, dwarven delve, or forgotten bandit cache. However, these are the lands granted in the PCs' charter, and if they are to stake their claim to rulership they will need to do more than just vanquishing the Bandit Lord who once terrorized his lands. Their new land will be only as strong as its rulers, and any stability they create is tenuous at best until they subdue the wild things that abound and discover who and what already lives in the hexes they would claim.

At the fringes of the lands the PCs have adopted dwell the Ughar clans, insular barbaric villages eking out a harsh living under the forest eaves and remote hills and having little truck with the outsiders who have ventured now and then into this savage land trying and failing at the task the PCs have set for themselves: taming the wilderness and establishing a lasting kingdom. Perhaps the Ughar are long-lost kin to the Tiger Nomads to the northwest or the tribes of the Ibar Plains to the east, or refugees from the centuries of civil unrest in the Broken Kingdom or some fallen petty state of the Riverlands. Or perhaps they have always been here, keeping to themselves in the forlorn wild, paying homage to the fey as their gods and keeping to the old ways as the world moved on without them. With the advent of the PCs and the foundation and expansion of their kingdom, however, that isolation cannot





endure forever, and when a tragic accident turns the heart of a fey "goddess" cold, she unleashes a bitter vengeance that threatens to spread into the civilized lands beyond, destroying the PCs kingdom while it is still in its cradle. Ancient legends and folkways there stay forever much as they always have, always with a watchful eye on the natural world and the spirits that dwell therein, for life is not easy, is not meant to be easy, and no true Ughar would wish it so. But sometimes the spirits of nature become angry, from cold to cruel, and at those times the ancient ways may not be enough.

As winter comes to an end, as the valleys begin to blossom, terror stalks the land. Traders, trappers, and prospectors from the PCs' kingdom have been found horribly mauled. It may be some savage beast that walks unseen, but no tracks have been found at the scene of any attacks, not even a sign of a flying creature landing to feast. For that matter, the bodies have not been eaten at all, simply torn apart. Bandits seem unlikely, as nothing has been taken from the victims, though possessions have been torn apart or destroyed seemingly at random. Some settlers point their finger at the mysterious Ughar hillfolk, but those pointing fingers were surprised when unbidden and unlooked-for emissaries have come from the Ughar villages into the PCs' lands carrying tales of the same predations among them and looking for aid from outsiders, an unheard-of request from such insular people.

According to the Ughar messenger, the tribe's wise woman believes that Istria, the goddess of the mountain, is angry. While some of the PCs' advisors scoff at the Ughar superstitions, at least two other hunters' reports describe strange rumblings from the same mountain where she is said to dwell. The Ughar emissaries report that a delegation was sent with an offering to appease Istria, to try to find her 'palace of glass and gold' if they could, or if not just to leave the offering and burn the sacred incense to her at the ancient dolmen at the mountain's foot, near the waterfall where the goddess is known to walk. That delegation never returned. The villages are considering their last resort, a lottery to choose a sacrifice from each village to be bound to the dolmen and offered up to the Istria's wrath. However, these emissaries come from Ganec Trom, the elder of Gloym, the village nearest Istria's mountain, who has gone against tribal custom and sent out a call for heroes from outside the tribe to seek out the goddess, thinking that perhaps outsiders of great skill and daring might succeed where the Ughar, raised in the shadow of the mountain and reverence of the goddess, could not.

GM's Background

Priya Nizolek was disconsolate when her only daughter, Fanya, took sick with a fever that would not abate, no matter how she prayed to the goddess of the mountain for healing. Long days and nights she prayed, but the village healers could do nothing and Fanya's life slipped away. Pioska, loyal Pioska, ever her dutiful son, had sworn he would take an offering to the Istria's mountain, imploring the goddess to restore his little sister, but she forbade him. Drowned in her grief, however, Priya never even noticed Pioska steal away to Istria's Dolmen... not until three days later when a hunter brought back his garments, torn and bloodied where a wild beast had fallen upon him in the wood. Mad with grief, Priya seized her daughter's dead body and her son's bloody clothes to take them the goddess' mountain, to demand satisfaction. The goddess *would* answer to her! She would answer for abandoning her faithful servant Priya in her greatest need, leaving her desolate and alone. Delirious from hunger and exhaustion, Priya deposited her grisly burden upon Istria's Dolmen, barely clinging to sanity in her grief and anger. As Priya started to pray, a raven circled down from the rocks, alighting on Fanya's corpse. Appalled as the carrion bird began to feast, Priya leaped up in a blind rage and hurled herself at the raven, in heedless pursuit as it flapped wildly trying to escape. In her headlong rush, Priya scarcely noticed when the snow-shrouded scree atop Falls of Istria gave way and she plummeted to her doom. But sometimes a mother's grief and rage are stronger than death…

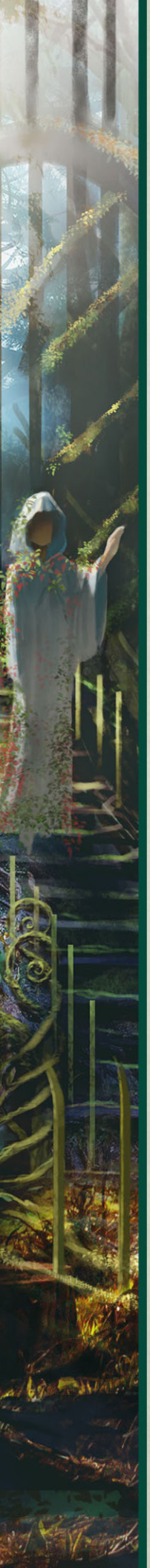
Byard Mager, the spirit of the waterfall, came to investigate the sad village woman who had plunged into his waterfall, and Priya's tormented spirit rose up as a ghost and possessed him. Unfortunately, even having transcended death she was trapped. As a ghost, she could not leave the place of her death, and her stromkarl host could not stray far from his waterfall. She has thus been trapped here for most of the winter, stewing with rage and frustration that even

in death her longing to face the goddess and demand justice cannot happen. The best she can do is tend to her broken body and hope that, should the goddess show herself, she will at least be presentable.

Little did Priya realize that in fact she has met the goddess; really not knowing what she would look like, she did not recognize Istria when she came to the waterfall in person. Istria, the 'goddess' of the mountain, is a stern-hearted fey who was quite displeased at seeing her stromkarl lover carefully and lovingly tending the dead body of a village woman. Not only did had he failed to meet her for their usual trysts, but when she came to confront him he did not respond to her calling his name in the Sylvan tongue (which Priya, inhabiting his body, did not understand). "He" behaved rudely and cursed her with the vile village speech when she tried to approach him. She even tried magically charming him into loving her, but to no avail, as Priya's deathless spirit could not be swayed with such magic.

Istria's anger was kindled against the village folk, blaming this village woman even in death for her sorrow and loss, and therefore she has unleashed a terrible curse in revenge. Since she doesn't know from which village the woman came, she has decided to punish them all in a petulant act of spite. As the villagers have made her suffer, she has now brought suffering to them. She cares nothing for other travelers through the rugged lands she claims, but certainly she would do nothing to spare them if they got in the way of her vengeance. Since she is the spirit of the mountain and cannot venture far from it to punish the villages herself, she has called upon the icy heart of the mountain to transform the animals of her domain into a ravening, terrifying scourge of hunger and pain-wracked madness: wiitikowan!







Chapter 1: Into the Wild

Characters wishing to investigate the rumored killings in the high hills near the Ughar villages must first track down the source of the rumors, as few people visit the Ughar or know precisely where their villages lie. A DC 15 Charisma (Persuasion) check to gather information reveals that most of the rumors are second and third-hand accounts passed among travelers, but a thug named **Trindon Mosley** is still in town and has regaled several ale-sodden audiences with his tales. Trindon can easily be found with a DC 10 Charisma (Persuasion) or Charisma (Deception) check to ask around for his whereabouts.

Trindon begins with an indifferent attitude, though his attitude is hostile if he is aware PCs are part of the government, both because he mistrusts nobles and rulers in general and because he is irritated that he dropped off a package to be delivered to the leaders and they never contacted him about it. A DC 15 Charisma (Persuasion) or Charisma (Deception) with 1d4 hours of asking around reveals that Trindon's tale is true, as the officious guard lieutenant who talked to him dismissed him as a shiftless vagrant and deemed whatever he had to say or deliver unimportant. He took the package and sent him on his way but dumped the package into a storeroom for some lesser soldier to inspect later and then promptly forgot about it.

The package can be recovered from the guardhouse storeroom. It contains a bear pelt wrapped around a red-painted arrow, to which are bound seven eagle feathers. Trindon says the chieftain of the village of Gloym gave it to him and said it signified dire danger, and a great

reward. The superstitious Ughar wouldn't stand for one of their own to be sent to beg aid from outsiders, but they hoped this would make clear their need for heroes to deal with a situation they could not themselves. Furthermore, should this tribal fetish be displayed by outsiders, it would be accounted a good omen by the Ughar, making them more likely to be forthcoming in conversation and accepting of their intrusion.

If made friendly, Trindon can give directions to PCs seeking the village of Gloym and allow them to automatically find the proper hex where you wish to place the Ughar villages. If the PCs perform exceptionally well, he offers to accompany them as a guide, obviating the need for Intelligence (History) or Wisdom (Survival) checks to locate Gloym (though they are still necessary to avoid becoming lost in bad weather, gather food in the wilderness, or for other purposes), though he requests a stipend of 5 gp per day of such service.

Traveling the Hill Country

The adventurers begin their journey to Gloym from any of their towns, either in company with Trindon Mosley on their own, following his directions. The adventure is intended to occur during the latter stages of winter just as spring is breaking forth but before a full thaw. Mornings remain frosty and chill, with ice riming water buckets in the PCs camp, and the low sun does little to warm the landscape though it is enough to cause the trees to slough off their coats of winter white, often in noisy cascades of slush. In any case, the well-used roads and wagon tracks of settled hexes should soon give way to haphazard trails and natural landmarks whose descriptions have been provided by the Ughar messenger.

Check for random encounters once per day prior to reaching the Fords of Ansit, and twice per day thereafter (once during the day, once at

% Roll	CR	Encounter	Senses[1]	Perception	Stealth[2]	Attitude[3]
01-50	—	None	—	—	—	—
51-60	—	Noises in the distance (animal calls, ice cracking or small landslides, the scream of an animal killed at the end of a hunt, mysterious fey music)				
61-65	4	2d4 bandits led by a bandit captain	— —	10 10	11 13	Hostile
66-68	4	2 Trappers (bandit captain)	—	10	13	Indifferent
69-70	3	satyr with a charmed trapper	—	12 10	15 13	Hostile
71-75	1	1d6 wolves	DV, Keen Scent	13	14	Hostile
76-78	2	1d6 giant elk	—	14	13	Indifferent
79-83	4	1 ogre and 1d4 orc barbarians	DV DV	8 10	9 11	Hostile
84-86	—	2d4 sprites	—	13	18	Indifferent
87-91	5	1 troll	DV, Keen Scent	12	11	Hostile
92-95	5	1 wereboar mounted on 1 giant boar	—	12 8	10 10	Hostile
96-98	2	1 griffon	DV, Keen Scent	15	12	Hostile
99-00	4	The Bloody Beast[4]	DV, Keen Scent	13	15	Hostile

Notes:

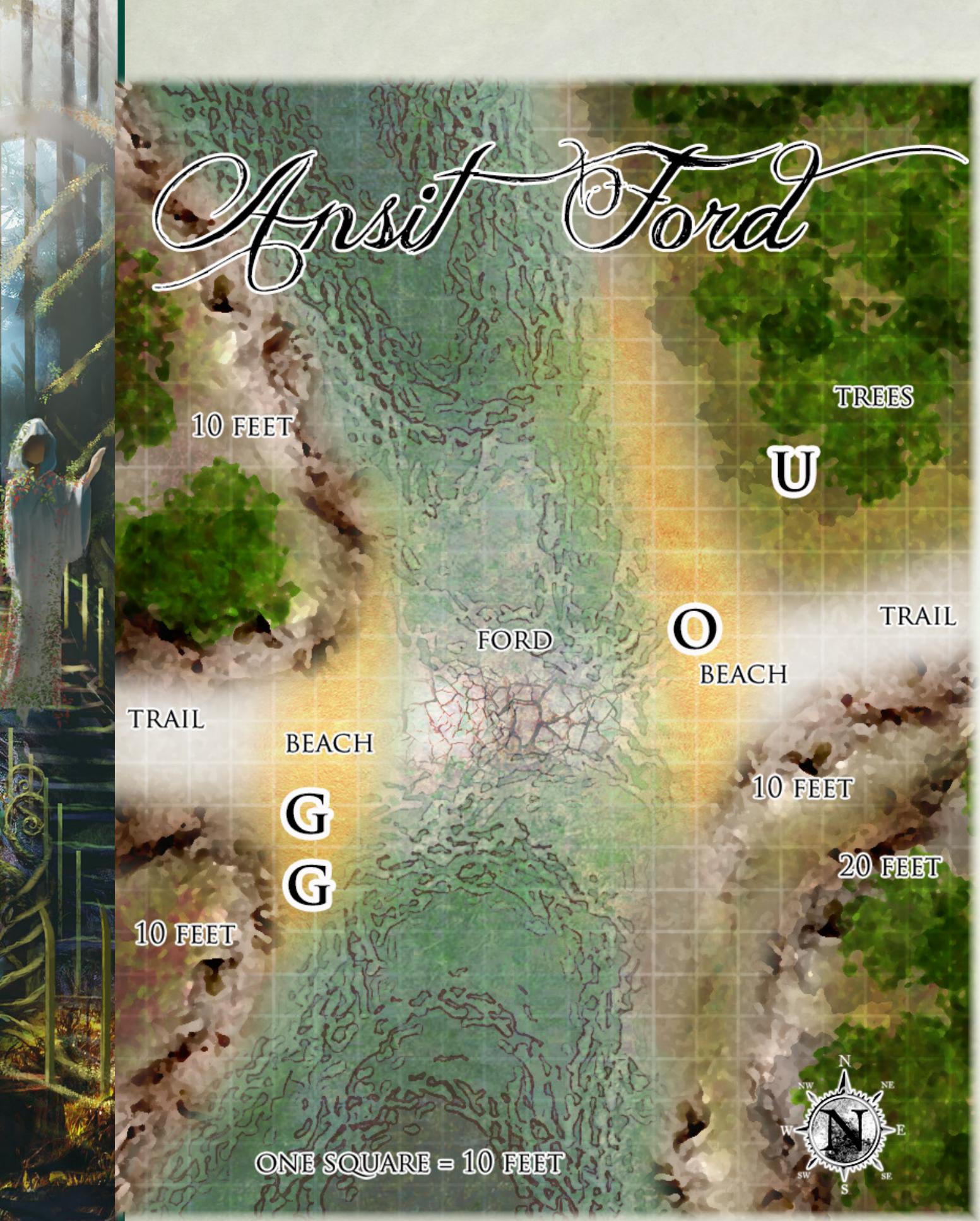
[1] DV Indicates darkvision.

[2] To determine the Perception DC to notice an encounter before it occurs, you may roll Stealth checks or assume an average Stealth check of 10. Average encounter distance is 2d6 x 10 feet, increasing the Perception DC by 1 per 10 feet of distance.

[3] Indifferent creatures ignore the PCs unless the PCs attempt to interact with them. If made friendly or helpful, they may be able to provide information or a boon of some kind.
Hostile creatures typically attack on sight.

[4] If met as a random encounter, the Bloody Beast behaves as described in the **Late Frost** encounter below.




Ansit Ford
TREES
10 FEET
U
TRAIL
FORD
O
BEACH
TRAIL
BEACH
10 FEET
G
G
20 FEET
10 FEET
N
NW
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W
E
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S
ONE SQUARE = 10 FEET

night). You may use the tables provided for hill terrain in the second chapter of the Adventure Path or you may use the table provided below.

Ansit Ford (1,800 XP)

The first major landmark is Ansit Ford, which can be found automatically with the Ughar guide. If no guide is present, PCs must make a DC 10 Intelligence (History) or DC 15 Wisdom (Survival) check to locate the ford. Each failed check results in a half-day delay and a check for wandering monsters. The river runs fast and cold here, flowing downstream at 40 feet per round. Creatures attempting to swim must make a DC 10 Strength (Athletics) check to avoid being pulled downstream, but creatures wading at the ford can resist being pulled along with a DC 5 Strength check. Creatures larger than Medium have advantage on these checks, and creatures smaller than Medium have disadvantage.

Walking through the waters and slippery rocks of the ford functions as moving through difficult terrain within 10 feet of the shore, and as an aquatic environment in the center of the stream. Large creatures move normally within 10 feet of the riverbank and treat the deeper waters at midstream as difficult terrain.

Creatures unable to take actions are automatically swept downstream, though an adjacent ally can try to grab a creature being swept away as a reaction by making a DC 10 Dexterity check, or DC 15 if the creature only has one hand free. A creature may drop items held items before making this check. Dropped items end up 1d10 feet downstream if they are metallic items, 10d10 feet downstream if made of wood or other buoyant material. A creature unable to take actions can still hold its breath.

Note: The map markings G, O, U, and the ferry refer to an encounter that occurs in the same location in this adventure's epilogue, as the PCs return home. When the PCs are traveling toward Gloym, the only creatures present are described below.

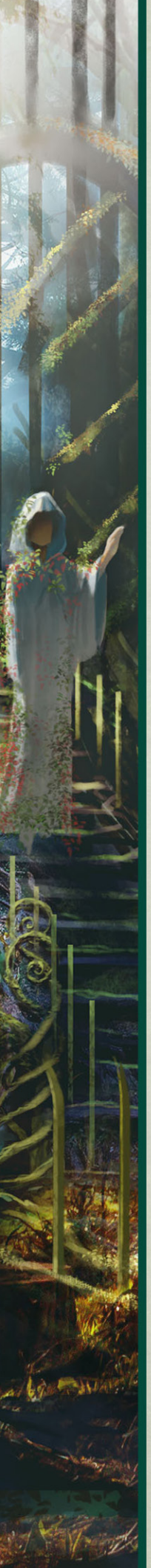
Creatures: With the spring melt, a number of creatures are coming out of hibernation, and a chuul lurks here in the shallows at location **V**, catching fish in its jaws, though it is intrigued by larger prey coming nearby. It will wait stealthily (10 passive Stealth) until PCs are partially across the ford before attacking, hopefully as part of a surprise round. It will then rush in to pounce on a Small target if available (if not, the smallest of the Medium PCs). If multiple PCs converge on its position, the chuul will swim away and dash in again to pounce upon stragglers or any creature isolated from its allies. The chuul will stay in the water when it attack, giving disadvantage to attackers on shore. If brought below 10 hit points, it swims away and does not return.

In addition, the struggle attracts the attention of an owlbear that is roaming the thickets on the east side of the river and arrives 3 rounds after the chuul attacks. The owlbear is not particularly stealthy; however, the distance and the sound of the river gurgling over the ford masks its approach. On the first round of its approach, PCs notice something moving in the trees about 150 feet away on the far side of the river with a DC 20 Wisdom (Perception) check. On the second round, they can notice that it is Large and furry less than 100 feet away with a DC 15 Wisdom (Perception) check. On the third round, they catch a glimpse of the creature 30 feet away in the blackberry bowers on the far shore with a DC 10 Wisdom (Perception) check. The owlbear happily plunges into the river, as its strength and size allow it to easily withstand the current.

Rewards: The wandering chuul has no treasure; however, if the owlbear is tracked for 10 minutes (DC 12 Wisdom (Survival) check), PCs discover a well-gnawed corpse with a breastplate, wooden shield, and scimitar lying nearby. A DC 10 Wisdom (Perception) check reveals lying a bit farther away a bone scroll tube containing scrolls of *longstrider* and *shillelagh*, along with scattered and somewhat corroded and muck-encrusted coins totaling 92 cp, 27 sp, and 43 gp.

Development: Beyond the ford, the party enters little-traveled lands beyond, which are considered difficult terrain, reducing their overland movement, and each day of travel requires DC 10 Intelligence (History) or DC 15 Wisdom (Survival) to keep on the trails; if the result of the Survival check is less than 10, the party becomes lost. Each failed check to find their way results in a half-day delay and a check for random encounters. Becoming lost results in a full day's delay and three checks for random encounters.





A Late Frost (450 XP)

In addition to the rugged terrain, the PCs must face the lingering chill of winter. While the evergreen trees and shrubs remain lush and thick and the first bright shoots of foxglove and snowberry are blooming, the weather in the hills is cold: PCs not dressed for cold weather must make a DC 10 Constitution saving throw or gain one level of exhaustion per hour. In addition, the day after crossing the fords, they are caught in a spring snowstorm lasting 4d6 hours that deposits a foot of snow. The poor visibility gives the PCs disadvantage on rolls to avoid getting lost. Overland travel speed is halved for the day of the snowstorm and the day following; in tactical situations, treat all squares as difficult terrain. PCs can predict the storm's onset with a DC 15 Wisdom (Survival check), granting them enough advance warning to construct rudimentary shelters that grant advantage on Constitution checks and saving throws related to the cold weather as long as they remain stationary.

Creatures: While the snowstorm rages, a hungry grizzly bear (use polar bear stats) as recently awakened from its hibernation nearby and is looking to fill its belly after its long sleep. Allow PCs proficient in Intelligence (Nature) to make a DC 10 skill check (no action required) to notice scratched patterns on tree bark and interpret it as evidence that they are in bear country. If they succeed by 5 or more, however, they also notice that some of the claw marks seem unusually high up on the trees, and where those marks are seen the trees are blackened, as though both blighted and burned.

