



ADAPTABLE NPCs II

Another host of NPCs for Dungeon Masters to enrich their games:
Charlatans, Monks, Occultists, Shamans and Warriors; friends & foes alike!
Created for the world's greatest roleplaying game

ADAPTABLE NPCs II

CREDITS

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ON THE COVER

Kingkostas illustrates the honorbound sacred champion, a selfless warrior ready safeguard the lives of figures foretold to bring greater good into the world.



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ABOUT THIS PRODUCT

Adaptable NPCs II is the sequel to the immensely popular, best-selling supplement created for Dungeon Masters running 5th Edition Dungeons & Dragons games. Contained within this book are 110 unique non-player characters that and serve any number of roles in your player's adventures. Much like its predecessor, the ultimate goal of this supplement is to present a repertoire of quest givers and companions that can accompany players on their adventures; being diverse enough to add immersion without introducing unwanted complexity.

However, in book II, we wanted to go above and beyond! You will find more *ambiguous* NPCs; those with goals that might cause the party to question not only the quest giver, but themselves as well, as they go on a pressing quest.

Additionally, twelve short quest hooks with detailed maps (both DM & Player versions) have been included at the end of this book. Dubbed Pathways to Adventure, these short adventures serve to give Dungeon Masters a resource to introduce many Adaptable NPCs to their players in unique ways. Alternatively, the battle maps can serve as standalone assets, usable in any manner a Dungeon Master can imagine. Printable versions have been included as an additional download with purchase of this supplement: extremely detailed, fully printable, and ready for your players!



GrimPress

ADAPTABLE NON-PLAYER CHARACTERS

Do your players seek the guidance of expedition leader to guide them through a hospitable wasteland, or maybe the services of a boisterous burglar with a tale of loot too good to ignore? The NPCs found within this supplement are a mix of various alignments and motivations but be certain that more than a few will be suitable for inclusion as plot drivers for any type of campaign you are running. These NPCs can be used as traditional non-player characters by the dungeon masters or controlled by your players as mercenaries for hire. Alternatively, DMs may wish to run these NPCs as adventuring companions, accompanying your players for a short time.

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THE AGING HERO

Very few adventurers live long enough to see the latter years in life, which instills distinction on those who do; aging heroes become well respected members of their communities as a result. However, there are times when this appreciation may work as a detriment, for in times of desperation, these worn heroes are asked to come out of retirement to complete one last quest mayhap at the behest of a beloved family member or the dying request of a boon companion. Whatever the reason, an aging hero is unlikely to turn down any plea that allows them to relive past glory and aid those in need.

Withered Body, Sharpened Wits. The aging hero may have a body well past its prime, but their wits have been sharpened through time, study, and reflection of past adventures. A keen observer of people and ever the student of war with a lifetime's worth of experience, these warriors still bear their tattered remnants of arms and armor from past exploits. The aging hero has perhaps one final adventure left.

AGING HERO

Medium humanoid (any race), any alignment

Armor Class 11 (padded, shield)

Hit Points 44 (8d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	7 (-2)	12 (+1)	15 (+2)	17 (+3)	16 (+3)

Skills History +4, Survival +5

Senses passive Perception 13

Languages any three languages

Challenge 1/2 (100 XP)

Martial Advantage (1/Turn). The aging hero can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the aging hero that isn't incapacitated.

Spurring Command (3/Day). As a bonus action, the aging hero can motivate nearby companions. Once within the next minute, creatures of the aging hero's choosing within 30 feet that can hear it make their next ability check with advantage.

Warrior's Intuition. The aging hero adds its Wisdom modifier to attack and damage rolls (included below).

Actions

Multiattack. The aging hero makes two spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.





THE AMETHYST KNIGHT

Denizens of the sunless depths beneath the earth are enigmatic to surface dwellers. One of the most fearsome of these deep dwellers is the deep dragon, a sinuous drake adapted to living and hunting in total darkness. These clever and manipulative creatures revel in dominating and subjugating lesser beings. Uncharacteristically, rare occurrences have led these dragons to form a bond with the strongest of their subjects, bringing them into a special regiment and granting them gifts for their servitude. Those fortunate enough become known as amethyst knights.