If PCs press on through the storm, they encounter the bear at a distance of 2d4 x 10 feet, as the bear has caught their scent and begins following them. The Wisdom (Perception) DC to notice the bear is 7, +1 per 10 feet of distance. If PCs remain at least 20 feet from the bear, its attitude is hostile but it will do nothing but bellow at them and try to frighten them off; however, it will follow them as stealthily as it can, hoping to raid their food stores at night or attack and eat a pack animal. If PCs take shelter through the storm, the encounter distance is the same but the Perception check to notice the bear gains disadvantage. Allow pack animals a Wisdom (Perception) check to notice the bear; animals not trained for combat become frightened as long as the bear remains within 60 feet. The bear will move in to attack a random pack animal if one is available, and if not will try to force its way into one of the PCs' tents looking for food.

If PCs move closer than 20 feet, the bear feels threatened, attacking immediately if any creature moves adjacent to it or remains within 20 feet for more than 1 round. The bear focuses its attacks on a single target, in the hope of killing and eating it. If reduced below 10 hit points, the bear flees. However, its wounds heal naturally and the PCs may encounter it on their return trip and must avoid or neutralize it again.

If the bear is made indifferent or better, such as with *animal friendship*, it loses interest in the PCs and wanders off.

Development: If any creature is killed or dying as a result of this encounter, the bloodshed attracts the attention of the Bloody Beast (see page 321). It does not attack directly but instead approaches by stealth during the snowstorm, using its nightmare stalker ability against a random PC before retreating, allowing its madness to work its way into the psyche of its target. Once the nightmares have begun, it will seek out its quarry and swoop in to bite its victim and inflict wendigo fever, turning gaseous and *wind walking* away without a trace other than the bloody wounds it has left behind.

Bloody Victim (1,400 XP)

As the path wends its way higher into the cloven hills, the rock face to your right splits in a narrow cleft, with signs of being worked into a crude stair onto the shelf above. At the foot of the cleft, clearly visible in the frozen lumps of snow not yet melted, is a booted foot.

A DC 15 Wisdom (Perception) or Wisdom (Survival) check reveals faint spatters of old blood on the rocks of the cleft. If the PCs climb up (DC 5 Strength (Athletics) check through the cleft, DC 20 to climb the 15-foot-high rock face), the party comes upon the grisly remains of a prospector (**A**) that was set upon by one of the wendigo and torn apart.

Scattered beneath the boughs of a moss-shrouded pine tree, you find pots, pans, mining

gear and camp supplies shredded and scattered, and amid the detritus dozens of bloody gobbets of some poor unfortunate, torn limb from limb, with human remains as well as those of some pack animal evident.

They find the bloody gobbets of this unfortunate scattered beneath the boughs of a pine tree, ripped to shreds as he slept along with a pack mule. A DC 15 Intelligence (Medicine) or Wisdom (Survival) check discerns that whatever killed this man apparently did it with jaws and fangs alone, and that the creature was no larger than Medium. A DC 20 Intelligence (Nature) check can identify within the frozen blood and dismembered bits of flesh a strange foamy residue (now frozen), combined with the nature of the attack, as possibly being the work of the wendigo, a fell spirit of the frozen north, which walks on feet of mist and would explain why no tracks were seen at the scene.

The PCs are not the only creature to have discovered this grisly site; however. A pair of moss trolls happened upon this site and, unimpressed with the quantity of meat, decided to use it to bait other creatures into their clutches. They lurk in *tree shape*, disguised as pine trees, one atop the cleft near the prospector's remains, the other at the base of the cleft (**B**). They will wait to see if the party separates, or if they leave pack animals at the base of the cleft while they climb up,

Creatures: 2 moss trolls

Moss Troll (2)

Large giant (shapechanger), chaotic evil
Armor Class 15 (natural armor)
Hit Points 85 (10d10+30)
Speed 30 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	9 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5 (+7 while in vegetation)
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 3 (700 XP)

False Appearance (Tree Form Only). While in tree form the moss troll is indistinguishable from a normal tree.

Fear of Fire. The moss troll becomes frightened as long as it is within 30 feet of a visible fire or an open flame at least the size of a torch.

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

Regeneration. The moss troll regains 5 hit points at the start of its turn. If the moss troll takes fire damage, this trait doesn't function at the start of the troll's next turn. The moss troll only dies if it starts its turn with 0 hit points and doesn't regenerate.

Tree Climber. While climbing in trees the moss troll's climb speed increases to 30 ft., and it gains advantage on initiative checks.

Tree Shape. The moss troll can use its action to polymorph into a moss-covered tree. In tree form it gains resistance to bludgeoning and piercing damage, its speed becomes 0 and it can't benefit from increases to its speed.

Actions

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

Claw. Melee Weapon Attack, +5 to hit, reach 10 ft., 1 target. *Hit:* 8 (2d4+3) slashing damage.

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

Reactions

Slow Fall: When the moss troll falls while climbing trees, it can reduce the effective distance it falls by 30 feet for determining fall damage. If this reduces the fall damage to 0, the moss troll lands on its feet.

Rewards: Besides investigating the victim's remains, if the party sifts through the remnants of her camp they can find what is left of her equipment, though most has been broken, shredded, or otherwise ruined. A DC 12 Wisdom (Perception) check will turn up an iron pot, a small box of 20 fishhooks, flint and steel, a hammer, a set of mining tools (pans and sluice grates for panning for gold), and a small pouch of tiny bits of gold worth a total of 85 gp. If Trindon Mosley is with the PCs, he can identify the prospector as Old Meg Maces, an acquaintance of his that he saw a few months earlier, at the beginning of winter, and who said she was going to hunker down in the mountains while she checked on a number of gold-panning sites.






Bloody Victim
TRAIL
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15 FT CLIFF
TRAIL
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ONE SQUARE = 5 FEET

The moss trolls left no obvious footprints nearby, as they traveled by climbing through the trees, though a thorough search of the area (DC 15 Wisdom (Survival) check) reveals several spots where they left the trees to cross a clearing or area of rocky scree. The two were wanderers and had no established lair. Between them, the trolls carry 595 sp intermixed with 12 pp (Wisdom (Perception) DC 10 to notice the platinum), 2 green spinels (50 gp), a brown garnet (80 gp), a large aquamarine (550 gp), a *potion of healing,* and a scroll of *tongues.*

The Village of Gloym

The village before you is surrounded by a low palisade of rough-hewn logs. Within this simple protection lies a small cluster of crude huts, barely more than a dozen of various sizes. A modest corral holds goats, sheep, and a few ponies, while barking in the distance suggests a kennel, with several clapboard lodges adjacent to it. A high-beamed longhouse dominates the center of the village, butted up against an embankment behind it. On this rise stands a circle of standing stones surrounding a bonfire, and beyond that a second gate in the palisade, giving egress into the dark woods beyond the wall.

The overland journey to Gloym should take about a week, possibly longer if the party becomes lost. Once they arrive, they are looked on with some suspicion by the Ughar. The Ughar's initial attitude is hostile, and few if any are interested in talking to the outsiders. For that matter, most Ughar speak only their tribal language, a dialect of the Halat tongue, though a DC 15 Intelligence check allows rudimentary communication. If Trindon Mosley is with the PCs, he can translate for them and provides advantage to Charisma (Persuasion) or Charisma (Intimidatation) checks used to improve reactions with the Ughar of Gloym.

Town Key

1. **Palisade:** A 10-foot log palisade of 6-inch logs surrounds the village (Strength (AC 15, hp 60).
2. **West Gate:** A heavy gate made of the same logs offers entry into the central village lawn.

Gloym

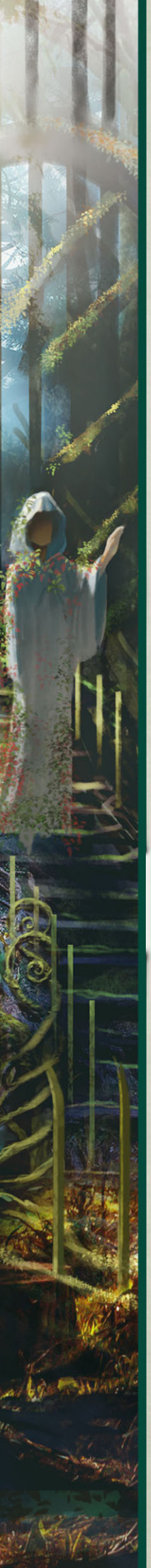
N Village
Qualities Superstitious

Populace
Government Council
Population 57 (57 human)

Notable NPCs
Speaker Ganec Trom (N male human ranger 5)
Doomsayer Lysis Redav (N male human cleric 3)
Elder Arin Scliswe (N female human bard1/ rogue 2)
Elder Leal Phars (N male human commoner 2)
Elder Woula Stepan (N female commoner 2)

3. **Corral:** Several dozen goats are penned here. If PCs have horses or mules, a section of the corral will be roped off and their mounts will be lodged there.
4. **Village Lawn:** This is the public meeting place of Gloym, where visitors are met and pronouncements are made.
5. **Simple Hut:** These small huts, 10 to 15 feet across, each host a lone tribesman (use tribal warrior stats) or a pair of commoners, who keep goats for the village. These huts have simple wooden doors (hp 10).
6. **Phars Lodge:** This wooden building, shaped liked a rounded cone about 25 feet across, holds the family of Speaker Leal Phars, his wife and five children (treat all as commoners). The lodge has a good wooden door with a simple lock (hp 15, DC 15 Dexterity check to pick).
7. **Scliswe Lodge:** This building is identical to area **6** and is the home of Arin Scliswe, a wanderer (use spy stats) and tribesman husband, Bardi (both are middle-aged) and their three children (statistics as above).
8. **Redav Lodge:** This building is identical to area **6** and is the home of Lysis Redav, an acolyte and his wife, Tabba, a commoner. Both are old and have no family living with them.
9. **Stepan Lodge:** This building is identical to area **6** and is the home of widow Woula





Gloym



ONE SQUARE = 10 FEET



Stepan and her three children (statistics identical to Elder Leal Phars and family).

10. **Trom Lodge:** This building is identical to area **6** and is the home of Ganec Trom and his sons, Barruk and Truni. Their statistics appear in the Chapter Three of the adventure.
11. **Kennel:** This open enclosure contains the hunting and working dogs used by the people of Gloym. At any time, the kennel contains 3d6 dogs (use wolf stats) in the kennel.
12. **Smokehouse:** This building is filled with hanging preserved meats which are smoked here when game is plentiful and stored here for the long months when game is scarce.
13. **Cistern and Barrelhouse:** This building contains a well for keeping good access to fresh water even in harsh weather. Lined with hay bales and always cool, it is also used for fermenting casks of mead and ale and for pickling barrels of ice peppers.
14. **Storage Shed:** This building stores spare tools, plows, carts, and is used as a workshop during the cold months. At any given time during the day, 2d4 villagers are usually at work here on various crafts.
15. **Longhouse:** This great hall is the meeting hall for the village elders and for any events of great import to the village as a whole, including storytelling and religious observances. The longhouse is built set into the embankment on the northeastern end of the village. A great firepit runs down the center of the hall, with long trestle tables to either side. The council sits in a raised platform on the northeast end of the building, where a small good wooden door provides egress to 16.
16. **The Goddess' Garden:** Tradition holds that the goddess of the mountain stood upon this spot and blessed the first builders of Gloym, and that with her aid a small stone cromlech circle was raised. Considered sacred ground, no houses are built here and this part of the village is maintained as a pleasant garden, redolent with alpine flowers in summer but even now with the first few blossoms bursting into bloom. A stone-ringed firepit within the stone circle is used for solemn ceremonies, such as marriages and the blessing of children or the dead.
17. **East Gate:** This gate leads opens onto a forest path that leads toward the Falls of Istria and the Goddess' Dolmen, sacred to all of the Ughar.

The Test

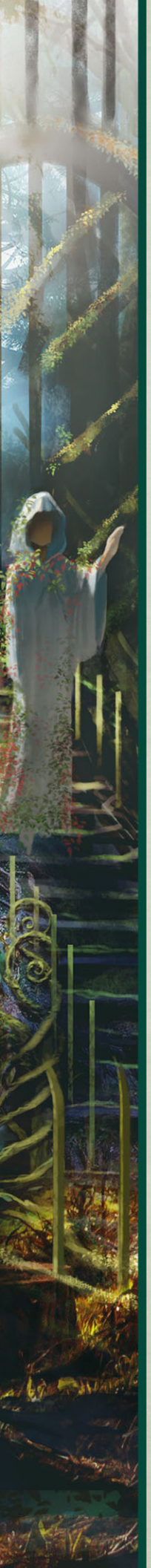
Within a few minutes of their arrival in Gloym, the PCs are confronted by the village elders of Gloym. While their faces remain impassive, a DC 10 Wisdom (Insight) check reveals barely concealed hostility from most of them, not only directed towards the party but also towards the man who steps forward as their spokesman. Speaking Common with passable fluency though a heavy accent, **Ganec Trom** introduces himself and thanks the PCs to replying to his request for aid.

> *I would say you are welcome here, but you can see that is not so. The others, they think it is a bad thing I have done. If the goddess is angry, we must accept it. We cannot speak ill of the goddess. They think you will make her even more angry. You are not us. But there is a way to make them accept you. If you ask for Ipsanaio, they may think you mad, but they cannot refuse you. If you succeed, it shows your strength of body, mind, and spirit as it purifies you, and they must accept that you may walk among us as brothers until the next turning of the moon.*

If asked exactly what *ipsanaio* is, Ganec explains that it is the Ughar name for the "ice peppers" that they sometimes trade. A DC 10 Intelligence (Nature) check reveals that ice peppers grow in the foothills of the Eastern Tors during the late summer and early autumn months. They are harvested after the first snows and are pickled in clay jars with a mixture of brine, alcohol, and certain herbs and packed in ice throughout the winter, during which their color leaches out and their flavor intensifies, leaving them nearly bone-white and unendurably spicy by the end of winter. A DC 10 Intelligence (History) check reveals that *Ipsanaio* is the "test of the ice peppers," a sort of initiation rite practiced among the Ughar as a ritual of purity and toughness, though sworn by some trappers (including Trindon Mosely, if present) to simply be a sadistic prank the Ughar play on outsiders.

PCs do not need to accept the challenge to gain





acceptance; they can also earn it by improving the attitude of at least 3 of the 5 village elders (other than Ganec Trom) to indifferent or better, requiring a DC 15 Charisma (Persuasion) or Charisma (Intimidation). Each time the PCs use Intimidate to improve an elder's reaction, it increases the DC of subsequent Persuasion checks in Gloym by 2.

Ipsanaio (1,100 XP)

If PCs demand *Ipsanaio*, the village elders are at first incredulous but then begin laughing among themselves and chattering with amusement. Within a few minutes, a table is set up and a barrel of ice peppers is brought, and the PCs are seated as the table. Every PC (and Trindon Mosley, if he is present) must eat at least one whole ice pepper, and in order to pass the test at least one PC must eat five whole ice peppers within one minute without passing out from the pain. Each ice pepper eaten requires a Constitution saving throw to avoid becoming wracked with pain, nausea, and cramps from the awful gastrointestinal burning caused by the ice peppers. The Constitution saving throw begins with a DC of 10 and increases by 2 for each ice pepper after the first. The first failed save causes the eater to become poisoned for one hour. A second failure leaves the eater exhausted (level 2), and a third failed save causes the eater to fall unconscious for one round. Any saving throw bonuses that apply against ingested poison or against pain, nausea, or sickening apply to this save; however, the effect is not actually poison and thus *delay poison* and similar effects are of no help in enduring the pain.

Using magic to pass *Ipsanaio* is considered cheating. **Elder Lysis Redav**, an acolyte (replacing *light* with *detect magic*) uses *detect magic* to watch for signs of spellcasting. Any spellcasting automatically makes Lysis hostile, and he loudly denounces the offending PC. He demands they be cast out of the village unless they personally can prove their purity by completing *Ipsanaio* (even if another PC has already completed the ritual). If the PC fails, they are not allowed to sleep in the village unless Lysis can be placated (DC 20 Charisma (Persuasion) or Charisma (Intimidation).



If at least one PC passes the *Ipsanaio*, the party is accepted as worthy to act on the tribe's behalf. If none of them can complete the ritual, however, they can still attempt to adjust the reactions of the elders with diplomacy, gaining advantage on Charisma (Persuasion) skill checks for having been willing to endure the ordeal. If at least three are made indifferent, the elders grudgingly agree that while the PCs did not demonstrate themselves the equal of a true Ughar, they made a noble effort for a group of soft-skinned warmlanders, and besides they provided an opportunity for laughter in the tribe at a time of much sadness. In either case, they are invited to stay as the guests of the elders in the village common lodge and may join in a feast of welcome, though the elders will apologize for the fare being somewhat meager here at the end of winter, and with the ravages culling the game and killing several hunters in the forest.

If both the ritual and diplomacy fail, Ganec Trom steps in to argue that the elders have offered the PCs food and are therefore obliged by custom to extend their hospitality for three days. They grudgingly admit this is so but demand the PCs be lodged in the smokehouse next to the dog kennels and locked inside at night (a simple lock, DC 15 Dexterity check and thieves' tools) so that they do not get out and cause mischief.

Rewards: Award 1,100 XP if the PCs successfully complete *Ipsanaio*. Award 550 XP if they attempt the challenge but fail to complete it.

Investigations in Gloym (700 XP)

If PCs have completed *Ipsanaio* successfully, the attitude of the villagers in Gloym is improved to indifferent. Some villagers speak and understand more Common than others, but if any PC is fluent in Halat (or if Trindon Mosley is available to translate), if magic is used to communicate, or if a DC 15 Intelligence check is made with each attempt to gather information, the PCs can gather information using DC 15 Charisma (Persuasion) checks. The following information can be learned with successful Charisma (Persuasion) and/or Intelligence (Religion)

DC 10: The goddess of the mountain is named Istria, and she has a sacred dolmen just above the Falls of Istra, named for the river that comes down the mountain. She is said to live in a palace of gold and glass high atop the mountain, at the river's source, in a sacred valley none have ever seen.

DC 15: Some in the village elders, when asked what happened to the victims of the attacks, say that it was the "breath of the goddess" that killed them—that when she is angry, her breath becomes alive as a spirit of her vengeance that they call the wiitikowan, the 'mist-walker.' They say the mist-walker can take different shapes, or perhaps no one sees it the same way, or perhaps there is more than one if she is truly angry, but it walks on the mist and cloud and leaves no trace. It is spirit so it does not eat and it does not steal, but it can kill, and so horribly does it mangle its victims that legends name it 'The Bloody Beast.'

DC 20: The eldest in the village say that the legend of the wind-walker is close to the truth, but that truly the breath of the goddess is not alive by itself. Instead, it freezes and withers the soul of whatever she breathes upon and awakens within it the raw hunger and emptiness of the whistling mountain wind and the cold rage of winter's heart. This poor creature, be it man or beast, ceases to live as it once did and becomes 'wiitikowan,' the mist-walker. It is said to fear fire, as its heart is cold within it, but it can taste fear and blood on the wind from afar and hunt both waking and dreaming.

This investigation can answer the question of what is doing the killing, but not the why. A separate Charisma (Persuasion) check made to the village's holy women and men mostly turns up pieties about the villagers not being faithful enough, about the winter sacrifices of sweet cakes, ice carvings, and holly wreaths being blemished or of insufficient quality to please the goddess, or grousing about the presence of lowlanders in the forest stirring up the goddess' wrath. A DC 20 Charisma (Persuasion) check, however, reveals Priya's story in the GM's background above. No one in the village knows Priya's fate, but they know of the time and nature of her children's deaths, and how she went mad with death and was overheard cursing the goddess' name and muttering that she would go to the goddess and demand justice. On asking around about Priya's disappearance, it certainly precedes the onset of the attacks, so the potential connection is there. Those wishing to investigate Priya's fate are advised to look toward Istria's dolmen.

Rewards: Award the party 700 XP for their investigations in Gloym.

PCs may choose to simply investigate the forest on their own, hunting for signs of the killer creature. Each day they spend exploring the wild lands around Gloym, they have a 10% chance of encountering the Bloody Beast in addition to the chance of other random encounters. If encountered, the Bloody Beast behaves as described in the **Late Frost** encounter.







Chapter 2: The Mount of Sorrow

The Falls of Istria (2,310 XP)

The trail from the village to the Falls of Istra is well-known and well-worn by the passage of generations to give offerings to their goddess. A mountain bird circles lazily overhead as the tumbling stream pools a bit in the steep-walled valley above the falls, as the first spring shoots and blossoms break through the last clumps and crusts of snow. A great peaked dolmen spans the river just above the head of the falls, just before the river tumbles noisily more than 60 feet down to a rocky shelf and deep pool before gathering and flowing around a rocky islet at the far side and flowing away westward.

The dolmen itself is a crude structure of massive stony slabs, marked with a handful of petroglyphs naming the Ughar villages (DC 15 Intelligence check) and the vows of the Ughar

to serve the goddess and follow her wisdom and for her to heed their cries and shelter them from fire, storm, and danger (if the Intelligence check was successful, or if the writings are read magically, interpreting these passages requires a DC 15 Intelligence (Religion) check).

If the PCs spend more than 1 minute examining the Dolmen, including making efforts to read the inscriptions and/or climb over the dolmen to cross the river, they attract the attention of a mountain raven afflicted with the wendigo curse. In fact, this is the selfsame carrion bird who drove Priya to her fateful madness, and she was the first creature upon whom Istria's anger fell when she decided to wreak her vengeance upon the uncouth villagers. The raven feels strangely bound to this place, however, caught up by the dying mother's curse that caused Priya to rise again as a vengeful ghost. If Priya is killed, the wendigo raven will be freed from his spiritual binding, and its cunning and hateful nature will impel it to spread its awful affliction. It is thus important for the party to destroy this creature, even though it has not been the creature directly responsible for the killings.

PCs scanning the area for enemies have little chance to spot the raven clinging to the cliffs 100 feet above (Wisdom Perception DC 25, including distance modifier).

Wiitikowan Raven

Tiny fey, chaotic evil
Armor Class 13 (natural armor)
Hit Points 7 (3d4)
Speed fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	1 (-5)	12 (+1)	2 (-4)

Damage Immunities cold
Damage Vulnerabilities fire
Condition Immunities charmed, frightened
Skills Perception +3, Stealth +5, Survival +5
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 1/4 (50 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Nightmare Stalker. As an action, a wiitikowan can designate a creature within 120 ft. as its quarry. It has advantage on Perception (Wisdom) and Survival (Wisdom) checks to detect its quarry. Each night, the wiitikowan can contact its quarry in its dreams. Each night, the victim must succeed at a Wisdom saving throw with a DC of 11. If the victim succeeds three nights in a row, they are no longer treated as a quarry and cannot be contacted again. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. If the target fails the saving throw, they are frightened in the presence of the wiitikowan for 24 hours. A victim who fails the saving throw has dreadful visions unless they are immune to being frightened. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and the victim becomes a wiitikowan. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic, or until the victim completes a long rest after they are no longer the wiitikowans quarry.

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

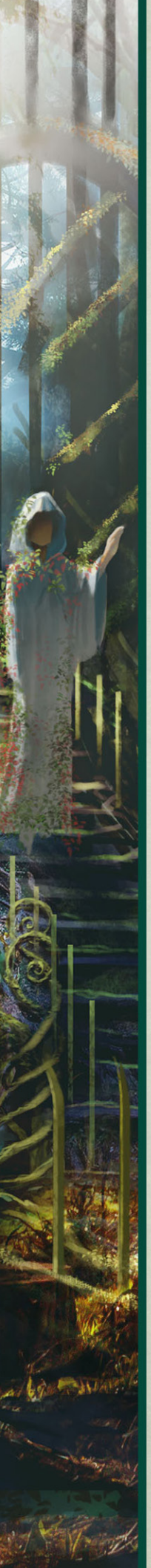
Taste of Terror. A wiitikowan is aware of the direction and approximate distance of any creature within 1 mile that is frightened. A wiitikowan can see any creature within 60 ft. that is frightened and pinpoint its location even if the creature is obscured.

Wind Walker. A wiitikowan may *wind walk* as a bonus action, affecting itself. In addition, a wiitikowan's movement, attacks, and senses are never impeded by wind or by natural or magical weather effects, including *fog cloud* and *sleet storm*.

Actions

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) piercing damage and the target is exposed to wendigo fever. On a critical hit, a wiitikowan's bite deals triple damage rather than double.







Development: The passing winter has long since obliterated any footprints Priya had left behind en route to her tragic fall, but a DC 15 Wisdom (Perception) check reveals fragmentary remains of a human child atop the Dolmen (Priya's dead son), and a DC 15 Wisdom (Survival) check discovers faint traces that indicate the passage of some creature from the dolmen toward the falls. PCs climbing down or even standing at the cliff's edge can see the pale corpse of a woman, frozen and rimed with ice (DC 10 Wisdom (Perception) check) and may hear a distant moaning cry echoing over the roaring of the falls (DC 15Wisdom (Perception) check).

If any living creature touches the remains atop the dolmen, or if blood is shed in or adjacent to the dolmen or the river (including any hit with a piercing or slashing weapon against a creature in those locations), a haunt is triggered. The haunt also triggers if a creature begins to climb up or down the cliffs within 30 feet of the waterfall.

The waterfall is cursed with Priya's grief and anguish. The curse activates when a PC enters the area 60 ft. wide by 60 ft. high, 10 feet from top and bottom of the waterfall, or within 10 feet of the dolmen. Any PC in the area may make a DC 15 Wisdom (Perception) check to hear the waterfall's roar shift higher in pitch to the mournful wail of a mother in absolute suffering. One round later, any creatures still in the area must make a DC 14 Wisdom saving throw. Creatures who fail are frightened for 1d4 rounds, and if they fail by 5 or more, they are overcome with hopelessness and seek to end their lives. Climbing creatures let go and fall to the bottom, while creatures atop the falls hurl themselves over the edge. After taking falling damage, creatures must make an additional Wisdom saving throw each round at the beginning of their turn or be stunned with anguish and hopelessness, unable to move. Creatures at the base of the waterfall take 3 (1d6) bludgeoning damage per turn from the pounding rush of waters. Creatures who take falling damage are considered to be not holding their breaths, due to the force of the fall and the constant impact of the waters. Such creatures begin to suffocate after a number of rounds equal to their Constitution modifier.

The curse cannot be lifted unless Priya confronts Istria with her grievances, and she must be convinced to forgive the goddess.

Getting Down

Climbing down the 60-foot cliffs is not tremendously difficult (DC 10 Strength (Athletics) without a rope, DC 5 with a rope), though if PCs climb within 30 feet of the falls the rocks are wet and even icy in places, increasing the DC by 5. However, the rocks atop the cliff are icy and treacherous, requiring a DC 10 Dexterity (Acrobatics) check to avoid slipping



and falling whenever a PC moves within 5 feet of the cliff's edge (DC 15 if moving more than half speed). This check is automatically successful if a PC is crawling.

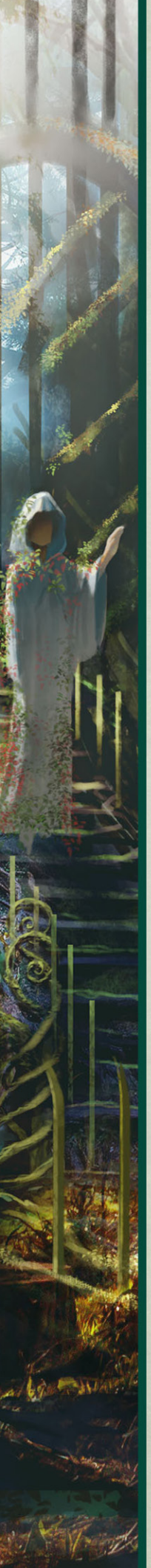
Alternatively, PCs can search for an alternate portage trail that bypasses the falls, requiring a DC 15 Wisdom (Survival) check and 1 hour of time to find the path and return to the base of the falls.

Below the Falls (CR 4)

The Falls of Istria plunge down onto a bed of rocky spires and shallows, spilling into a deep sapphire pool. The waters churn more strongly along the pool's southern edge, collecting into a stream flowing westward past a pair of flat islets split by a narrow watery cleft. Upon the smaller islet lies a woman's body, clearly frozen stiff and bruised and broken, yet with her hair freshly braided and her clothing newly mended.

Priya floats aimlessly in the pool below the falls, sometimes tending to her frozen body and plying her seamstress skills out of habit, at other times simply sitting below the pounding waters, trapped inside the body of the spirit of the falls and thwarted in her efforts to reach the goddess. Her grip on sanity is tenuous at best, as she realizes that she is dead but cannot figure out what to do next.

If PCs devise some means of successfully banishing Priya from Byard, she manifests as a spectral village woman in soaked rags, bearing the body of her child in her arms. Unlike most ghosts, she lacks a corrupting touch and has no effective melee attack, but her wailing cries function as a frightful moan and she is able to possess creatures. Her every effort is directed towards seeking out the goddess and demanding satisfaction for abandoning her. She will attempt to possess one of the PCs and use their body to ascend the goddess' mountain, violating their strictest taboo to confront the goddess herself in her palace of gold and glass. She has already lost everything, even her very life; she has literally nothing more to lose.



Priya Nizolek

Medium undead, neutral
Armor Class 11
Hit Points 45 (10d8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages Halat
Challenge 4 (1,100 XP)

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

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

Actions

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

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

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

If freed from Priya's possession, Byard is angry and disoriented after his long possession, acting as if confused for 1d4 rounds, per the spell, raving that the PCs are out to get him or trying to control his mind. He calms down after this, and conversation with him is described below.

Byard Magar, Stromkarl Nixie

Medium fey, neutral
Armor Class 13 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 20 ft., swim 30 ft.

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

Senses darkvision 60ft., passive Perception 11
Languages Aquan, Sylvan
Challenge 3 (700 XP)

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

At will: *create food and water* (water only)
1/day each: *control water*

Actions

Multiattack. Byard makes two spear or two longbow attacks.

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

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

Luring Song: Byard sings a magical melody. Every humanoid and giant within 300 feet of Byard that can hear the song must succeed on a DC 13 Wisdom saving throw or be charmed until the song ends. Byard must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if Byard is incapacitated. While charmed by Byard, a target is incapacitated and ignores the songs of other stromkarls. If the charmed target is more than 5 feet away from Byard, the target must move on its turn toward Byard by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than Byard, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A target that successfully saves is immune to Byard's song for the next 24 hours.

Minor Wish. Once per day, Byard may create any magical effect of a spell level 3rd or less, in exchange for a gift or service from a humanoid.

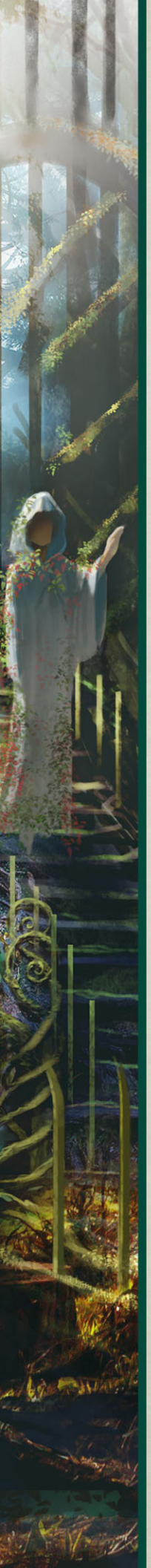
Development: Priya ignores PCs investigating the dolmen or the upper cliffs, but every round any creature spends climbing down the falls she makes a Wisdom (Perception) check against the PCs' Dexterity (Stealth) to notice them. If they come more than halfway down, she swims over to them and uses her frightful visage to try scaring them away and then dives back underwater, as she just wishes to be left alone in her hopelessness. They are clearly not the goddess, and in her twisted thoughts they can offer nothing but misery to her.

Talking with Priya: If the PCs try speaking to Priya, her attitude varies. If they speak any language but Halat, she is hostile, for she understands no other tongues. If they speak in Halat, she is still hostile but less so, but if they mention her name or succeed on a 15 Charisma (Persuasion) check she becomes indifferent (if both apply, she becomes friendly). While she may be willing to converse, however, she is not entirely lucid and a DC 10 Wisdom (Insight) check is required when conversing with her to cut through her more tangential ramblings and discern her real meaning. If her mood can be improved to helpful through a DC 20 Charisma (Persuasion, Deception, or Intimidation) check that the party can help her heal her pain, she will relate her entire story, as noted in the DM's background, including describing the creatures who have come to visit her, though she does not think any of them are the true goddess. She will be remorseful for having to possess the spirit of the waterfall, but she did it almost on instinct, she did not know what to do.

A DC 15 Intelligence (Religion) check reveals that Priya has most likely become a ghost, and also that many ghosts have the power to move from body to body using their possession ability and can enter a new host without causing lasting harm, and a successful Charisma (Deception) check opposed by Priya's passive Insight of 11 convinces her that it is possible. However, she must be convinced that she should and that the PCs are willing to help her find the goddess and speak to her, requiring a second Charisma (Deception) check opposed by her Insight; the PC gets disadvantage on this roll unless one of the PCs volunteers to serve as her host. If the Charisma (Deception) check succeeds, she agrees, and she transfers her spirit into the willing PC. This frees Byard from her control, with consequences as noted above.

Once Priya enters the PC's mind, the PC's own personality is mostly subsumed within Priya's addled mind. The host PC is aware of her surroundings and can communicate with Priya but cannot move or speak to others. The player of the hosting PC could be allowed to role-play the half-mad ghost-woman inhabiting his or her character, retaining her own physical ability scores, hit points, natural abilities, and automatic abilities while using Priya's mental ability scores, alignment, and purely mental abilities. Alternatively, you might allow the PC within to try to wrest control of herself temporarily, with a DC 15 Wisdom saving throw allowing the host to act as if confused for 1d4 rounds rather than remaining wholly in Priya's charge).





If the PCs cannot figure out how to transfer Priya's spirit or fail to convince her to do so willingly, they do have the option of killing Byard, which will automatically release Priya's spirit; however, if this happens the haunting of the waterfall intensifies, increasing its dimensions by 100% and increasing the saving throw DC by 2. There is also a 50% chance that Byard's dying spirit is driven mad by dying while possessed, transforming him into an wight.

The PCs can also ask Priya if she knows the way to the goddess' valley. While she does not know its exact location, she knows enough of the ancient tales of the goddess to give the PCs a reasonable sense of where to look and how to get there.

Talking with Byard: When Byard comes back to his senses he is initially unfriendly toward PCs. He is not at all certain what happened to him, but he is dimly aware of having been mentally controlled, and his first suspicion is that the characters have something to do with it. A DC 15 Charisma (Intimidatation) check or DC 20 Charisma (Persuasion) check calms him enough to reveal that Istria, the goddess of the mountain, is his lover. While he cannot lead them to her sacred valley, as he has never been there (it is too far from his waterfall), she has said enough in conversation with him that he could give the party reasonably good directions as to how to get there (a DC 10 Wisdom (Survival) check to avoid getting lost) and a braided ring of his hair; if cast into the waters pouring forth from Istria's valley, it will cause the waters to recede as if using *control water*, allowing them to enter her valley through the streambed. Priya is very much in favor of this approach, seeking the goddess' palace of gold and glass upon the mountain.

Rewards: Byard has a small store of treasure accumulated over the years from discarded votive offerings to Istria as well as things he himself has acquired. His trove includes 225 gp, 3 chrysoberyl (90 each), a large aquamarine (550 gp), a *wand of magic detection*, a *potion of climbing*, and a *rope of climbing*.

Ascending the Sacred Mountain (2,300 XP)

Following either Priya's or Byard's directions will lead the party up the mountainside. The way is difficult, taking 8 hours. Each hour, characters must make Strength (Athletics) and Dexterity (Acrobatics) checks, beginning at DC 8 and increasing by 1 each hour thereafter. Each failed Strength (Athletics) check indicates that the character has fallen at some point during that hour, taking 3 (1d6) points of damage. Each failed Dexterity (Acrobatics) check means that the character has slipped and fallen on jagged rocks and ice, taking 2 (1d4) slashing and piercing damage.

In addition, at the halfway point of their climb, the PCs ascend high enough up the peak that the air begins to thin. PCs become exhausted unless they make a DC 12 Constitution saving throw as long as they remain at this altitude.

Avalanche: Finally, during the last hour of their ascent, Istria (through her charmed animal spies) notices the party drawing near to her home and tries to drive them away by creating an avalanche with her *transmute rock to mud* and *move earth* abilities. The avalanche is 200 feet wide and is a mix of rock, earth, ice, and snow, moving at 300 feet per round. The party can first notice it with a DC 15 (Wisdom) Perception check when it is 1000 feet away. Those who fail to notice the avalanche may check again each round thereafter, and the DC for either check is reduced by 5 per round, with the party automatically noticing it when 100 feet away. When the avalanche forms, the party is approximately at its center. Characters able to fly or levitate can avoid the avalanche if they are more than 20 feet off the ground, while those on the ground can shelter behind large trees and boulders, granting advantange on saving throws against the avalanche. They can also try to move uphill or downhill out of the path of the avalanche. Those within the middle 100 feet take 28 (8d6) damage and may make a DC 12 Dexterity saving throw for half. Those on the outermost 50 feet of the avalanche on either side take half damage, or none with a successful DC 12 Dexterity saving throw.

One round after the avalanche strikes, Istria sends her pet giant owl, **Bardiu**, down the mountain to observe the PCs directly.

Creatures: Bardiu simply circles overhead, watching the PCs to ascertain what he can about them and judging their character and intentions. He will circle and watch them for 2d4 rounds before flying away back up the mountain. While Bardiu cannot speak, he understands Sylvan (a

DC 15 Intelligence (Nature) check reveals this), and if a PC hails him in that tongue he will flutter down 20 feet from that PC and listen to what is said, considering their words and what they might mean for his mistress. Charisma (Deception) attempts against Bardiu are opposed by his 11 passive Insight. After listening to PCs, Bardiu flies back up the mountain path, pointing the way for PCs to follow.

If PCs attack Bardiu, he flies away.

Bardiu

CR 1/4
XP 50
Giant owl (*SRD*)
hp 19

Developments: If PCs survive the avalanche, Istria is impressed with their tenacity and her attitude shifts to indifferent. If they attack Bardiu, she becomes hostile.

PCs can follow Bardiu up the final traverse of the mountain or can find their own way (Wisdom (Survival) DC 10 following Byard's directions, DC 15 using Priya's), following a winding path a quarter-mile before approaching a narrow freshet gushing forth from a high crack in the rocks ahead, with no apparent method to pass by it. If they have Byard's token, they can toss it into the water, causing the stream to abate and allowing them to walk up the watercourse with relative ease (Strength (Athletics) DC 5 to clamber over the wet rocks left behind for 100 feet before passing into the goddess' garden).

If PCs lack Byard's token, they can swim upstream (DC 15 Strength (Athletics) check) for 100 feet, or they can climb up and over the cliffs (DC 15 Strength (Athletics) check) to reach the valley beyond. If Bardiu returns to Istria and indicates that the PCs spoke to him in Sylvan, Istria comes herself via *passwall* to offer PCs a method to get through the mountain.

Award 2,300 XP for the ascent of the mountain.

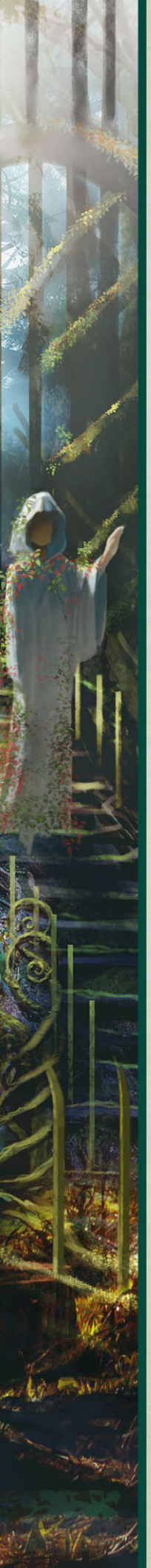
Valley of the Goddess (1,800 XP)

This high-walled garden is bedecked with exuberant growth of flowering shrubs, berry bushes, and alpine flowers and is well-treed besides. A massive roosting perch stands in a small clearing, while beside a clear stream pebbled with crystals (some worn and dull, others faceted and sparkling) stands a curious crystalline pavilion seemingly twisted and woven together from veins of natural crystal, growing almost like a living thing. Rocky pillars of sparkling stone hold up gossamer-thin sheets of crystal plate for roofs. Gold tracings decorate every crystalline surface, and in places tiny teardrop globes and rough nuggets of gold sprout from crystalline flowers like tiny clusters of berries. The pavilion lies beside a large pool reflecting the uppermost peak above as well as the unusually verdant vegetation. Standing before the pavilion is a coolly regal woman with dark hair, draped in garments of crystal.

Istria maintains the pleasant valley for her own pleasure and rarely if ever has visitors, though she is served by Bardiu and also by a pair of sea hags, **Gram** and **Garna**, who she







caught snooping around her valley and decided to keep as servants and has found amusing. The two hags are obsequious toward Istria but crude and occasionally surly towards her guests, covering up any verbal missteps with protests of only wanting to make sure guests respect their mistress as she is due.

In conversation, Istria should be played as distant and aloof. She may come off as intentionally mysterious, but it should be apparent that it is her essential nature to be distant and aloof; she is literally the spirit of the mountain, and her heart is as a heart of stone. Ideas or perspectives that might seem alien or strange to ordinary folk are a matter of course to one who has lived for untold years looking down on those around her. At the same time, the implied social niceties of community and society may not be obvious to her, and even if explained may leave her more baffled than sympathetic. She is logical and matter of fact about the necessities of life. Nature is a harsh but ultimately fair mistress, delivering bounty and privation in equal measure.

At the same time, Istria is not truly emotionless. Her love for Byard is genuine, and her creation of the wiitikowan was an act of pure emotion; a combination of jealousy, wounded pride, spurned love, and vengeful hate. The PCs have earned her respect in braving her mountain, and she is amenable to conversation and persuasion by them. It is the players' task to appeal to Istria's mind and heart, convincing her to relent in whatever curse she has laid upon the villagers and to help them stop the rampage of the Bloody Beast.

The DCs to convince Istria to assist them are fairly high for this level, but they also assume that PCs will be aiding a primary negotiator. In addition, remember to reward players with bonuses to Charisma (Persuasion) checks for making cogent, eloquent, heartfelt, or even humorous arguments, especially if one of the players has allowed Priya's ghost to possess his character and is role-playing that experience well.

Talking with Istria: A DC 15 Intelligence (Nature) check identifies Istria as being an orruol, a mountain fey with great power over the very living rock of her alpine domain, but tied to it as a dryad is to her tree or a stromkarl to his waterfall. It also indicates that orruols tend to be lawful in alignment, and not as given to caprice and impulsive behavior as most fey.