Domination of the Deep. The potent mental abilities of deep dragons are capable of manipulating even the strongest willed of creatures. It is uncertain if the amethyst knights are willing allies once they are granted their powers, or merely remain pawns under the continual control of their draconic overlords.

Senses of the Underdark. Amethyst knights possess keen senses, bestowed on them by the deep dragons themselves. They are able to see in the pitch black of the depths and can hear even the smallest creature scurrying about. It is neigh impossible to catch one of these knights unaware, with some rumors abounding of seer-like powers.

Spell Immunity. The powerful energies of the deep dragon have been passed on to the amethyst knight, albeit in a limited form. As a result, an amethyst knight is unaffected by lesser spells, with only potent arcane forces are capable of breaching its defenses.

AMETHYST KNIGHT

Medium humanoid (any race), any non-good alignment

Armor Class 18 (plate)
Hit Points 136 (18d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	19 (+4)	9 (-1)	16 (+3)	15 (+2)

Saving Throws Con +8, Wis +7

Skills Perception +7, Survival +7

Damage Immunities psychic

Senses blindsight 60 ft., passive Perception 17

Languages Common, Draconic, Undercommon

Challenge 9 (5,000 XP)

Imbued Weapon. The amethyst knight's weapon attacks are magical. When it hits with any weapon, the weapon deals an extra 3 (1d6) psychic damage (included in the weapon attack below).

Light Sensitivity. While in bright light, the amethyst knight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Magical Defiance. If the amethyst knight is the target of a 2nd level spell or lower, it is not affected by the spell unless it chooses to be.

Underground Dweller. When the amethyst knight is in an underground terrain, it has advantage on Wisdom (Perception) checks.

Actions

Multiattack. The amethyst knight makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, plus 3 (1d6) psychic damage.

Breath Weapon (Recharge 5–6). The visage of a purple dragon manifests above the knight's head and exhales energy in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Move. The amethyst knight moves up to half its speed.

Attack. The amethyst knight makes one attack with its greatsword.

Breath Weapon (Costs 3 Actions). The amethyst knight uses its breath weapon if it is available.

THE APHOTIC KNIGHT

Cloaked by the depths of midnight, these knights have mastered the darkness. Found in the deepest deserted crypts and catacombs, the only thing visible to those who encounter the darkened creatures are their ominous glowing red eyes. These heavily armored undead foes are relentless; never tiring in their pursuit of those who have desecrated their crypts.

Foreboding Blade. In stark contrast of their lightless presence, these knights are able to ignite their blades in furious flame fueled by their sheer hatred of the living. While many undead fear fire, these horrors have made it theirs to command.

Master of Darkness. The aphotic knight is the master of black and wields unnatural mastery over the dark. Those few who have survived their encounters speak of an aura of impenetrable night, cut only by fierce glowing eyes and blazing blade.

Undead Nature. An aphotic knight doesn't require air, food, drink, or sleep.

APHOTIC KNIGHT

Medium undead, lawful evil

Armor Class 17 (breastplate, shield)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	10 (0)	12 (+1)	17 (+3)

Skills Deception +6, Intimidation +6, Perception +7, Stealth +4

Damage Immunities fire, necrotic, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft., passive Perception 17

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Darkness Incarnate. The aphotic knight is shrouded by magical darkness out to a range of 30 feet. The aphotic knight can see normally in darkness, both magical and nonmagical, to a distance of 60 feet.

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

At will: *darkness*, *flaming sphere*

3/day: *misty step*

1/day: *mislead*

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

Actions

Multiattack. The aphotic knight makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, plus 7 (2d6) fire damage.

ARBITRATOR

Medium humanoid (any race), any alignment

Armor Class 15 (breast plate)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +4

Skills History +4, Insight +5, Perception +5,
Persuasion +4, Religion +4

Senses passive Perception 15

Languages Common plus any three languages

Challenge 3 (700 XP)

Calming Presence. Creatures within 30 feet of the arbitrator have advantage on saving throws made against being frightened.

Persuasive Negotiator. The arbitrator has advantage on all Charisma (Persuasion) checks made while negotiating with creatures of lawful alignment.