If the PCs attacked her giant owl, or otherwise seriously antagonized her, Istria she demands to know the PCs' business, interrogating them as to their reasons for violating her mountain home and revealing very little of herself.

If she is made at least indifferent, she invites the PCs to dine with her on nuts, berries, and eggs from the alpine birds that nest here in abundance. She speaks only Dwarf, Sylvan, and Terran, so conversation may be difficult if PCs lack facility in those languages. Still, she will share her version of the tale and admit that she unleashed the terrible curse upon the villages.

Istria can be made friendly through a DC 21 Charisma (Persuasion) check, with PCs spending 1d4 hours in conversation. Mentioning Byard Mager results in disadvantage on all Charisma checks for the party unless they brought some token from him and make apologies on his behalf, in which case it provides advantage. If PCs make up an apology without having actually spoken to Byard, they must make Charisma (Deception) checks opposed by Istria's and Bardiu's passive Insight.

If made friendly, Istria agrees to listen to Priya's tale of woe, though despite living among the Ughar for centuries she is not fluent in their Halat language, never having bothered to learn more than the rudiments of the tongue. If PCs help translate and interpret, Istria agrees that as someone the Ughar have adopted as their goddess, she does have a certain responsibility to them, to protect them. She admits that the source of her anger was misplaced, and she should not have loosed her vengeance upon all of the villages, or really on any of them. She apologizes to Priya for not answering her call, though to save her child was beyond her power. Though it may be small consolation, she invites Priya to fetch her body and the remains of her child, that they may be interred here in the goddess' valley. Having been able to plead her case to her goddess, Priya is content and willing to be laid to rest here, which will end her ghostly existence as well as purging the haunt from the Falls of Istra.

Developments: By the end of her conversation with the PCs, Istria is likely to express deep regret for her actions. She wonders aloud whether having Gram and Garna nearby has tainted her judgment, as she knows that the harpies are quite cruel and heartily encouraged bloody vengeance against all the villagers when she was in the throes

of her anguish at what she believed was Byard's betrayal. She does not blame them for her own decision to unleash the wiitikowan curse, but upon reflection decides to dismiss them from her service. She sends them away privately but informs the PCs of it later. If the PCs ask why she released two dangerous creatures, she states simply that they had amply fulfilled her need for punishment for their crime of trespassing and she had no compelling reason to keep them bound. She reassures the PCs that, should they encounter Garna and Gram at some later time and the two get into mischief and come to a bad end, she would shed no tears nor hold any grudges.

Istria can tell the PCs about the powers of the wiitikowan, especially its bloody bite, disease, and nightmare stalker abilities. She warns that it is able to regenerate but that fire can suppress its healing powers, and that if sorely wounded it will fade into mist and try to flee, and they must do all they can to prevent its escape. If they find victims left alive from its attacks but that are showing signs of madness, she recommends a swift and painless death followed by burning the body as the surest method of ensuring the taint does not spread. While it may be possible to heal both the curse, the disease, and the madness that come upon the victim, she herself lacks that power, and this far in the wilderness she doubts that anyone else could eradicate the taint before it progressed to its awful conclusion. Harsh and cruel as it may be, she suggests it is the most effective solution to the problem.

In terms of hunting the Bloody Beast, she states it was once a great grizzly bear that was attainted by the mountain raven upon whom she laid the curse initially. The grizzly's natural cruelty and cunning have made it a deadly killer, though it avoids Istria's mountain in favor of roaming the hills and wooded valleys where it can find easy prey. Istria describes how PCs might be able to use the wiitikowan's taste of terror ability to lure it into an ambush. It can sense both blood and fear up to a mile away. If they have some means of creating fear, whether upon one of their own number or even a captive animal, it may be enough to lure the Bloody Beast. If Priya has not yet been laid to rest, she volunteers that she could delay her repose and continue in possession of one of the characters in order to use her ghostly powers to induce fear if that would be helpful.

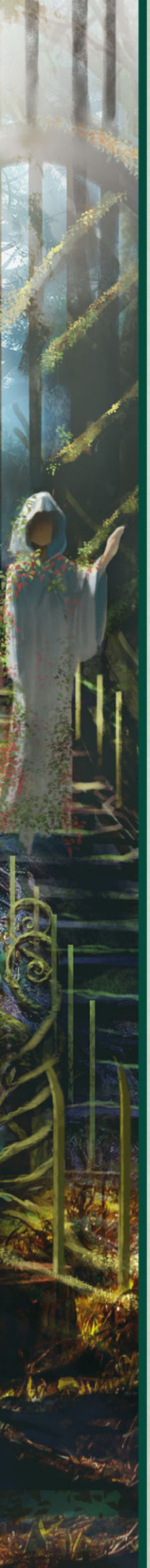
Istria can *teleport* up to 5 PCs to her dolmen at the base of the mountain to collect Priya's remains and those of her child and then return to her valley to have Priya select their final resting place. If Priya is temporarily remaining with the PCs, Istria states she will return at sunset each day to meet them and to take Istria to her final rest whenever she is ready.

Rewards: Istria provides PCs with as many *goodberries* as they wish while in the valley, and gives each of them a dozen more *goodberries* to take with them when they leave. If PCs are lacking in magical capabilities, she can provide them with a magic wand to use in hunting and confronting the Bloody Beast, a *wand of fear* (5 charges).

In addition, Istria is grateful to PCs for showing her the error of her ways and offers them a gift, a *+1 longsword* (or select another weapon appropriate for a PC) and matching Medium-sized *+1 breastplate*. Both are relics of some long-ago tribal hero. He was a man of the south, taken by the villagers in battle with an invading army that tore through the Lost Lands centuries ago (DC 15 Intelligence (History) check reveals these are antique arms and armor of the once-great Taldarius Empire to the south, which briefly occupied the Lost Lands at the height of its growth). She does not know if they will be of any particular use in hunting the wiitikowan, but she has no particular use for them and is happy to bestow them upon those that have proven themselves worthy.

Attacking Istria: Conversing with Istria is not intended as a combat encounter. As a CR 10 fey with allies, attacking her is likely to be suicidal. If PCs do choose to attack, the gazebo has hidden portcullis-like panels that slam shut, entrapping the PCs in the space between, though Istria can easily pass through them with her earth glide ability. She declares that she will decide their fate in her own good time. She uses her altitude alteration to increase the severity of altitude sickness, and each day she will place a *curse* (either a standard curse or one of the GM's devising, such as the curse that created the wiitikowan) on one of the PCs while charming the others, relenting only if they beg for mercy and offer suitable recompense for their offense of attacking her. Accursed characters may be released back into the wild, hauled down the mountain by Bardiu and deposited at her dolmen, while charmed characters may be kept as her pets for years under a constantly renewed *charm* until she tires of them.







Chapter 3: Hunting the Bloody Beast

After returning from Istria's mountain, PCs may choose to return to Gloym or may simply begin their hunt. If they return to Gloym, they find that Ganec Trom has left the village with several hunters to talk with elders at the village of Voll a half-day to the south. PCs trying to recruit aid from the village will find the villagers generally terrified of anything to do with the Bloody Beast. However, a character fluent in Halat can attempt a DC 15 Charisma (Persuasion or Intimidation) check to entice one tribal warrior to assist them for 24 hours, plus an additional warrior for every 2 points by which the character beat the DC. The superstitious villagers have disadvantage on saving throws against fear and to their saving throws against any of the wiitikowan's special attacks.

Since the Bloody Beast moves constantly through the air, either in mist form or in flight, it cannot be tracked in the conventional sense. However, given the hints from Istria about how to attract its attention, they can make Survival checks to lure it to them. This is a DC 21 Wisdom (Survival) check taking 2d4 hours, with the following bonuses to the check.

Bonus	Condition
+2	Survival check undertaken at night
+1	per creature taking bleed damage (including dying)
+2	per creature freshly killed (bonus lasts 1 minute)
+2	per creature shaken
+4	per creature frightened

If the PCs wish, they can hunt for some of the local river herd animals that roam the hills. A DC 10 Wisdom (Survival) check taking 1d4 hours allows the PCs to locate 1d3 river elk at an encounter distance of 2d6 x 10 feet. If PCs can capture one or more of these animals, they can be frightened or slaughtered to assist in attracting the attention of the Bloody Beast.

No map is provided for this encounter, as the PCs can choose the place they wish to try attracting the Bloody Beast's attention. The villagers of Gloym are horrified and appalled if the PCs suggest trying to draw the creature to the village, and will bolt the doors of their homes, hiding inside until the PCs leave. If the villagers are forced into the open, they flee in panic into

the woods if they see the Bloody Beast or hear its awful cry. If they scatter in this fashion, 1d4 of them are killed by the Bloody Beast if it escapes the PCs while there is a 50% chance one more is injured but survives infected with wendigo fever.

More likely, PCs will choose to confront the Bloody Beast in a natural setting away from the village. Have players describe the kind of terrain, including slope, tree cover, and the like, appropriate to hilly terrain, and allow them to find an appropriate place to encamp and unleash fear and blood that will call out to the Bloody Beast.

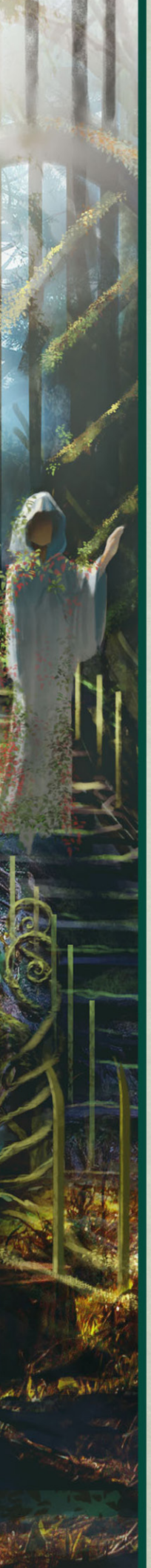
The PCs can use the area around the goddess' dolmen and the Falls of Istria if they like, but if Istria is present (a DC 15 Charisma (Persuasion) check convinces her to come with them and wait for the creature) the beast can sense her presence and will not come. After one fruitless Wisdom (Survival) check, Istria reasons that the beast can sense her and that her presence is spoiling their chance to lure it to them.

Creatures: If the Wisdom (Survival) check succeeds, the Bloody Beast arrives at some point during the PCs' stakeout (during the period of bleeding and/or fear, if those modifiers are being used). It arrives by stealth, wind walking to within 2d6 x 10 feet; be sure to adjust Wisdom (Perception) check DCs by +1 per 10 feet of distance. If the Bloody Beast notices the PCs without being seen itself, it uses its nightmare stalker ability on a random PC that is not currently affected by fear. However, while it would normally fly on, it cannot resist the feast of blood and fear the PCs have provided, and it swoops in to attack with great savagery, flying into a rage after taking damage. If it is brought below 10 hit points (or under 20 hit points if it has been wounded by fire since its last turn), it flees by wind walking.

If the Bloody Beast escapes, PCs can attempt to lure it in with the same trick again. However, although its accursed nature drives it to respond to fear and blood, the cunning remnant of its mind becomes progressively more suspicious of such attempts. As a result, the DC for the







Wisdom (Survival) check is increased by 2 for each attempt after the first, and the Bloody Beast gains an equivalent bonus to Wisdom (Perception) checks to notice the PCs when it approaches the area.

Wiitikowan Grizzly Bear

Large fey, chaotic evil
Armor Class 13 (natural armor)
Hit Points 66 (7d10+28)
Speed fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	1 (+5)	13 (+1)	3 (-4)

Skills Perception +3, Stealth +5, Survival +5
Damage Immunities cold
Damage Vulnerabilities fire
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 4 (1,100 XP)

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

Nightmare Stalker. As an action, a wiitikowan can designate a creature within 120 ft. as its quarry. It has advantage on Perception (Wisdom) and Survival (Wisdom) checks to detect its quarry. Each night, the wiitikowan can contact its quarry in its dreams. Each night, the victim must succeed at a Wisdom saving throw with a DC of 11. If the victim succeeds three nights in a row, they are no longer treated as a quarry and cannot be contacted again. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. If the target fails the saving throw, they are frightened in the presence of the wiitikowan for 24 hours. A victim who fails the saving throw has dreadful visions unless they are immune to being frightened. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and the victim becomes a wiitikowan. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic, or until the victim completes a long rest after they are no longer the wiitikowans quarry.

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

Taste of Terror. A wiitikowan is aware of the direction and approximate distance of any creature within 1 mile that is frightened. A wiitikowan can see any creature within 60 ft. that is frightened and pinpoint its location even if the creature is obscured.

Wind Walker. A wiitikowan may *wind walk* as a bonus action, affecting itself. In addition, a wiitikowan's movement, attacks, and senses are never impeded by wind or by natural or magical weather effects, including *fog cloud* and *sleet storm*.

Actions

Multiattack. The bear makes two attacks with its bite or claw.

Bite. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit*: 17 (2d10+6) piercing damage and the target is exposed to wendigo fever. On a critical hit, a wiitikowan's bite deals triple damage rather than double.

Claw. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit*: 13 (2d6+6) slashing damage.

Return to Gloym

When the PCs return to Gloym, they find the villagers hiding in their homes for fear of the Bloody Beast. They cheer lustily if PCs bring the scorched body of the beast into the village and call for the elders to honor them. Ganec Trom has returned from Voll with his sons, Barruk and Truni, having visited there to confer with the elders of that village about the Bloody Beast and how to stop its rampage if the PCs were not able to destroy it. By his report, the villagers of Voll were terrified of the goddess' wrath and unwilling to stand in alliance against her will, especially with outsiders. Ganec Trom had returned to the village in frustration, but now his anger has turned to delight at the PCs' triumph. He congratulates them on their victory and plans a great feast for the next night in their honor. However, the celebration is chilled when Lysis the village elder and his wife Tabba found bloodily murdered in his home, their

heads hacked off and hearts cut out and their flesh gnawed and mangled. Bloody human handprints are everywhere in their home, but no tracks are seen. The villagers, if anything, are even more distraught than before, seeing now that the Bloody Beast was not their only worry.

What he does not reveal, since he does not even remember it, was that he and his hunters encountered the Bloody Beast several days ago on their way to Voll. It attacked them briefly and then moved on, content to sow its crop of misery, and all three now suffer from wendigo fever. He has been struggling with the disease and with pervasive nightmares ever since, but shortly after arriving home he was overcome by a bloodthirsty rage while he slept and awoke in a fevered haze, stealthily making his way to Lysis' nearby lodge and convincing him to let him in, overpowering and murdering him once they were safely inside and then fleeing into the wild for several hours before he came to his senses. Awakening covered in blood, he bathed in the river and was able to sneak back home and returned to his bed. He was awakened again when the PCs returned to Gloym.

PCs investigating Lysis' lodge may discover some clues as to the identity of the killer. There were several arrows found on the floor of the longhouse of a kind typical to the village's hunters, though Lysis himself did not hunt. A DC 10 Wisdom (Perception) check indicates that there appear to be two different sets of handprints, as some are a bit larger than the others and appear to have claws at the end of each finger; however, a DC 20 Wisdom (Perception) check raises some doubt and indicates that perhaps the handprints were actually made by the same hand, either wearing a strange bestial glove or perhaps swollen and transformed in some bestial fashion. If PCs can convince village elders or hunters to place their hands near the bloody handprints (requiring a DC 15 Charisma (Persuasion, Deception, or Intimidation) check), they will find a half-dozen men whose hands are close enough to the size of the normal prints and one or two whose hands are close to large enough to be the larger set to be reasonable matches, but all claim they had nothing to do with this horrible atrocity. Each claims to have been at his home or working at their various crafts earlier that night. Ganec Trom was asleep in his lodge, resting from his trip back from Voll, and witnesses did see him return and report to the other elders and then return home. Lysis returned home later and no one saw Ganec Trom leave his house afterwards. Lysis did not come out of his house all afternoon, but he often spent long hours indoors consulting his sacred powders and bowls, looking for omens. A DC 10 Wisdom (Medicine) check indicates that most of the bite marks on the corpses appear to have been made by human teeth.

If closely examined, a DC 15 Wisdom (Medicine) or Wisdom (Insight) check reveals that Ganec Trom appears to be somewhat feverish and ill, and if confronted with this fact he grudgingly admits that his trip to Voll was not only to consult with the elders about the Bloody Beast but also to seek the herbal skills of Old Redavel, their shaman and healer, to deal with a lingering illness he has battled on and off all winter and which he fears may be the wasting palsy that claimed a number of villagers in the late autumn and early winter (such as Priya's daughter). A DC Wisdom (Medicine) 20 Heal check identifies his illness as wendigo fever, but a DC 15 Charisma (Persuasion) or Charisma (Intimidation).

Blood in the Village (3,300 XP)

The following night, Ganec Trom's bloodlust comes upon him again as the wendigo fever continues to do its work. On this occasion, however, his two sons also succumb to the bloodlust of the hunt and begin their own prowl. This encounter may happen in one of several ways. If statistics for villagers are required, treat them as commoners though they automatically become frightened for 10 rounds if they witness the transformation of their village folk into hideous monsters.

Beginning the Encounter: When the encounter is ready to begin, the dogs in the kennel begin barking madly as they sense something terribly wrong with their usual masters as they begin to reek of animalistic rage and feral hunger.

Creatures: 4 *confused* (per the spell) dogs (use wolf stats).

Adjustments: The encounter may play out in several different ways, depending on the party's actions and preparations.





- If Ganec Trom's wendigo fever is identified and he is convinced of its reality, the strain on his mind causes him to spontaneously undergo a savage transformation (see the wiitikowan template for details). Witnessing his transformation, Barruk and Truni are likewise transformed 1 round later. Upon transformation, each pounces upon the nearest available target, whether the PCs or other villagers if they are present. Ganec Trom prefers to use his bow, while his sons fight in melee.
- If PCs can compel the villagers to all shelter together in the village longhouse (a DC 15 Charisma (Persuasion or Intimidation)), Ganec and his sons climb up onto the building's roof and break their way in through the roof. Ganec perches above and rains arrows down on the PCs and screaming villagers alike while his sons break through and leap down into the longhouse to begin killing.
- If villagers sleep in their own homes, you should choose one of the sons to attack first, drawing the PCs' attention. Meanwhile, Ganec Trom can stalk the PCs when they



respond the first cry for help, while the other hunter is drawn to the sound of bloodshed.

Creatures: The greatest threat at the moment is Ganec Trom himself, who is now far gone into the grip of wendigo fever. In another night or perhaps two, he will devolve completely into a wiitikowan.

Savage Hunter (3)

Medium humanoid, neutral
Armor Class 14 (studded leather)
Hit Points 156 (24d8+48)
Speed 30 ft.

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

Skills Perception +3, Stealth +4, Survival +3
Senses darkvision 60 ft., passive Perception 11
Languages Common, Halat
Challenge 4 (1,100 XP)

Mobility. The savage hunter can take the Dash action as a bonus action on each of its turns.

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

Trackless. The savage hunter no longer leaves tracks that can be followed without magic.

Wendigo Fever. The savage hunter suffers disadvantage on Wisdom ability checks, and is frightened in the presence of the wiitikowan.

Actions

Multiattack. The savage hunter makes two melee weapon attacks or two ranged weapon attacks.

Battleaxe. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) slashing damage, or 6 (1d8+2) if wielded one-handed.

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

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

Handaxe. *Ranged Weapon Attack.* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Development: Ganec Trom and his two sons are not completely beyond hope. They fight until knocked unconscious or killed, but at that point their savage

transformation fades and their humanity returns (though their memories disappear). Curing the wendigo fever is difficult but not impossible, but as long as it endures they are liable to transform and seek out human flesh to devour even if their ability damage is cured.

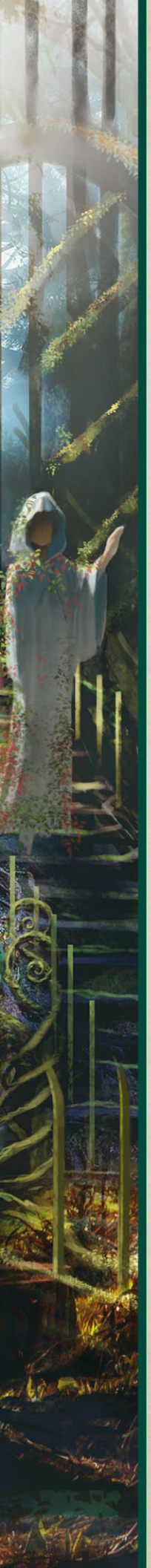
It is almost impossible to negotiate with Ganec Trom and his sons during combat. However, if Ganec Trom can be forced to spend a round losing his actions, including being stunned or incapacitated, or if he fails a saving throw against *calm emotions*, he must make a DC 15 Wisdom saving throw or fall prone to crushing despair for 1d4 rounds as some vestige of his conscious mind realizes what is happening and he struggles to regain control. This gives him disadvantage on attack rolls. During this time, a DC 20 Charisma (Persuasion) check made as an action allows a PC to keep Ganec Trom's natural mind in control. If this check can be made in three successive rounds (the PCs have advantage on every round past the first), his savage transformation abates and he returns to himself, this time with shadowed memories of what he has done and what he is becoming.

If calmed in this fashion, Ganec Trom offers his thanks for the PCs trying to redeem him, and if they believe they can cure his disease he will accompany them, but will insist upon being manacled every night for fear of what he might become. In any event, he abdicates his position as village elder, declaring himself unfit to lead. If his madness cannot be cured, he states that he must be put to death and his body burned lest his tainted flesh carry on the legacy of blood. Barruk or Truni survived, they follow him in whatever fate he chooses.

If PCs suggest giving himself up to Istria, he willingly places himself in the hands of the goddess. While she is unable to undo the effects of the curse she bestowed, she honors their spirit of sacrifice and takes them to her hidden valley atop the mountain to end their misery and inter them with honor.

Rewards: Whether Ganec Trom dies or abdicates, his departure along with Lysis the doomsayer leaves the village of Gloym is left without its two most experienced elders and the





Ughar in some turmoil. The surviving elders, sorrowful but also thankful to the PCs for ending the scourge of the wiitikowan, pledge their loyalty and allegiance to the PCs and their growing kingdom. Unless "civilization", in the form of mines, forts, and other heavy industry or military establishments encroach on their lands and way of life, the town of Glorym will be loyal, dependable allies.

The PCs are each sent home with a small cask of ice peppers worth 100 gp, and offer to establish regular trading routes to supply the PCs and their kingdom with ice peppers. In addition, at their departure Bardiu brings a gift from Istria for each PC of a single gemstone of each PC's favorite color, personally cut by her hand. The gemstone is worth 500 gp, but it also bears the mark of her favor and grants advantage to Charisma checks with creatures of the earth if openly displayed. Bardiu also extends his mistress' invitation to return for a future visit whenever the PCs wish.

Epilogue: The Road Home (1,350 XP)

On the road home, PCs may encounter Gram and Garna once again, desolate at having been discharged from the goddess' service (they had become quite besotted with her while charmed). The surly hags have taken up with a third of their kind, Oobi, who has encouraged them to turn to banditry now that they are free of Istria's thrall.

The three hags have set up a crude ferry at **Ansit Ford** to lure people into the water during the runoff season, with the plot to have one of their number on each side of the river and a third on the ferry itself, all posing as ordinary ferrymen. At midstream, the sea hag on the barge will then capsize the ferry, dumping passengers into the water, and attack creatures trying to flee, while the two hags on the shore fire crossbows

Creatures: 3 sea hags.

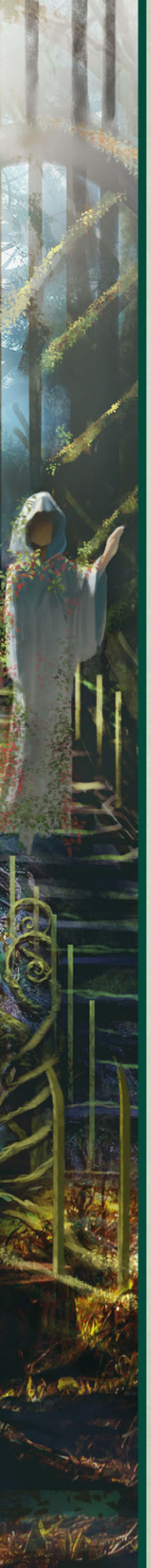
Sea Hag (3)

XP 450
hp 52 (*SRD*)

Development: Oobi and Ungip are on the near side of the river when PCs approach (**O** and **U** on the map), while Gram and Garna are on the far side with the ferry (**G** on the map). Oobi asks for a gold piece each for each traveler, and she can ferry over only two at a time because of their small ferry and the swift waters. She will allow PCs to bargain her down to half her asking price. When the ferry arrives, PCs can also attempt a DC 16 Intelligence (Investigation) check to recognize Gram and Garna from meeting them on Orual's mountain, even though they are currently disguised. If they converse with her, she claims they are trying to turn over a new leaf as honest ferrypeople, but PCs can see through their lies with a DC 11 Wisdom (Insight) check. If PCs call the hags out on their lies, they go mad with rage and attack immediately, cursing the PCs for separating them from their true love. They try to force small or physically weak opponents into the rushing waters. Oobi reluctantly joins the fray, but flees if brought below 10 hit points. Gram and Garna, however, fight to the death.

Rewards: Gram and Garna carry no wealth but their gear, having yet to succeed at any banditry since being discharged from Istria's service. However, Oobi carries a considerable amount of spoils with her, including 2,285 sp, 497 gp, 19 quartz crystals of various sizes and colors (worth 1d10 gp each), 5 bottles of fine wine, a green velvet dress sewn with freshwater pearls and a red silk topcoat embroidered with golden thread (each is slightly damaged and bloodstained, reducing their sale value to 10 gp each; a DC 15 Dexterity check or *mending* spell can repair them to full sale value, 50 gp), and a suit of plate armor.


Chapter 9:
Horns of the
Hunted



Evil stirs in the depths of the Gnarled Forest. The heroes of the land, taming the wilderness and forging a legacy of their own, hear disturbing tales from woodsmen and trappers of a strange and ferocious hunting party ranging far and wide beneath the forest eaves. It is not only from human tongues that they hear warnings of these dread hunters, for the allies they have found amongst the fey and other woodland creatures are likewise deathly afraid of what these savage raiders may portend. The heroes are called upon by Myvenwy, a unicorn warden of the wood, who begs their aid in facing this peril, one that threatens him and his kind above all, but should the unicorns fall there will be none to stand against the raging ***Horns of the Hunted****.*

Horns of the Hunted is a 5th Edition adventure designed for six 6th-level characters, and it can take place anywhere near a large forest. The adventure assumes the PCs have created some local connections, whether from adventuring in a particular area during their early career and developing a reputation as local heroes, or ideally with an established home base. This could be a borderlands town or keep from which they set out on their adventures and are well-known by the locals, or a domain or fortress of their own with servants and soldiers to help them hold a domain.

Horns of the Hunted brings the strange and heartless fury of the faerie realms to the doorstep of the heroes. This is not an adventure where the heroes can explore and pillage some crumbling ruin at their leisure. Here the adventure comes to them, and it explodes at a furious pace that demands they spring into action with boldness or get left behind. This fast-paced scenario demands versatile characters and creative thinking as the heroes pass must venture into the mysterious and magical realms of faerie.

This adventure can reinforce connections that PCs have already made with fey creatures they have previously encountered or aided, and at the same time it can serve to foreshadow greater fey threats down the road, such as vengeful immortal faerie nobles or rampaging monstrous Tane. You can add additional depth to encounters with the fey and their otherworldly influence upon the world with the new rules introduced in Chapter XXX, which help make fey far more than merely another monster in a gossamer gown.

Adventure Background

The Faerie Queen

The Gnarled Forest is a place of tangled ancient trees and silent groves holding primeval and otherworldly secrets. While the PCs may have charted and explored a small part of these woods, there are still untold mysteries within that lurk out of sight and remain beyond their awareness.

Unknown to virtually all who currently reside in the lands destined to become the PCs' kingdom, the Faerie Queen has long coveted these lands and seeks to magically imprison the very countryside itself for her own inscrutable purposes. To do this she requires meaningful trophies and prizes collected from the region to aid her mystical focus upon the land. Unicorn horns serve as both a focus and a valuable magical component in this ritual. Early in their explorations of their land, the PCs may have stumbled on a dead Unicorn's horn hacked from its skull deep in the forest.

The Queen's Hunter

The primary antagonist in this adventure is the cold rider Harakund, a vicious fey warrior bound for eternity to the Queen's service, who is vying for the title of the Queen's Huntmaster with his satyr rival, who later becomes the leader of the horned hunt that the PCs may encounter during an eruption of fey blooms. At this stage of the campaign, however, he and his rival are each engaging in their own campaign to impress their fey mistress, and Harakund's plan is to triumph by acquiring the unicorn horns that will help the Faerie Queen bind the land to her and steal it away into the fey realm. Harakund leads a group known as the Furious Hunt, which includes worg-riding archers, giant fey wolves, and Harakund's adopted daughter—a tragic forlarren sorceress known as Raewyn.

Raewyn and Cyollus

Although Raewyn is bound to the will of her adoptive father Harakund, her loathing for him is always at war with her sense of filial duty. She still feels pangs of remorse for the dead and has nightmares where the slain return to haunt her. In recent times, a troubadour faun named Cyollus visited the estates of Harakund and his statuesque figure and charming disposition caught Raewyn's eye. A part of her still pines for

the chance to escape her fate, and she quickly became infatuated with the dashing bard, seeing him as her destined soul mate. However, Cyollus swiftly realized the true natures of Harakund and his family and left as quickly as propriety would allow. Cyollus is repulsed not by Raewyn's appearance but by the blackness in her heart and her allegiance to her foster father. He does, however, have some hope that she might yet be redeemed. In the course of the adventure, the PCs may have a chance to save Raewyn's soul along the way.

The Unicorn Family

Until recently, a small blessing of unicorns comprised of mother (Myvenwy), father (Hilzarun), and young foal (Efyllia) dwelt in the southern Gnarled Forest, but upon hearing terrible stories from fey forest creatures of the Furious Hunt and its atrocities, they fled north. The unicorn parents seek safety for their child as well as aid against the Hunt from several allies including a unicorn named Baylien. Unfortunately, the Furious Hunt is already tracking Baylien and slaughter him before the unicorn family can warn him. Baylien's hornless corpse is the one the PCs discover at the start of the adventure. One of the other allies that Myvenwy is able to contact suggests that the rulers of the newly formed kingdom to the west of the forest might help. Desperate to save her family, Myvenwy requested an urgent meeting with the PCs.

Myvenwy knows that the Furious Hunt serves the Faerie Queen and that she is the one behind these attacks. She has also heard rumors that the queen desires to somehow magically conquer the Lost Lands and her killing of unicorns for their horns is a part of this plot.

Adventure Outline

Evil stirs in the depths of the Gnarled Forest. The heroes have just founded their first settlement on their destined path to become rulers of a mighty kingdom. After a dead unicorn is found at the edge of the PCs' township during its anniversary festival, the PCs receive a message from a trustworthy individual they befriended in their previous adventures, saying that Myvenwy, a protector and guardian of the forest, requests a meeting and their aid in combatting a growing evil.

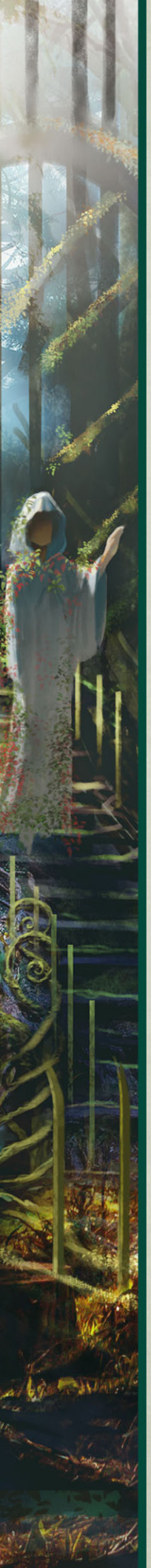
The PCs arrive at their rendezvous in a forest clearing to find that Myvenwy is a beautiful unicorn mare. However, the conversation is soon interrupted by the sounds of something crashing through the forest toward them. Myvenwy's mate, Hilzarun bursts into the clearing, clearly exhausted and heavily wounded, his flanks lathered with sweat and several arrows protruding from his back. The howling of wolves echoes nearby, followed closely by the sounding of hunting horns. The PCs have a few scant moments to prepare before a band of gnome-like fey (buckawns) riding giant wolves bursts into the clearing and battle ensues.

After the fight, the PCs quickly find out from Hilzarun that the Hunt had stealthily tracked him and his foal to where they were resting in a forest glen. When Hilzarun and Efyllia tried to escape using unicorn magic to teleport away, an evil 'satyr' in the hunting party cast a spell that prevented the foal from fleeing. Hilzarun madly dashed back to rescue his offspring only to glimpse the leader of the hunt slinging his daughter's bound form over the back of his giant goat mount. Hilzarun fought the hunters but there were too many and he fled to find Myvenwy, closely pursued by the Hunt's outriders. The hunters have the young unicorn filly and can't be allowed to escape!

The PCs chase the Hunt, which is spread out but gradually converging back to the portal through which they came from the fey realm. The PCs chase down straggling hunters and hurry to arrive at the portal. There they face the evil 'satyr' (actually Raewyn the forlarren), who has been ordered by her foster father to open the portal for the rest of the Hunt.

Going through the portal, the PCs travel to verges of the fey land, to the Realm of Seasons. Here the PCs encounter a number of fey-touched, and sometimes whimsical, creatures. In the Spring dawn region, and meet Cyollus, a friendly but reticent faun bard who has useful information about the fey realm and the identities of those behind the attacks. In an area of giant sunflowers (Summer midday region) the PCs come across a flying bear with butterfly wings who, while gruff, may help by giving the PCs fey honey, which can cure the poison that many of the hunters use on their weapons. In an overgrown forested area of fallen autumn leaves, the PCs fight malevolent twig creatures in league with the evil hunters. Finally, at a rocky area in





the Heart of Winter, the PCs come to a series of frozen rapids leading up to a frozen waterfall with a cave behind it. Here the PCs must defeat the frosty Huntmaster and defeat him before he can sacrifice the unicorn foal and take her horn as a prize.

Getting Started

A grand tournament marks the first anniversary of the founding of a fledgling nation ruled by the PCs. A new kingdom carved from the wilderness of the Lost Lands. The PCs' settlement is small but growing rapidly under their strong governance and the PCs' people are prospering. Everyone is eager to enjoy the celebrations; travelers and merchants have swelled the township's population bringing in rare goods and exotic entertainments.

While the exact events to be held at the festival are ultimately up to the PCs themselves to decide on, the planned archery competition and jousting tournament are highly anticipated by the populace. Other events can include a beauty pageant, storytelling contests, wrestling matches, magic shows, musical concerts, dancing, athletics events, horse races, and finally a huge feast on the last evening as a finale. *Days of Wine and Roses* from Legendary Games provides an excellent resource for organizing tournaments and festivals.

But the celebrations are cut short at dawn of the second day of the tournament by a discovery by a young lad named Tobin. A small crowd soon gathers at the far end of the archery range around something lying partially concealed in the long grass. When the PCs arrive, either because they notice the commotion or when word reaches them that the community's leaders are urgently needed, they find that the thing lying in the grass is a dead unicorn, hacked and mutilated even in death, its hornless corpse defacing the tourney field. The dead unicorn's name is Baylien, which the PCs may be able to ascertain if they use *speak with dead*.

Young Tobin stands nearby, tears staining his cheeks. If coaxed to talk, he stutteringly relates how he was out just after first light searching for wayward arrows fired during the practice rounds of the archery competition when he came across the body and ran to get his parents. PCs who talk to the folk who live near the tournament grounds discover that a few of them were awakened in the middle of the night by the sounds of hunting horns in the distance, but assuming that this was revelers from the tournament they went back to sleep. Examining the corpse reveals that the unicorn has a variety of wounds, a huge gouge on the noble beast's hind quarters, two deep puncture wounds in its side, and a variety of scratches and scrapes on its legs and flanks. An Intelligence (Medicine) check can provide further information.

The ground around the body has been disturbed by the locals, but searching further afield only finds the tracks of the unicorn itself; no other footprints or other signs or passage are visible. The people's mood is sadness at the death of such a magnificent creature, tinged with both indignation at the savagery of the slaughter, and trepidation that such a horrendous thing could happen so close to the township. Word quickly spreads and casts a gloomy pall over the festivities.

Even some or all of the PCs aren't rulers of thefledgling kingdom or if you aren't using this adventure as part of the Kingbreaker Adventure Path, it's easy to get the PCs involved. Have one or all of the PCs be part of the initial discovery of the dead unicorn, or the PCs may be champions of the tournament called on by the settlement's rulers to end the menace posed by these furious hunters.

Intelligence (Medicine) DC	Information
DC 10	The gouge is a large bite mark and the punctures came from a slender piercing weapon; most likely an arrow, but possibly a crossbow bolt or dart. The unicorn's horn was almost certainly chiseled out immediately after its death.
DC 15	The bite came from a sharp-fanged creature with very long teeth, likely a Large-sized creature, but the killing blow was one of the puncture wounds that pierced the lung.
DC 20	There are several strangely mottled bruises on the unicorn's back end. The cause of these seems to be similar to frostbite or some form of intense localized cold.

Pursuit Dust

Wondrous item, rare

This shimmering finely ground dust glitters like sunlight on a spider web. When blown or sprinkled in the eyes of a creature (as an action) it allows that creature to discern the faint disturbances left by creatures using magic or an special ability to not leave tracks, such as a *pass without trace* spell. The dusted creature can find and follow the tracks of 'trackless' creatures as if they did not have the ability and can recognize whether or not a set of tracks was made by a creature using such an ability. However, these tracks automatically count as having been hidden by their maker, imposing disadvantage to the DCs of checks to find or follow them. The conditional modifiers listed under Tracking in the DMG still apply, but a 'trackless' creature's trail can only be found by someone using *pursuit dust* if it is less than 48 hours old. Wearing or using any other magic item or spell to affect vision cancels the dust's powers. The dust's effects last for 5 hours.

Later that day, an unusual messenger approaches the PCs. A small songbird cautiously flutters up to one of the PCs and drops a rolled piece of bark tied with a tiny moleskin pouch in front of him or her before flapping off. The flat piece of bark contains a note written by one of the inhabitants of the land that the PCs may have befriended earlier in their adventures. Choose the most appropriate NPC for your group of PCs from this list: one of two tiny fey tricksters, a potion-making hermit to the east of the trading post, a druid dryad who the PCs saved from an evil carnivorous tree, a nixie who was under threat from loggers, a leader of an expedition of gnomes, or a swamp witch who lives on the west shore of the lake. The note is signed by this individual and addresses the PCs, it reads, "Noble rulers of this frontier land, I have received word from Myvenwy, a protector and guardian of the forest, that a force of savage hunters stalks the Gnarled Forest. Myvenwy urgently asks for your aid in combatting this evil and indicates that this 'Furious Hunt' poses a grave threat to your newly founded domain as well as to the forest. She asks that you meet with her without delay, directly after the sun sets this evening, in this clearing." The bottom of the message has a rough diagram showing the clearing's location, just inside the Gnarled Forest. The moleskin pouch is unmarked and contains three uses of *pursuit dust*. Even if the PCs fail to identify the dust, Myvenwy knows that the friendly NPC was sending the dust and she knows what it does.

Evening Rendezvous

Due to the short notice of the message and the distance from the PCs' settlement to the forest clearing, the PCs are likely to need to travel swiftly to arrive promptly for the meeting. Half an hour after dusk fades into night, Myvenwy appears and steps shyly into the clearing. The PCs may be surprised to discover that she is a milky white unicorn. She inclines her head in a bow to the group and introduces herself.

Myvenwy subtly uses her *detect evil* spell-like ability to confirm the PCs are decent creatures and then begins to explain her reasons for calling on them for aid, revealing what she knows of the looming threat to the Lost Lands and the PCs' nascent kingdom (as described in the adventure background). However, before she can give more than a brief hint about the nature of this peril, the sounds of something crashing through the forest toward the clearing interrupt the conversation.

PCs who make a successful DC 17 Wisdom (Perception) check to hear the approaching noise have two rounds to prepare themselves, but those who fail the check only have one round to prepare. Moments later (at the end of these two rounds) another pale unicorn bursts into the clearing. This heavily wounded stallion is clearly exhausted, his flanks lathered with sweat and several arrows protruding from his back. The unicorn is Hilzarun, Myvenwy's mate and the father of their filly. Almost immediately, the howling of wolves echoes very close by and the sounding of nearby hunting horns is answered by another horn off in the distance.

The howls are from a pair of fey wolves tasked with hounding the fleeing unicorn and running him down until he drops from exhaustion. These two circle around the clearing and lurk in the shadowy forest to prevent their prey from fleeing. The sound of horns comes from a band of malicious buckawns (small fey folk with swarthy skin, dark hair, and cruel hazel eyes) who ride large worgs.

Creatures: The PCs have one round to react before the band of Furious Hunt riders bursts into the clearing and attacks.





Designer's Note

Running these two battles back to back makes for a tough opening encounter, but the number of low HD creatures means that many of the PCs' foes are likely to drop in a single hit. The PCs also have a pair of unicorns to aid them in these fights. Allow the PCs a round or two to rest and heal between the two fights if the first battle with the Furious Hunters is particularly challenging for them. On the other hand, if the PCs are having an easy time of it, have the fey wolves attack while the PCs are still mopping up the hunters.

Mycenwy

Female unicorn
hp 67
Challenge 5

Tactics

During Combat Myvenwy fights valiantly to save her mate. She attempts to shield him while staying adjacent to any allies to use her Shimmering Shield ability.

Morale Myvenwy fights to the death to defend her mate.

Hilzarun

Male unicorn
hp 67 (currently 26)
Challenge 5

Tactics

During Combat Hilzarun has two levels of exhaustion and has used up his Healing Touch ability and his *teleport* ability, but hasn't utilized his Heal Self legendary action yet. While currently too weakened to be an effective combatant himself, Hilzarun still supports the PCs by staying behind them but keeping them in his Shimmering Shield aura.

Morale Unable to run any further, Hilzarun makes a final stand here.

Worgs (6)

XP 100 each
hp 26 each
Challenge 1/2 each

Tactics

During Combat The worgs leap at the unicorns to tear them down, but quickly turn on the PCs if they interfere.

Morale The worgs are in the throes of bloodlust and fight until slain.

Furious Hunters, Buckawn (3)

Small fey, true neutral
Armor Class 15 (studded leather)
Hit Points 54 (12d6+12)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	12 (+1)	13 (+1)	14 (+2)

Damage Resistances bludgeoning, piercing and slashing from weapons that aren't cold iron
Senses passive Perception 11
Languages Common, Sylvan
Challenge 2 (450 XP)

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

At will: *disguise self, druidcraft, invisibility (self only)*
1/day each: *entangle, pass without trace, insect plague (2d10 damage only)*

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

Actions

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 5 (2d4) poison damage.