Innate Spellcasting. The arbitrator's spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *guidance*, *thaumaturgy*

3/day: *detect evil and good*, *sanctuary*

1/day: *zone of truth*

Actions

Multiattack. The arbitrator makes three mace attacks.

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

Raise Standard (Recharge 6). Up to 3 creatures of the arbitrator's choosing within 60 feet that can see the arbitrator can use its reaction to make a weapon attack against a target within range.

THE ARBITRATOR

At times when tensions are high and conflict seems inevitable, an arbitrator may be hired by parties interested in avoiding open war at all cost. These skilled negotiators may be hired to resolve issues such as land disputes between tribes or fiefdoms, to settle matters of ancestral ownership, or address inheritance issues of nobility. As a trained and skillful negotiator and diplomat, arbitrators are highly knowledgeable about the laws of the realm. The arbitrator is often backed by higher nobility who see little profit in war between their subjects, and their decrees are recognized as law once a final decision has been made.

Calm under Pressure. The arbitrator is the embodiment of calm and collected reason, coming across as thoughtful and measured in both word and action. Even in the most heated of arguments and disputes, the arbitrator remains tranquil under pressure and able to see the reasoning behind the claims of opposing parties. However, at times a more forceful if measured approach may be required to ensure opposing parties see the light of reason.

Master of Culture. Keen observers of human nature, the arbitrator is adept at interpreting the intentions of others. It is observant of the body language of others, knowledgeable of many different cultures and their customs and rituals and is able to converse in many languages.



THE AVARICIOUS SELLSWORD

Sellswords are found in every corner of civilization, providing their services to the highest bidder whose coin is good. They are often wanderers, travelling to whatever region of strife may offer employment and perhaps a share of the spoils of war. Sellswords are ruthless and bear loyalty only so long as there is profit to be had, acting only in their own self interest. Remaining loyal up to the point that the first sign of battle going against them, they may abandon their employers; sellswords should be trusted only inasmuch that they will follow wherever the coin is.

Self Preservation. Despite selling their services to the highest bidder, sellswords are no fools. Should things go against them they will employ any manner of dirty tricks without hesitation. They have no sense of honor, except toward fattening their coin purse.

AVARICIOUS SELLSWORD

Medium humanoid (any race), any chaotic alignment

Armor Class 16 (breastplate)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	10 (+0)	13 (+1)

Skills Deception +3, Persuasion +3, Survival +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1 (200 XP)

Cheat Death. When the sellsword is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead. The sellsword can't use this feature again until it finishes a long rest.

Dirty Fighting (1/Turn). The sellsword 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 ft. of an ally of the sellsword that isn't incapacitated and the sellsword doesn't have disadvantage on the attack roll.

Perpetually Ready. The sellsword gains advantage on initiative rolls.

Silver Tongue. The sellsword has advantage on Charisma (Deception, Intimidation, or Persuasion) checks when bartering for payment.

Actions

Multiattack. The sellsword makes two handaxe attacks.

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Reactions

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

BARBARIAN PATHFINDER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

Saving Throws Con +5, Wis +3

Skills Intimidation +4, Nature +2, Survival +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

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

Survivalist: The barbarian pathfinder makes Wisdom (Survival) checks with advantage. It is also able to forage for enough food to feed itself and up to three additional creatures per day.

Wary Hermit: The barbarian pathfinder is naturally suspicious of foreigners and outsiders. A creature interacting with the barbarian pathfinder has disadvantage on Charisma (Deception, Intimidation, and Persuasion) checks.

Actions

Multiattack. The barbarian pathfinder makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Javelin. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Domination over Wildlife. When a beast targets the barbarian pathfinder with an attack, the barbarian pathfinder can make one weapon attack against that creature. The barbarian pathfinder's attack triggers after the creature hits or misses.

THE BARBARIAN PATHFINDER

While many consider members of barbarian tribes primitive and uncivilized, this is a stereotype many barbarians encourage to keep outsiders away and catch foes unaware. Often, they follow shamanistic teachings that emphasize a close bond with nature. Barbarian pathfinders are nomadic members of these tribes and have adapted to a nomadic lifestyle in environments with scarce resources. They are superb hunters, trappers, and guides, able to eke out a meager existence while ranging afar. At times they will serve as guides to the infrequent travellers they come across, or act as emissaries to nearby clans and settlements with the aim to trade for goods useful in the barbarian's plight for survival.