Tactics

Before Combat The hunters have applied poison to their weapons, which last them the combat.

During Combat The hunters dismount and launch a volley of poisoned arrows before each using their *insect plague* spell. They use

Designer's Note

Swarms!
While developing this adventure it came to light that the buckawns' ability to be able to cast insect swarm is quite powerful. This had the potential to take this encounter from being challenging and make it downright deadly. This combined with the dislike that many players have for swarms, means that this ability needed to be toned down. The regular buckawns can now only summon a swarm that only does 2d8 damage. Note that the buckawn gang leader can still summon a full insect swarm, making it easier for the PCs to differentiate him from the other buckawns.

When running this encounter, also note that insect plague swarms remains stationary after being summoned, making them much less dangerous than other types of swarms.

invisibility and their poisoned daggers to flank and gang up as a group on a single PC. The hunters only use their *entangle* ability if they can avoid catching allies in it or to halt a fleeing foe.

Morale Caught up in the frenzy of the chase, the hunters fight to the death.

Trindle Harx

Small fey, true neutral
Armor Class 16 (studded leather & natural armor)
Hit Points 80 (16d6+24)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	14 (+2)	14 (+2)	16 (+3)

Damage Resistances bludgeoning, piercing and slashing from weapons that aren't cold iron
Senses passive Perception 12
Languages Common, Sylvan
Challenge 3 (700 XP)

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

At will: *disguise self, druidcraft, invisibility (self only)*
1/day each: *entangle, pass without trace, insect plague, protection from energy*

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

Actions

Multiattack. Trindle Harx makes two attacks with his shortsword or two attacks with his shortbow, or one attack with his shortsword or shortbow and use Bark Command.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and 5 (2d4) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 5 (2d4) poison damage.

Bark Command (Recharge 6). One creature Trindle can see within 30 feet of him can use its reaction to make a melee attack if it can hear Trindle.

Wolf Pack Tactics

Creatures: A pair of fey wolves, with eerie green eyes and fur as black as night, serve as scouts for the Hunt. These rapacious wolves skirt the battle while remaining about 60 feet away from the clearing's edge, watching for any of the PCs, their mounts, or the unicorns to try to escape. During the battle, PCs who beat the wolves' Dexterity (Stealth) checks with opposed Wisdom (Perception) checks can discern the wolves' eyes watching them through the trees. However, as the battle turns against the other hunters, the two wolves surge forward to hungrily snap at a PC or unicorn separated from his or her companions.

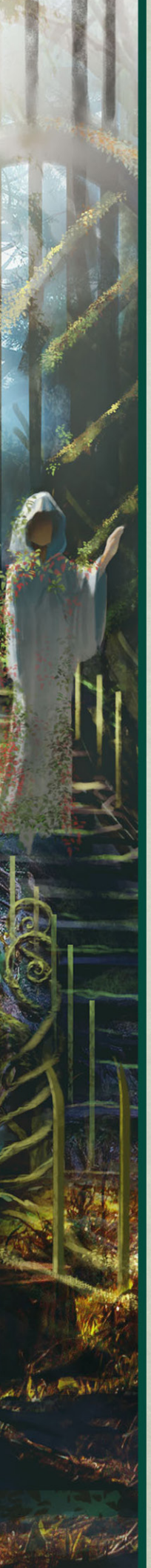
Fey Wolves (2)

Large fey, chaotic evil
Armor Class 16 (natural armor)
Hit Points 105 (14d10+28)
Speed 30ft.

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

Skills Stealth +6
Damage Resistances bludgeoning, piercing and





slashing from weapons that aren't cold iron
Senses passive Perception 12
Languages Common, Sylvan
Challenge 5 (1,800 XP)

Innate Spellcasting. A fey wolf's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

1/day each: *charm person, faerie fire*

Death Curse. When a creature slays a fey wolf, that creature is cursed with ill luck unless it succeeds on a DC 13 Wisdom saving throw. When the cursed creature rolls a natural 20 on a die, it counts as a 1 instead. A fey creature can see this curse on a creature as an angry red halo around the victim's head. A *remove curse* spell is required to rid this curse from the victim.

Actions

Multiattack. The fey wolf makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Development: Assuming Hilzarun survives, he hastily relates what happened to him as outlined in the Adventure Background. Even if Hunters strike down Hilzarun during the fight, he cries out "They've taken Efyllia!" as he falls. Myvenwy begs the PCs to help her rescue her daughter, fearing that if the hunters ritually remove Efyllia's horn, it would not only kill her only child, but could spell the dawn of doom for the entire land.

Hunting the Hunters

The remaining hunters, having heard the horns signaling that the Hunt outriders have caught up with the unicorn stallion, assume the chase has reached its inevitable conclusion and break off, and commence their return to the portal that transports them to the fey realm. The PCs and Myvenwy race after the straggling hunters to catch them before they can get away. Hilzarun has two levels of exhaustion from his grueling run and urges them to go on without him, promising to follow the PCs' trail as best as he can.

Immediately after capturing Efyllia, Harakund ordered his hunters to chase down the fleeing unicorn stallion, but Harakund and his step-daughter Raewyn returned directly to the portal with the captured unicorn prize. No matter how quickly the PCs navigate the chase, Harakund has already gone through the portal, leaving Raewyn behind to open the portal for the remaining hunters. However by chasing down straggling hunters before they can escape, the PCs reduce the foes they must face when they confront Harakund.

This encounter uses the chase rules from the DMG with some modification. Each square on the next page represents approximately 300 feet of distance, and the PCs must close to the same square to catch up with a group of hunters. Each square takes 1 minute to traverse, rather than a round as with most chase scenes, but the principle of characters using dash actions to move through a square and then using standard actions to overcome that square's obstacle remains the same.

As moving through each square takes 10 rounds, a PC who chooses to take actions not directly related to navigating the chase's course, such as casting a spell or drinking a potion, can do so, but takes a −2 penalty on their check to overcome the square's obstacle during this minute. Each action taken means the penalty increases by 1 per action. i.e. a PC can take up to the equivalent of five actions not related to the chase in each minute and still be able to make a check to overcome the square's obstacle, but at -6. Using the Help action to assist another character overcome a square's imposes a −2 penalty on the helper's own check.

Additional Chase Rules

Group Obstacle: A square marked with the 'group' option is a challenge that becomes trivial to bypass once at least one character has overcome it. A good example of this type of challenge is a locked door obstacle that can be overcome by picking the lock or forcing the door open with brute strength. Once one member of a group overcomes the obstacle, other members do not need to make a check to exit this square.

Decision Obstacle: A square marked with the 'decision' option is a challenge that funnels characters into one of two different squares depending on whether the character succeeds at or fails the obstacle. In this type of challenge,

Pick Up the Trail[1]
(Group)
LOCATE SIGNS OF PASSAGE
(Wisdom (Perception) DC 16)
FIND TRACKS
(Wisdom (Survival) DC 16)

Thick Undergrowth
Low Hanging Branches
FORCE A WAY PAST
(Strength (Athletics) DC 15)
A TIGHT SQUEEZE
(Dexterity (Acrobatics) DC 15**)

Entangling Foliage[2]
EVADE THE GRASPING PLANTS
(Dexterity save DC 13)
RIP THROUGH THE GREENERY
(Strength (Athletics) DC 13)

Boggy Stream
SPLASH THROUGH
(Strength (Athletics) DC 12)
LEAP ACROSS MUDDY STONES
(Dexterity (Acrobatics) DC 17)

Dense Brambles Ahead
(Group, Decision)
IDENTIFY THE DANGER
(Intelligence (Nature) DC 12)
AVOID THE HAZARD
(Wisdom (Survival) DC 16)

Failure

Stinging Thorns
and Prickling Nettles
KEEP AWAY FROM THE TOXIC BARBS
(Wisdom (Survival) DC 16)
TOUGH IT OUT
(Constitution save DC 14)

Success

Woods

NO OBSTACLES

Rugged Dell
SCRABBLE UP THE STEEP SLOPE
(Strength (Athletics) DC 15)
GO THE LONG WAY ROUND
(Constitution save DC 13)

Clearing

FINISH LINE!
(No Obstacles)

1- Apply appropriate penalties from the Perception skill description if the PCs have insufficient light. Only PCs sprinkled with *pursuit dust* can make either of these checks.

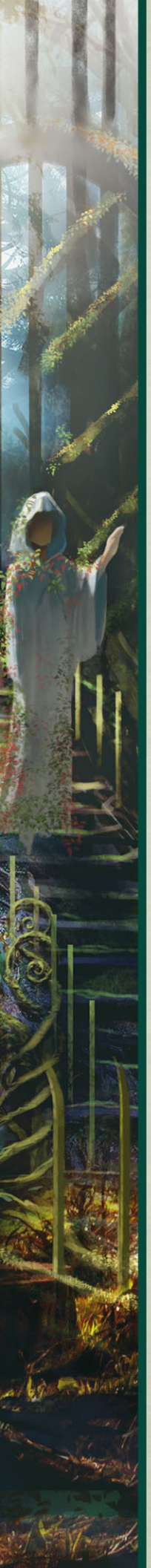
* Characters with bonuses to bull rush or overrun maneuvers can apply them to this check.

** Large creatures take a -2 penalty and Small creatures receive a +2 circumstance bonus on this check.

2- Several of the Furious Hunters have used their *entangle* abilities here.

If a PC fails the Reflex save, he or she can make a DC 13 Escape Artist check as his or her next attempt to overcome the obstacle instead of another Reflex save.





the character still exits the square even if they fail the obstacle check, but the failure square usually has more difficult obstacles on it than the success square. In an urban chase, a series of zigzagging alleys that lead to either a congested twisting street or a clear straight laneway is a good example of this.

Mounts: Creatures with a mount gain the benefit of the mount's greater speed but in many of the squares must also have the mount overcome the obstacle in the square as appropriate. At the GM's discretion, the rider may need to make a Wisdom (Animal Handling) check instead of, or in addition to, the obstacle listed on the square to guide the mount over or through the obstacle. This check should usually have the same DC as the check required by the mount and shouldn't include any bonuses the mount gains from having a movement rate above 30 foot. For example, a rider attempting to swim at the Boggy Stream square would need to make a DC 10 Wisdom (Animal Handling) check to guide his or her mount across and the mount would need to make a DC 10 Strength (Athletics) check.

Reward Creative Skill Use: Allow PCs to use alternative skills when it makes sense, but increase the check DC, typically by between 1 and 4 at your discretion. For example, a strong and athletic PC wishes to jump over some collapsed rubble instead of having to make a Dexterity (Acrobatics) check, which is one of the listed options for the square. Allowing the player to make Strength (Athletics) check with an increased DC may make the obstacle more difficult, but it still rewards the player's creativity.

Unskillful Characters: If players are having an extremely difficult time succeeding at a check, allow them a cumulative +2 bonus to their checks for each time they have already attempted the obstacle. This allows them to eventually succeed and rewards their perseverance and previous efforts.

Creatures: There are two groups of hunters ahead of the PCs on their way back to the portal. While trees and foliage block line of sight to other squares, these groups are not being particularly quiet and PCs who succeed on a DC 15 Wisdom (Perception) check can hear a group of hunters in an adjacent square. These groups may also blow their hunting horns occasionally to communicate with each other, letting the PCs know there are foes ahead of them. Although these hunters leave no tracks (from a *pass without* trace spell), PCs under the effects of *pursuit dust* can easily stay on their trail once they have found it. Use these groups to keep up the pace of the chase scene so that PCs feel they have a real chance to catch up to these fey hunters. The hunting groups have to negotiate the chase's challenges just like the PCs, and they can react to PCs' actions, such as by setting an ambush if the PCs are making a lot of noise, or by trying to outrun the PCs if they know the PCs are hot on their trail.

Hunting Group 1

This group of hunters includes a pair of worgs, a buckawn, and Taigann the korred. Taigann is a stunted, extremely hairy, and disheveled-looking creature who has recently joined the

Designer's Note

Chase Scenes

Some players dislike chase scenes, but they can be a very enjoyable experience as long as you as the GM remain flexible and give detailed descriptions of each challenge. Allow the PCs to use their skills and abilities to overcome obstacles as per the normal game rules, rather than feeling locked into following the exact chase scene rules as written, and the two obstacles presented at each square. For example, in this adventure a PC with the Natural Explorer class ability shouldn't even need to roll to overcome the Dense Undergrowth square. If the chase scene rules create an illogical or contradictory situation, use your discretion and make a quick ruling while describing things in an interesting and cinematic way.

At the beginning of the chase, remind the players how the Help rules work for this particular chase. With each square taking a minute to traverse, having the party split over multiple squares can be deadly for a PC attempting to fight a group of Hunters by themselves, as well as being boring for the other PCs who have to watch 10 rounds of combat without participating. Finally, give the PCs the chance to regroup before they move into the Ill Met by Moonlight (internal link) encounter.

We find that the chase scene rules are a useful aid, allowing a group to quickly run an exciting chase without having to count out every 5 foot square.

Hunt because she revels in the excitement of the kill, but Harakund distrusts her because of her ability to use *shatter*. This group starts in the 'Boggy Stream' square.

Taigann, Femal Korred

Small fey, chaotic evil
Armor Class 15 (natural armor)
Hit Points 88 (16d6+32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	14 (+2)	14 (+2)	13 (+1)

Damage Resistances bludgeoning, piercing and slashing from weapons that are not cold iron
Senses passive Perception 12
Languages Common, Sylvan
Challenge 4 (1,100 XP)

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

Innate Spellcasting. The Korred's innate spellcasting ability is Wisdom (spell save DC 12). He can innately cast the following spells, requiring no material components:

At will: *meld into stone*, *shatter, stone shape*
1/day each: *divination*

Animated Hair. A korred's wild hair and beard are constantly writhing and twitching. As a bonus action, it can Help a friendly creature attacking the same target as the Korred by tugging at clothes and weapons, tangling feet and arms, tickling, and generally making a nuisance of itself.

Actions

Multiattack. The Korred makes two attacks with his club or two attacks with his rock.

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

Rock. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Stunning Laugh (recharge 5-6). The korred unleashes a strange laugh. Every humanoid and giant within 30 feet of the korred that can hear the laugh must succeed on a DC 14 Constitution saving throw or be stunned. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this korred's laugh for the next 24 hours.

Furious Hunter Buckawn

XP 450
hp 20

Worgs (2)

XP 400 each
hp 26 each (see the MM)

Hunting Group 2

This buckawn gang leader fell behind during the Hunt's pursuit of Hilzarun and she argues loudly with her worg mount over whose fault this was. These two start in the 'Dense Brambles Ahead' square.

Furious Hunt Gang Leader

XP 700
Buckawn leader
hp 42

Tactics

During Combat The gang leader starts with her *entangle* ability to catch as many PCs as possible then uses *insect swarm* on those caught in the effect.

Worg

XP 100 each
hp 26 (see the MM)

Development: If either of these groups of hunters gets away, then the PCs encounter them later at the Dark Heart of Winter.

Ill Met by Moonlight

Gossamer moonbeams filter their way through the leaves of the surrounding trees, painting this small overgrown glade with a pallid light. On the clearing's southern side stands a pair of twisted oak trees grown close together. Their main branches intertwine, creating a well formed arch between them. Moonlight shimmers through the arboreal archway, sparkling brightly with







an unearthly glow, and tiny motes of glittering energy float between the two gnarled trunks.

This 30-foot diameter clearing is the end-point of the chase, where the Furious Hunters magically shift back to the fey realm. When activated, the archway transports anyone who steps through it to the fey Realm of Seasons. The archway radiates an aura of moderate conjuration magic, but its portal can only be activated while moonlight shines upon the arch itself. At any other time, the archway appears to be a pair of overgrown, but normal, oak trees.

Harakund and Raewyn each possess a moonstone talisman that allows them to activate the archway's portal. The command word to

use one of these talismans is the Faerie Queen's name. A PC who succeeds at a DC 20 Intelligence (Arcana) check can blindly trigger a talisman to activate the portal without the command word. When a talisman activates the portal, it remains open for 1 minute before closing again.

Activating the portal without a talisman is more difficult, requiring a successful DC 25 Intelligence (Arcana) check. Alternatively, casting a spell that specifically affects plants or wood such as *entangle, plant growth* or *speak with plants* while standing adjacent to the archway can also activate the portal if the caster succeeds at a DC 20 Intelligence (Arcana) check. A *transport via plants* or *tree stride* spell automatically activates the portal. Spells used in this way have no other effect, even if they fail to activate the portal. When activated without a talisman, the portal remains open for a number of rounds equal to the level of the spell used or the number by which the Intelligence (Arcana) check exceeded the DC (minimum 1 round).

Creatures: Harakund's adopted daughter Raewyn waits here to activate the gateway for the remaining members of the Furious Hunt. If the PCs arrive in the clearing at the same time as other Furious Hunters, Raewyn is near the archway ready to activate the portal for them. Otherwise, she lurks in the thick foliage near the edge of the clearing, using stealth combined with her woodland stride ability to remain unseen. Raewyn attacks the PCs to prevent them from accessing the portal, while any other hunters present attempt to escape through it to the realm beyond.

Raewyn

Forlarren sorcerer
Medium fey, neutral evil
Armor Class 16 (natural armor), 19 with *mage armor*
Hit Points 165 (22d8+66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	8 (-1)	13 (+1)	18 (+4)

Saving Throws: Dex +6, Cha +7
Damage Resistances bludgeoning, piercing and slashing from weapons that aren't cold iron, cold
Damage Immunities poison
Senses passive Perception 11
Languages Common, Sylvan
Challenge 8 (3,900 XP)

Spellcasting. Raewyn is a 9th level spellcaster. Her spellcasting ability is Charisma (Spell Save 15, +7 to hit with spell attacks). Raewyn has the following spells prepared:

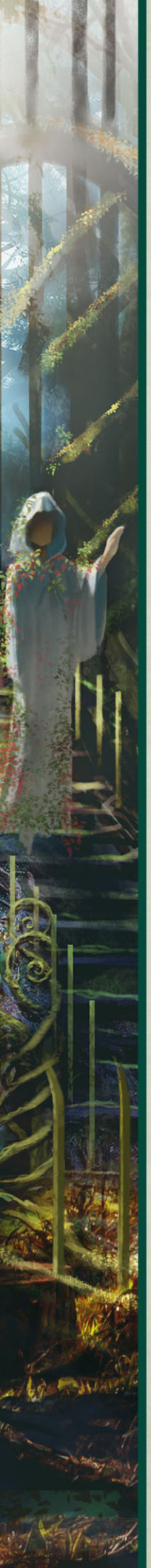
Cantrips (at will): *dancing lights, minor illusion, mage hand, prestidigitation*
1st level (4 slots): *detect magic, hideous laughter, mage armor*
2nd level (3 slots): *invisibility, ray of enfeeblement, scorching ray*
3rd level (3 slots): *blink, fear, vampiric touch*
4th level (3 slots): *confusion, phantasmal killer*

The Realm of Seasons

The Realm of Seasons is a transitive plane between the fey realm and the material plane and is coterminous to both. The plane has a self-contained shape and its borders wrap around on themselves bringing travelers back to their starting point after about half a day's travel.

Locational Seasons: The time of day and the apparent season, including where the sun sits in the sky and other cyclic environmental effects, depend on where a creature is on the plane. The plane is divided into four regions: in the first it is Spring and dawn; in the second, Summer and noon; in the third, Autumn and dusk; and in the last, Winter and midnight. A creature wishing to travel from region to region must either concentrate on the new region while traveling, or alternatively follow another creature's trail. Traveling the regions in the order of the seasons is fairly easy, Spring leads to Summer leads to Autumn leads to Winter leads to Spring. Traveling in the reverse direction is difficult and requires a successful DC 20 Intelligence (Arcana) check to do so. Attempting to travel straight from one season to an opposing one is impossible; the travelers simply find themselves in the next region in seasonal order. For example, attempting to travel from Summer to Winter instead takes the traveler into the Autumn region. Using teleportation magic ignores these constraints.





5th level (1 slot): *dream*

Quickened Spell (3/day): The forlarren sorcerer can cast a spell as a bonus action.

Twinned Spell (3/day): The forlarren sorcerer can target a second creature with a spell that usually targets a single creature.

Remorse. Whenever Raewyn kills a living creature, she must succeed on a DC 14 Wisdom saving throw to avoid becoming overwhelmed with remorse. If she fails, roll 1d6. On a roll of 1-2 she will continue to attack until she kills another creature. On a 3-4 she will become frightened of the allies of the slain creature for 24 hours. On a 5-6 she will offer allies of the slain creature her services in recompense for 1d12+12 hours before reverting to her aggressive nature.

Actions

Multiattack. Raewyn attacks twice with her claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage and the target is grappled (escape DC 15). Until the grapple ends, if the target is wearing metal armor it takes 13 (3d8) fire damage.

Development: If Raewyn flees through the portal, she waits on the other side to ambush the PCs. If this occurs, see the sidebar below for more details. Soon after the adventure, when the PCs have defeated Harakund and the Furious Hunt, agents of the Faerie Queen destroy this portal to prevent any further mortal intrusion into the fey realm. She carries on her an embalmed hand of her dead mother (wears a platinum wedding ring worth 450 gp), a moonstone talisman (worth 350 gp), and a book of melancholy elven poetry (worth 100 gp).

Spring Dawns

The PCs step into a similarly sized, but otherwise very different clearing to the one they left. A pair of ancient stone menhirs form an archway behind the PCs and the soft light of early morning flows serenely through lush vegetation. The trees are blooming with a profusion of fruit and berries of many unusual colors and the ground is a carpet of verdant grass over a foot high. A gentle breeze brings the fresh scents of nature and birdsong faintly chimes in the distance. This idyllic clearing shows no signs of the Hunt's passage; the forested terrain allows the hunters to use their abilities to leave no trace, but the PCs under the effects of *pursuit dust* can pick up the trail fairly easily by succeeding on a DC 11 Wisdom (Survival) check.

Creature: The PCs' arrival doesn't go unnoticed. A faun traveler named Cyollus hears and catches sight of the PCs. He initially attempts to eavesdrop on the PCs while remaining unseen to discern why mortals are here in the fey realm. As the PCs start to leave the clearing, or as soon as the PCs notice him, Cyollus plays a lively tune on his pipes from the cover of dense foliage. He withdraws if the PCs approach his position but circles around the PCs while continuing to play. If the PCs call out to him, Cyollus changes his tune to indicate he can hear them, and it may seem to the PCs that the piper's melody is answering them musically. However, Cyollus doesn't approach until he hears someone compliment him on his music or a PC accompanies or answers his tune with his or her own music, song, or other appropriate performance. If a PC succeeds on a Charisma (Performance) check, his or her exquisite performance impresses Cyollus and he feels compelled to meet its creator. In this case, his initial attitude is Friendly, otherwise he is Indifferent.

If the PCs act aggressively, shout threats, or attempt to chase Cyollus down, he retreats, putting as much distance as he can between the antagonistic PCs and himself as possible. If the PCs manage to capture Cyollus, his initial attitude becomes Hostile.

Cyollus has a personality and manner that is 'fey' in the classical sense. He lives in the moment, seeing the world as a theatric play that flows around him. While long-lived, he doesn't dwell on his own death, being much more concerned with finding a tumultuous finale to his role than worrying about the finality of dying. Cyollus asks why the PCs are in the Realm of Seasons. While the PCs have piqued Cyollus' interest with both their presence and their response to his music, he swiftly loses interest in them unless they tell the tale of why they are here in a dramatic and compelling fashion. If they do so, Cyollus feels an emotional tie to the PCs and their quest, and offers to reveal secrets the PCs may not know and answer their questions as best he can.

Cyollus wants to hear a glorious epic with valiant protagonists struggling against the odds and he requests the PCs portray and act out the

dramatic and emotive state of the participants. He is likely to interrupt the PCs, asking them to elaborate on certain parts of their tale and inquiring about how certain PCs felt at key moments. Cyollus extolls the PCs, "Show me! Bring the scene to life around me!" If the PCs do this, at least one PC must succeed on a DC 14 Charisma (Performance) or Charisma (Persuasion) check to narrate the tale, but other PCs can offer other skills to assist like Dexterity (Acrobatics) as long as there is still at least one PC narrating. Reward players who use creative options, such as letting a PC who uses an illusion spell to set the scene make a DC 14 Intelligence (Arcana) check instead of a Charisma (Performance) check. Particularly good roleplaying may, at your discretion, negate the need to roll altogether.

If the PCs succeed in their skills, either individually or as a group (assume that the PCs are using the Help action on the PC who is narrating), then Cyollus is impressed and engaged by the performance and he becomes Friendly toward the PCs. In addition to telling the PCs what he knows, he offers to journey with the PCs part of the way across the realm. If the check result is 10 or less, Cyollus is unmoved by the PCs' antics and departs as soon as the performance finishes.

If made Friendly, Cyollus starts by explaining the specifics of how the Realm of Seasons differs from the material plane. He then melodramatically describes what he knows of the Faerie Queen, Harakund the Huntmaster and his foster daughter Raewyn, and lastly, that he has heard rumors that the Faerie Queen has been harvesting strange things from the land of mortals. Fey have always been notorious as gleaners of seemingly innocuous objects, leaving oddments in exchange but taking them for their own amusement or because the item catches their eye. This seems different. He has heard tales of broken statues, pieces of ruined buildings, saplings from sacred groves, and items of great craftsmanship, and most horribly, unicorn horns. It is believed that these items are not merely curios but may be binding tokens of some sort, tying her to the land and the land to her, allowing her to spread her power in some way into the world beyond. What her true purpose is he cannot guess, but it should bear watching for the future. In the meantime, since unicorns have the natural ability to teleport, it may be that their horns function as keystones for whatever influence she wishes to exert upon the Lost Lands. Whatever her plans, if the PCs wish to foil them this Furious Hunt must be stopped.

Raewyn in Spring

If Raewyn (link back to her stat block) escapes through the archway into the Realm of Seasons, she lies in wait for the PC on the other side. However, when she engages the PCs, Cyollus hears the fighting and rushes to the clearing. If Raewyn is invisible, he uses his scroll of *fairy fire* to reveal her before casting *suggestion* while angrily castigating her for surrendering to her baser instincts. If Raewyn fails the save against this *suggestion* she is affected as if she had failed a saving throw against her remorse ability. Cyollus aids the PCs in their fight, but begs the PCs to spare Raewyn's life, so that she has the chance to redeem herself and atone for her evil ways. Cyollus promises to take her to a place where she will be punished for her crimes.

Cyollus

Faun Bard
Medium fey, chaotic good
Armor Class 15 (natural armor)
Hit Points 110 (20d6+40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	13 (+1)	12 (+1)	20 (+5)

Damage Resistances bludgeoning, piercing and slashing from weapons that are not cold iron, thunder
Senses passive Perception 11
Languages Common, Gnome, Sylvan
Challenge 4 (1,100 XP)

Innate Spellcasting. Cyollus's innate spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

At will: *minor illusion*
1/day each: *hideous laughter, sleep*

Pan Pipes. Three times per day as a bonus action, a faun can use its panpipes to augment







its innate spellcasting, increasing the DC by 2.

Spellcasting. Cyollus is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Cyollus has the following spells prepared:

Cantrips (at will): *dancing light, true strike, vicious mockery*
1st level (4 slots): *charm person, detect magic, healing word, thunderwave*
2nd level (3 slots): *heat metal, hold person*
3rd level (2 slots): *fear, stinking cloud*

Actions

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Summer Blooms

The sparse forest of morning opens out into wide fields of giant flowers whose petals sway overhead in the warm breeze. Pleasant sunlight filters through fluffy clouds and the scent of pollen in the air gives the relaxing atmosphere of an indulgent summer afternoon. As the trail of the Furious Hunt exits the wood, their tracks become clearly visible in the rich soil and are easy to follow (DC 8 Wisdom (Survival) checks). The huge flowers are 10 to 15 feet tall with thin stalks about 6 inches in diameter.

Creature: One of the Realm's residents, a flying fey grizzly bear named Maelarth, has already discovered the trail left by the Hunt's passage. Maelarth has bright butterfly-like wings and feeds on the nectar that the giant flowers produce. He regards this region as his personal territory and is agitated and annoyed at finding the Hunt's tracks and their strange scents passing through his land. When he notices the PCs following the Hunt's trail, he confronts the PCs to drive these unusual interlopers out of his domain. Maelarth flutters 20 feet above the ground in front of the PCs and bellows and growls down at them. Maelarth expects the PCs to quickly retreat back the way they came, and if they hesitate for too long he uses his non-

damaging spell-like abilities such as *faerie fire* to show that he's not to be trifled with.

If the PCs attempt to communicate, Maelarth starts with a Hostile attitude. He only speaks Sylvan but won't deign to speak until he has an Indifferent attitude or better, preferring to show his displeasure with grunts and loud growling. If Cyollus is with the PCs, he calls out a friendly greeting to the flying bear in Sylvan. If none of the PCs speaks Sylvan, Cyollus offers to translate, but he lets the PCs take the lead in discussions. However, Cyollus' calming nature and soothing voice automatically aids in a parley with Maelarth, granting advantage to any Charisma (Persuasion) checks the PCs try. Even though he isn't a normal animal, Maelarth tolerates PCs making Wisdom (Animal Handling) checks. If Maelarth sees any creature with a death curse aura from killing a fey wolf (link to their stat block page), the entire party receives disadvantage on skill checks made with him.

If fighting breaks out and Cyollus is with the PCs, he urges them to withdraw, covering their retreat with his spells to prevent Maelarth from chasing them. If the PCs seem aggressively determined to fight, Cyollus's gentle nature recoils from their belligerent attitude, and he slips away during the fighting.

Maelarth is cantankerous, gruff, and isn't the brightest creature, but he does have an honest nature and if the PCs can clearly and simply explain why they need to cross his territory and change his attitude to Friendly, he is willing to let them pass. If the PCs impress Maelarth by explaining they are attempting to rescue a young creature from the hunters who already trespassed through Maelarth's lands and change his attitude to Friendly. Maelarth guides them to the small bower of overgrown plants that is his den. Here he offers the PCs golden nectar held in a cup-sized tube-shaped flower. This fey nectar has magical properties and each dose provides the drinker with the benefits like the spells *lesser restoration* and *cure wounds*. Maelarth has collected enough nectar for 3 doses and the PCs can transfer the nectar from the flower to other containers to take it with them.

Maelarth

Fey Grizzly Bear
Large fey, true neutral
Armor Class 15 (natural armor)
Hit Points 119 (14d10+42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	5 (-3)	16 (+3)	8 (-1)

Damage Resistances bludgeoning, piercing and slashing from weapons that are not cold iron, cold, lightning
Senses passive Perception 13
Languages Sylvan
Challenge 5 (1,800 XP)

Innate Spellcasting. A fey grizzly bear's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no material components:

3/day each: *dancing lights*
1/day each: sleep, entangle, faerie fire

Vanish (recharge 4-6). As a reaction the fey grizzly bear can become invisible until the end of its next turn.

Actions

Multiattack. The fey grizzly bear makes two attacks one with its bite and one with its claws.

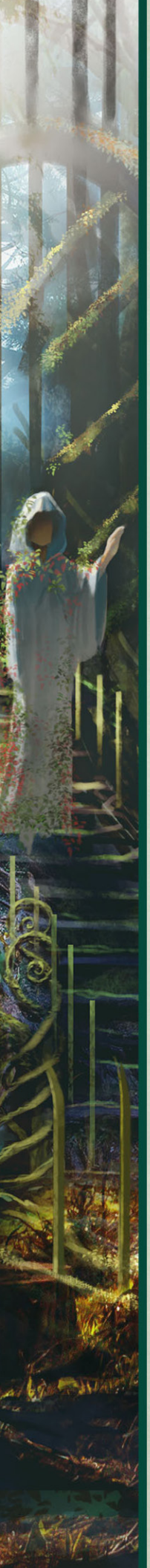
Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

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

Development: If the PCs successfully negotiate with Maelarth, award them his full XP value. If the PCs withdraw and attempt to go round Maelarth's territory, it takes an hour to bypass. The PCs then need to relocate the Hunt's trail with a successful DC 15 Wisdom (Survival) check.

If Cyollus is with the PCs, he parts cordially ways with them shortly after leaving the giant flower fields. During Cyollus' series of dramatically embellished farewells, he glumly explains that his travels are urgent and take him down a different path to that which the PCs must travel. If the PCs changed Cyollus' attitude to Friendly, impressed him with their performance skills, and successfully negotiated a way past Maelarth, the faun rewards the PCs by gifting them his *harp of shattering*, stating, "Harakund the Huntmaster favors the discordant braying of hunting horns, but loathes the sound of a pure musical note."







Harp of Shattering

Wondrous object, rare (requires attunement)

This finely crafted harp fits comfortably in one hand, but it requires two hands to play. The harp has 10 charges. When the last charge is expended, the harp loses all of its magic but still functions as a masterwork harp.

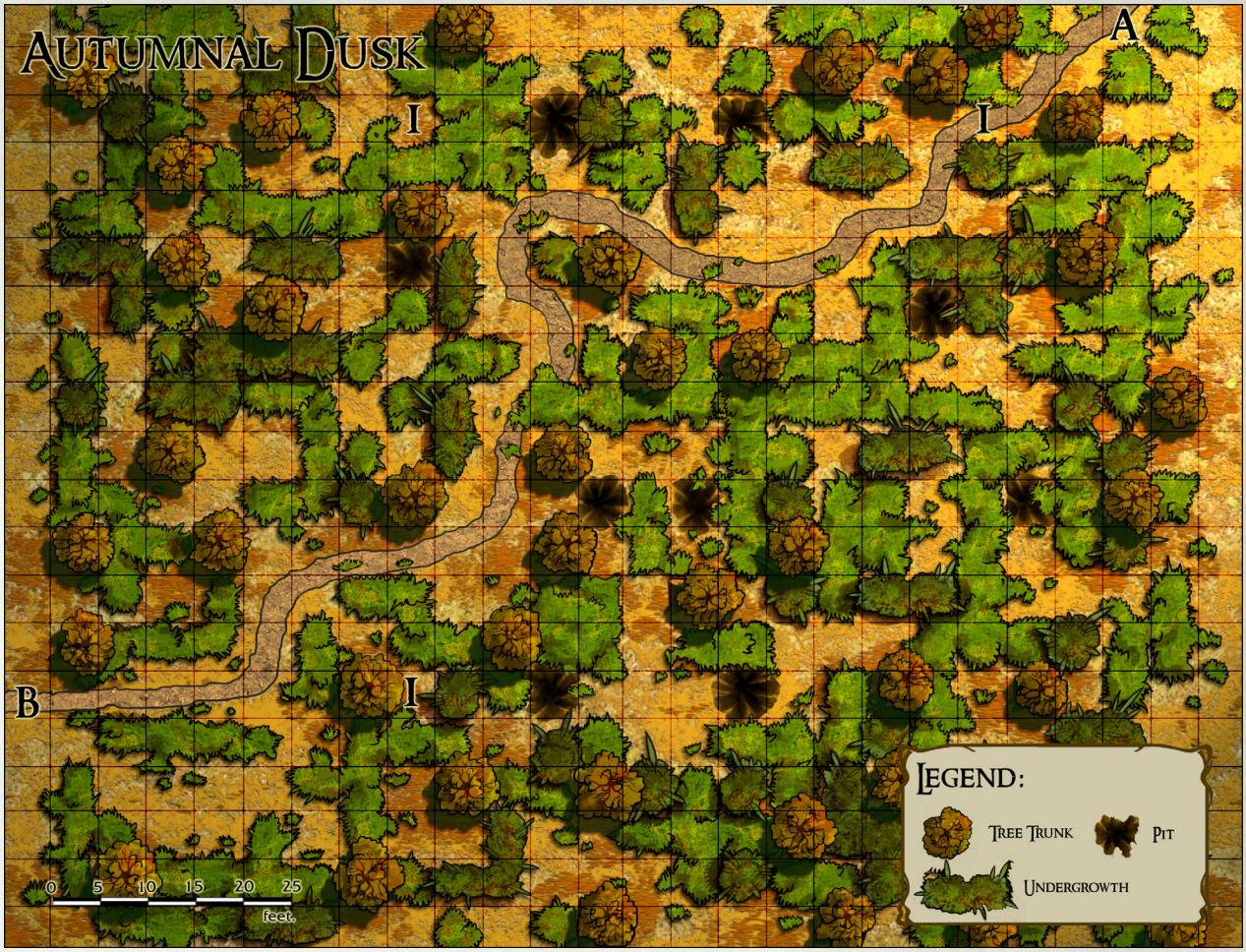
Spell. While holding the harp, you can use an action to cast *shatter*.

Autumnal Dusk

The fields of summer give way to woodlands of overgrown briars and tangled thorny undergrowth. The foliage changes color to shades of orange, red, and brown and a carpet of fallen leaves covers the ground. The sun hangs low in the sky, producing a magnificent golden sunset that traces through the gossamer clouds in a cascade of colors, passing through shadings of scarlet, crimson, and hot pinks, through to rosy blues streaked with brushings of indigo and purple.

The waning light casts long shadows and the illumination level is normal light. The Hunt's trail vanishes from normal vision as the terrain becomes forested. The trail winds its way through terrain choked with barbed briars and thickets of prickly underbrush. The areas marked on the map in light green are difficult terrain (2 squares of movement, provides half cover) and the areas in darker green are heavy undergrowth providing full cover.

Creatures: A trio of malicious illglasir guards the way. These ligneous creatures are in league with Harakund, who has commanded them to prevent anyone (mortal or fey) from approaching his wintry demesne. One of the creatures reveals itself as the PCs approach, positioning itself in an area of light undergrowth with a leaf covered pit between it and the PCs, preferably in the patch of undergrowth between the two pits in the center of the map. The creature speaks with a voice that sounds like branches creaking in a strong wind, warning the PCs to come no further. Unless the PCs retreat immediately,



the illglasir preemptively attack, hoping to earn favor with Harakund by presenting him with the PCs' corpses.

Illglasir

Small fey, chaotic evil
Armor Class 16 (natural armor)
Hit Points 98 (15d6+45)
Speed 40 ft.

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

Skills Acrobatics +5, Stealth +5
Damage Resistances bludgeoning, piercing and slashing from weapons that are not cold iron, cold, lightning
Damage Vulnerabilities fire
Condition Immunities blinded, deafened, exhaustion
Senses passive Perception 12
Languages Common, Sylvan
Challenge 4 (1,100 XP)

Bramble Jump. An illglasir can travel short distances between brambles, shrubs, or thickets as per the spell *tree stride* as part of its movement. The illglasir can travel in this manner up to 60 feet per day. This movement does not provoke opportunity attacks.

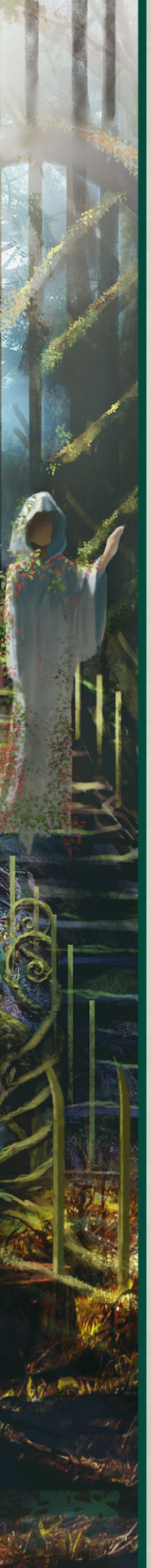
Sneak Attack. The illglasir deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the illglasir that isn't incapacitated and the illglasir doesn't have disadvantage on the attack roll.

Actions

Multiattack. The illglasir makes two attacks with its claws.

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

Splinterspray. An illglasir can eject a barrage of splinters and brambles from its body three times per day. This effect creates a 15-foot cone of jagged splinters. Each creature in the cone must make a DC 14 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much on a successful one.



Traps: The illglasir have dug a series of 20 foot deep spiked pits in the area, covering them with a thin layer of branches and fallen leaves. The crumbling loamy walls of these pits require DC 20 Strength (Athletics) check to scale. The DC to spot the pit is 14. Anyone stepping on the covering falls through taking (7) 2d6 damage and must succeed on a DC 13 Constitution saving throw against the wildroot poison or take (7) 2d6 poison damage and suffer 1 level of exhaustion.

Development: The Hunt's trail continues deeper into the woods and the temperature drops rapidly (to around 20° F) as the PCs move from the autumnal twilight and into the night of winter. There are no stars or moon visible, but the night sky itself seems far brighter here than it normally is on the material plane (providing dim light).

Dark heart of Winter

An impressive river of ice lies still and unmoving amid a succession of jagged rocks. What was once a series of raging rapids seems to have frozen in a heartbeat, the waterway's uneven swirls and eddies instantly sealed and captured in solid ice. A dozen yards upstream, a frozen waterfall forms a sheet-like pillar of ice suspended from the overhanging cliff face.

The PCs initially approach from the direction marked as (**1**) on the map. The river is frozen solid and the slippery ice makes that difficult terrain. The uneven rocks jutting out of the ice are also difficult terrain.

The cliff face (labeled (**3**) on the map) is 30 feet high and is a very rough natural surface (DC 15 Strength (Athletics) check). The rock face becomes icy within 20 feet of the frozen waterfall (DC 20 Strength (Athletics) check), while the frozen waterfall itself is even harder to climb (DC 25 Strength (Athletics) check). Harakund uses his icewalking ability to traverse the frozen waterfall with ease while mounted using his glaive to attack characters trying to climb up.

Behind the towering column of ice that was the waterfall lies a smooth-walled tunnel (marked as (**4**) on the map) leading up at a steep angle. Originally carved out by the flow of water, the tunnel walls and floor are smooth and slippery requiring a successful DC 5 Strength (Athletics) check or DC 7 Dexterity (Acrobatics) check to move through for the first 50 feet (moving only half speed on a failure). The slope and the slipperiness force these checks to be made with disadvantage however.

Creatures: This is the dominion of Harakund, the Master of the Furious Hunt. Astride his giant goat mount, he presents a grim and enigmatic figure atop a raised outcropping on the far side of the river (marked as (**2**) on the map). Harakund awaits the arrival of emissaries from the Faerie Queen to witness the dehorning and ritual sacrifice of the young unicorn, finally acknowledging his true prowess as the Queen's hunter.

If other members of the Furious Hunt escaped through the archway to this realm, then they are also here, standing between the PCs and the river. In this case, Harakund orders his hunters to bring down the PCs while he observes from the middle of the river. He uses his *chill metal* ability on PCs but doesn't deign to engage them more directly until they have proven themselves against his minions.

Harakund, the Cold Rider

Cold Rider
Medium fey, chaotic evil
Armor Class 17 (ice armor)
Hit Points 150 (20d6+80)
Speed 30 ft.