Wandering Naturalist. Due to the harsh environment in which they live, the barbarian pathfinder is an expert hunter, tracker, and trapper. They are comfortable with surviving in harsh conditions and may not see another friendly being for days if not weeks. They possess an intimate knowledge of the wild, having survived the harshest of conditions, and can find food and shelter in the most barren of lands.



THE BENEVOLENT DEITY

For all but a few, the will of the gods is shrouded in mystery. But a few mortals, perhaps the most pious and devout followers may commune with and even be answered by a benevolent deity. These beings of immense power usually remain aloof from the struggles and everyday existence of the mortal realm, choosing instead to allow existence to proceed with perhaps just a bit of their subtle influence. The powers of the benevolent deity knows no limit, and none will ever speak to them with less than the deepest of respect as they will tolerate nothing but the utmost reverence.

Guidance from the Gods. The benevolent deity may grant boons or requests to their most faithful servants, or provide wise counsel should their followers offer sufficient justification. They will refrain from direct interference, however, lest catastrophic conflict between godlike powers be the result of their meddling.



BENEVOLENT DEITY

Huge celestial, any good alignment

Armor Class 18 (natural armor)

Hit Points 237 (25d12 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	17 (+3)	19 (+4)	17 (+3)

Saving Throws Int +9, Wis +10, Cha +9

Skills History +9, Perception +10, Persuasion +9, Religion +15

Damage Resistances psychic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Senses truesight 120 ft., passive Perception 20

Condition Immunities charmed, exhausted, frightened, poisoned

Languages all, telepathy 120 ft.

Challenge 17 (18,000 XP)

Spellcasting. The benevolent deity is an 18th-level spellcaster. The benevolent deity's spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The benevolent deity has the following spells prepared, which it can cast without material components:

Cantrips (at will): *guidance, light, spare the dying, thaumaturgy, word of radiance*

1st level (4 slots): *bless, ceremony, cure wounds, detect evil or good, divine favor, protection from evil and good, sanctuary*

2nd level (3 slots): *aid, alter form, augury, lesser restoration, prayer of healing, warding bond, zone of truth*

3rd level (3 slots): *aura of vitality, clairvoyance, magic circle, mass healing word*

4th level (3 slots): *aura of life, aura of purity, banishment, death ward, divination, freedom of movement, guardian of faith*

5th level (3 slots): *banishing smite, commune, dispel evil and good, greater restoration, legend lore, mass cure wounds*

6th level (1 slot): *find the path, forbiddance, heroes' feast, true seeing*

7th level (1 slot): *plane shift, resurrection*

8th level (1 slot): *control weather, holy aura*

9th level (1 slot): *gate, true resurrection*

Actions

Divine Radiance. The benevolent deity directs a beam of pure holy energy at a creature it can see within 120 feet. The target must make a DC 19 Wisdom saving throw, taking 88 (16d10) radiant damage on a failed save or half damage on a successful save. The saving throw is made with disadvantage if the target is of evil alignment.

Legendary Actions

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

Holy Direction: The benevolent deity bolters a nearby creature of its choice within 60 feet of it that it can see. The creature has advantage on the next attack roll it makes within 1 minute.

Dispel Magic (2 actions): The benevolent deity casts *dispel magic*, which does not consume a spell slot.

Holy Missive (3 actions): The benevolent deity utters a message of power. A creature of evil alignment within 30 feet that can hear the benevolent deity must succeed on a DC 19 Wisdom save or be frightened until the end of its next turn.

BLOOD SORCERER

Medium humanoid (any race), any alignment

Armor Class 13 (15 with mage armor)

Hit Points 121 (22d8 + 22)

Speed 30 ft.

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

Saving Throws Int +5, Cha +6

Skills Arcana +5, Investigation +5, Medicine +5

Damage Resistances necrotic

Senses passive Perception 12

Languages Common plus any two other languages

Challenge 5 (1,800 XP)

Blood Memory: If the blood sorcerer has tasted the blood of a creature, it can peer into the memories of the creature. Additionally, the blood sorcerer has advantage on Charisma (Deception, Intimidation, and Persuasion) checks made when interacting with the creature.