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

Damage Resistances bludgeoning, piercing and slashing from weapons that are not cold iron
Damage Immunities cold
Damage Vulnerabilities fire, thunder
Senses passive Perception 12
Languages Common, Elf, Sylvan
Challenge 8 (3,900 XP)

Innate Spellcasting. The cold rider's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *fog cloud, pass without trace, ray of frost*
1/day each: *cone of cold, conjure elemental, freedom of movement, hideous laughter, ice storm*


Dark Heart of Winter
Legend:
Dead/bare trees
Live evergreens
Ice
Stone
Cliff
5
4
2
3
1
0 5 10 15 20 25
feet.

Map Key

1. PCs' approach
2. Harakund's watch point
3. Cliff face
4. Smooth tunnel
5. Altar Stone

Augmented Summoning: When casting *conjure elemental*, the elemental has maximum hit points.

Brutal. The cold rider deals an extra dice of damage to its attacks (included in its attacks).

Ice Walking. The cold rider and any creature it rides can move through icy difficult terrain without penalty. They may climb icy surfaces as if under the effects of the *spider climb* spell.

Implements of Ice. The cold rider wears chain mail armor and wields a *+2 glaive* both made of magical ice as hard as steel. When the cold rider dies, its armor and glaive melt into water in 1d6 rounds.

Regeneration. The cold rider regains 5 hit points at the start of its turn if it has at least 1 hit point.

Susceptible to Shatter. A *shatter* spell deals 3d6 points of damage to the cold rider (no save) and reduces its armor class by 2 for 1 minute.

Actions

Multiattack. The illglasir makes three attacks, two with its glaive and one with its antlers.

Glaive. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 6) slashing damage and 16 (3d10) cold damage.

Antlers. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage and 16 (3d10) cold damage.

Gear moonstone talisman (worth 350 gp)



Saddle of the Harmonious Companion

Wondrous Item, rare (requires attunement)

Fashioned from deeply tanned leather, this elaborate saddle has several fastenings near the front pommel to secure your weapons. The saddle magically changes size and shape to fit any appropriate creature that could wear a saddle. When mounting, you can share one of the following spells or class abilities with the creature wearing the saddle: favored enemy, land's stride, natural explorer, *jump*, *longstrider*, *pass without trace*, *protection from energy*. You must possesses this ability or be under the effect of the chosen spell and can only share one ability or spell at a time. The ability or spell functions for the saddle's wearer as it functions for you save that you can only share one favored enemy or favored terrain. If you dismount or otherwise leaves the saddle, the sharing immediately ends for the saddle's wearer.

Rimefrost Goat

Large beast, unaligned
Armor Class 16 (natural armor)
Hit Points 119 (14d10+42)
Speed 40 ft.

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

Skills Athletics +7
Senses passive Perception 13
Languages -
Challenge 4 (1,100 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn , the target takes an extra 28 (4d12) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

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

Actions

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage.

The Altar Stone

The tunnel expands out into an exposed grotto of cracked and weathered rock open to the night sky above. At the heart of the cavity stands a large and crude granite altar surrounded by a circle of timeworn obelisks.A chillwind swirls around the dark blocks of stone.

This open grotto is marked as (**5**) on the map, its walls rise 10 feet before opening out.

Creature: Lying trussed up on the altar is Myvenwy's and Hilzarun's child, the unicorn foal Efyllia, her silver coat gleaming faintly in the pale light. She is cold and scared, but otherwise unharmed having used her own magic to heal her wounds. Once rescued, she tearfully nuzzles against the PCs until she is reunited with her parents.

Efyllia

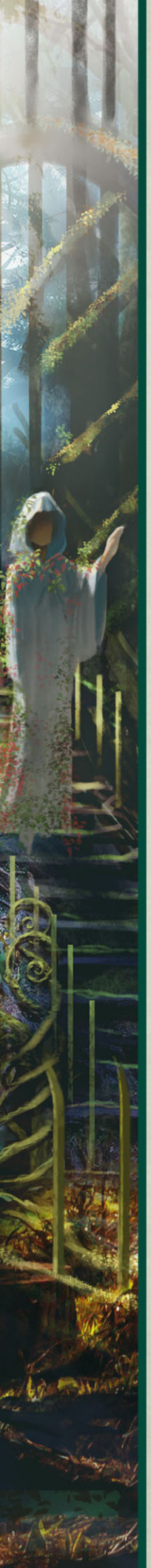
XP 600
Female unicorn
hp 67

Treasure: Resting on the altar is a jagged mithril dagger inlaid with bloodstones (worth 650 gp). A crude stone mallet along with a chisel forged from electrum and bronze (worth 500 gp) lie on the floor nearby.

Development: The PCs earn a story award of 1,500 XP for rescuing Efyllia. Returning to the portal takes only a short time provided the PCs go with the flow of the seasons and travel from Winter to Spring. The sky brightens with predawn light and the PCs can step through the portal and return to the Gnarled Forest where Hilzarun awaits their return under waning moonlight.

Conclusion

The PCs thwarted the cruel plans of the Faerie Queen and her huntsmen and saved an innocent life. The unicorn family's unexpected appearance at the boundary of the PC's settlement seems to cast a blessing over the festival and inspires the citizens to happiness and good fortune in the coming season. The grateful fey of the Gnarled



Forest erect a circle of standing stones engraved with the names and likenesses of the PCs, which becomes a permanent Landmark

Myvenwy and Hilzarun return to the woods but promise to personally watch over the northern Gnarled Forest and to swiftly report to the PCs any incursion by a monstrous force or hostile foreign kingdom. Because of their vigilance, the PCs gain a permanent +2 bonus to any kingdom checks made to prevent (or reduce the effect of) Bandit Activity, Large Disaster, Monster Attack, or Smugglers kingdom events. When the unicorn filly Efyllia grows and matures, she may consider serving a pure PC as a companion or cohort.

The most important thing that the PCs gain from this adventure is knowledge of the Faerie Queen's power and an awareness of her fell intentions toward their lands. While the Queen's schemes will not come to fruition for some time yet, the PCs won't be caught completely unprepared, and can now make plans of their own to defeat her.

Scaling the Adventure

While the adventure is designed for six 6th level characters, it can be scaled down for four 6th level characters (or if the PCs are finding the adventure too difficult), by doing the following:

Evening Rendezvous: Remove a worg and a buckawn.

Wolf Pack Tactics: Give the fey wolves one level of exhaustion.

Hunting the Hunters: Give both hunting groups one level of exhaustion.

Ill met by moonlight: Assume Raewyn has used up all her 4th level spells.

Spring Dawns: Reduce the skill check DC needed to impress or satisfy Cyollus by 2.

Autumnal Dusk: Remove one illglasir.

Dark Heart of Winter: Assume Harakund starts at the Altar Stone and only faces the PCs after they defeat any remaining Hunters.

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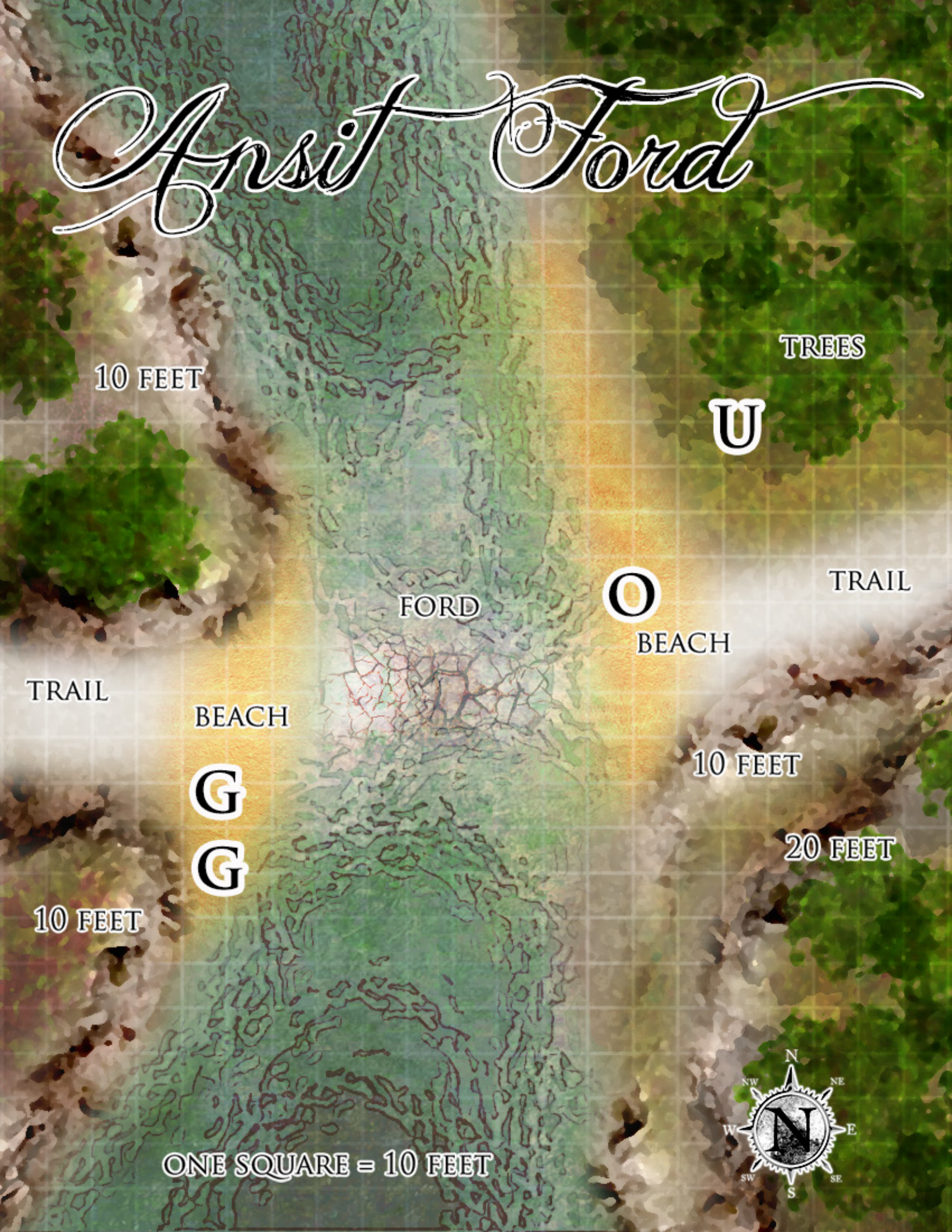
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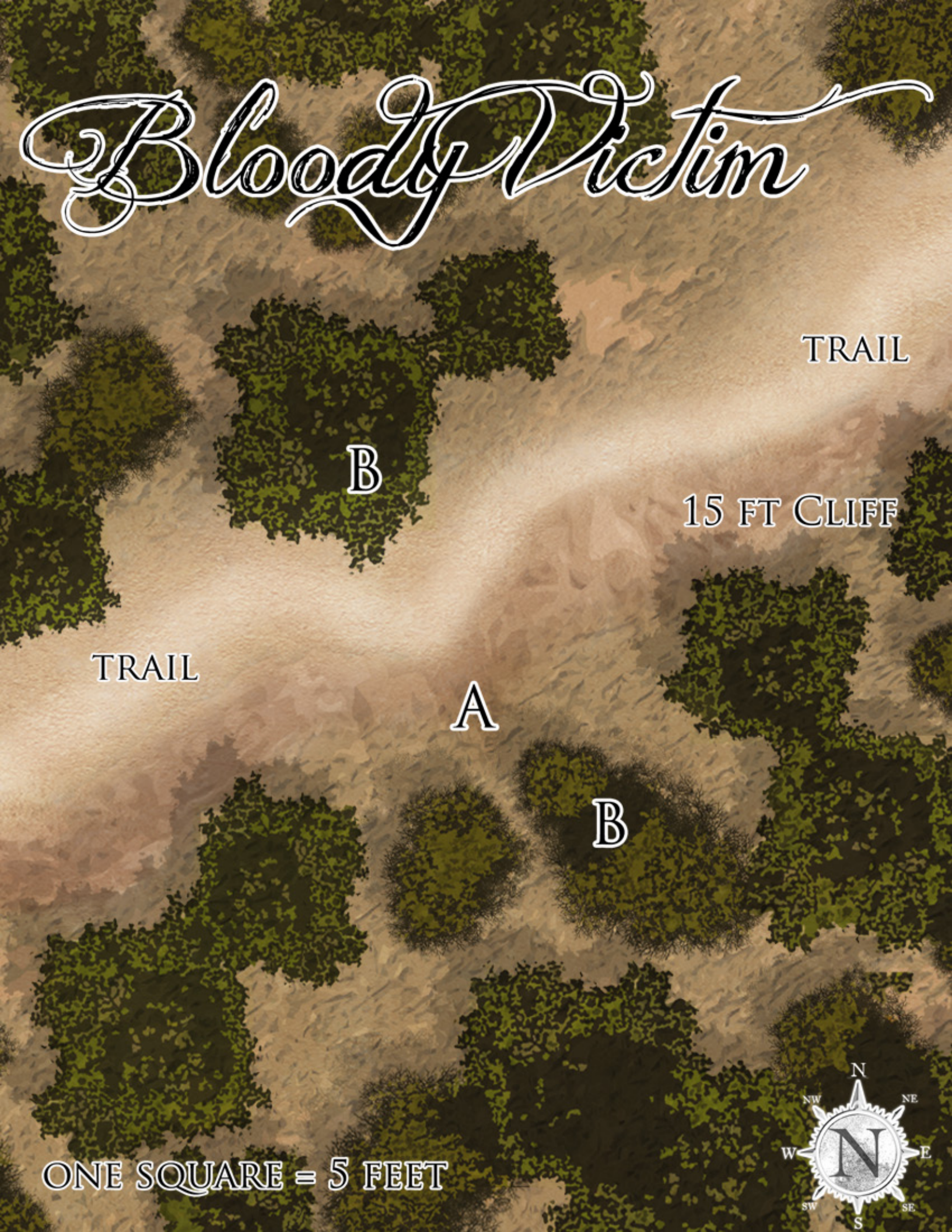
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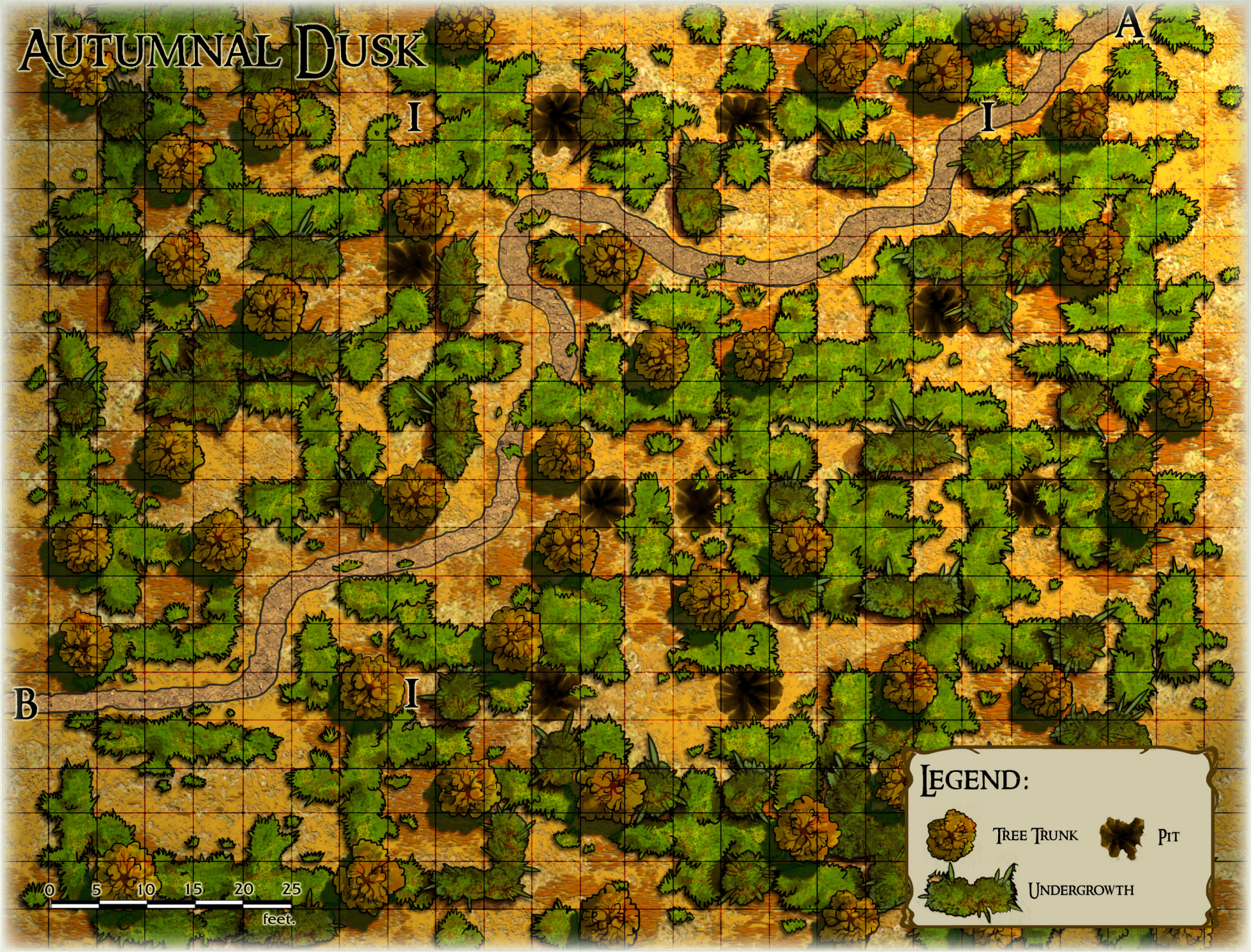
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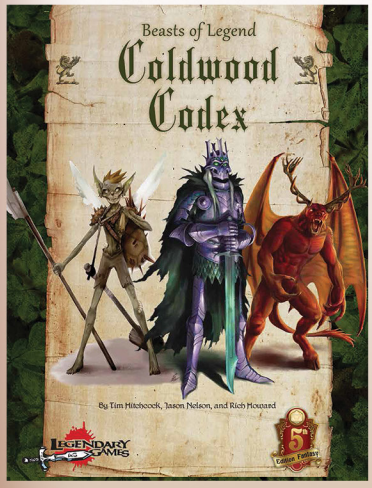
ONE SQUARE = 10 FEET




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Deep Water
Forest
Scrub Brush
Rocky Spire
The Falls of Istria


Autumnal Dusk
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feet.
Legend:
Tree Trunk
Pit
Undergrowth


Dark Heart of Winter
Legend:
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Live evergreens
Ice
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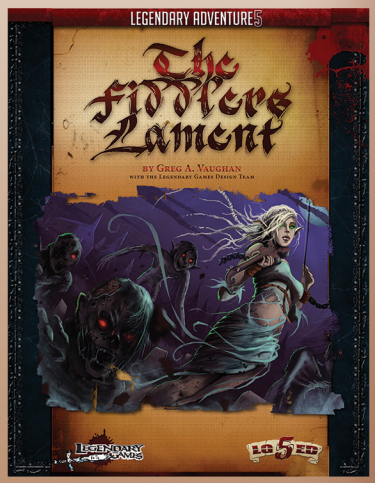
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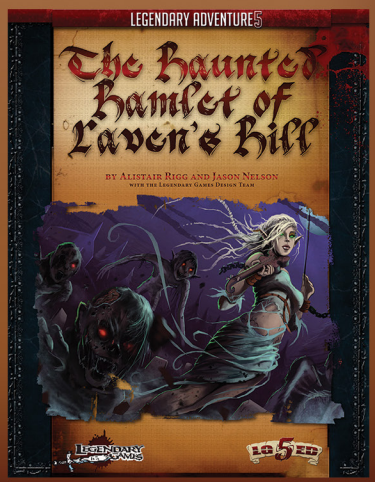
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- Dozens of new character options for your campaign on the borderlands, including archetypes like the explorer ranger and darkwolf druid alongside the jester bard and cavalier order of the woodlands! Plus new faerie bloodlines, talents, infusions, and more!
- Over 40 spectacular spells perfect for wilderness adventuring, from *bloodspear* and *faerie form* to *fey crossroads* and *threefold thunder*!
- New rules for faerie feats, including nearly 30 new feats from Fairy Blessing and Feral Companion to Cloak of Coiling Thorns and Tidalwave of Rot!
- Over 60 incredible creatures, from friendly fey like pixies and satyrs to frightful foes like barrow wights to wendigos, plus forest dragons from taiga linnorms to jungle kongomato, and fanciful creatures like the jabberwock, jubjub bird, and frumious bandersnatch!
- Dozens of new magic items ideal for trailblazing in the wild, like the *scout's spyglass*, *plow of the abundant harvest*, and *staff of the fey queen*!
- Eight richly developed wilderness-themed characters are contained here as well, each with a detailed history and connections to the official kingdom-building Adventure Path but easily usable in any wilderness campaign as rivals or allies.
- Two complete adventures, with your heroes braving bloody vengeance among the barbarian tribes on *Cold Mountain* for 4th-level characters and saving unicorns from an unseelie fate in *Horns of the Hunted* for 6th-level PCs.
- Plus chapters on running forest- or fey-themed campaigns and building your own border kingdom in the wilderness, including love and bargains between mortals and the fey, the incursion of faerie magic into the natural world, tournaments and festivals, jousting and archery, villains in nature, and even sample kingdoms!

If your heroes are heading into the woods, this is richly detailed and lavishly illustrated book is a resource you don't want to be without! The ***Forest Kingdom Campaign Compendium*** is packed with great material for players and DMs alike, the perfect companion for any wilderness campaign to help **Make Your Game Legendary!**