Spellcasting. The blood sorcerer is an 11th-level spellcaster. The blood sorcerer's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The blood sorcerer has the following spells prepared:

Cantrips (at will): *acid splash, friends, mage hand, mending, resistance, spare the dying*

1st level (4 slots): *cure wounds, detect poison, mage armor*

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

3rd level (3 slots): *life transference, revivify*

4th level (3 slots): *death ward, private sanctum*

5th level (2 slots): *contagion, danse macabre*

6th level (1 slot): *create homunculus*

Treat Poison (3/Day). As a bonus action, the blood sorcerer can cure a creature that is poisoned, removing the condition.

Actions

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

Sanguis Siphon. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 13 (3d8) necrotic damage. The blood sorcerer is healed for half of the necrotic damage done.

Blood Boil (1/Day). The blood sorcerer selects up to 3 creatures it can see within 30 feet of it. A creature must succeed on a DC 14 Constitution saving throw or take 16 (3d10) necrotic damage.

THE BLOOD SORCERER

The study of the vital fluids is critical to understanding the ebbs and flows of life. Many healers study the ebbs, flows, and afflictions to blood, lymph, and other bodily humors to best treat their patients. Some practitioners of the arcane arts choose instead to focus their study to only blood, and through this learning have become able to subtly manipulate it through arcane means. The blood sorcerer is one such magic user, able to diagnose virulent diseases and blood-affecting toxins. The most studious of these sorcerers are able to peer into the past memories and deeds of one whose blood is being examined.

Boiling Blood. Not all of the blood sorcerer's abilities are benign. Should they be angered they are capable of boiling the blood of a creature within its veins, hemorrhaging its blood vessels or siphoning the life force out of a creature to empower their own abilities.

Thirst for Blood. Nor are all blood sorcerer's themselves benevolent. Some may be corrupted by a desire to understand the nature of life at a deeper level and have developed a thirst for blood. While not vampiric in nature, these individuals have refined their ability to manipulate blood magic for malevolent and selfish means.



THE BRINGER OF MERCY

At times, death is not to be feared, but welcomed. It comes for us all and discriminates against no one. Bringers of mercy, or more commonly shortened to simply bringers, are the embodiment of this ethos: a the vessel from which death can grant a final release. They travel throughout the realm, offering painless release to those whose who wish it, or relentlessly pursuing those who have cheated a trip into the afterlife. Bringers feel no remorse, pity, sympathy or anger. They are incorruptible, making those who have observed their mysterious nature question if they are mortal, or possibly something otherworldly; it would seem that fate is not without a sense of humor, as both are incorrect.

Final Release. Bringers of mercy offer a final release for unending slumber. Those whose lives have been ended by the bringer cannot be raised either by divine influence nor malevolent magics.

Servant of Death. As a servants to the afterlife, bringers relentlessly pursue those who have cheated death without remorse. Lurking from the shadows that sustain their powers, they are unwavering when delivering the fate that has been foretold.

Undead Nature. A bringer of mercy doesn't require air, food, drink, or sleep.



BRINGER OF MERCY

Medium undead (any race), true neutral

Armor Class 15 (studded leather)

Hit Points 169 (26d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	16 (+3)	16 (+3)	11 (0)

Saving Throws Dex +6, Wis +6

Skills History +6, Investigation +6, Perception +6, Stealth +6

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

Damage Immunities necrotic, poison

Senses passive Perception 16

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

Languages all languages

Challenge 7 (2,900 XP)

Ethereal Awareness. The bringer of mercy can see ethereal creatures and objects.

Final Release. A creature killed by the bringer of mercy can't be returned to life or be animated as an undead creature by any means short of a *wish* spell.

From the Shadows. While in dim light or darkness, the bringer of mercy can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the bringer of mercy uses a bonus action to end it or until the bringer of mercy attacks, is in bright light, or is incapacitated.

Spellcasting. The bringer of mercy is a 14th-level spellcaster. The bringer of mercy's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The bringer of mercy has the following spells prepared:

Cantrips (at will): *blade ward*, *mage hand*, *spare the dying*, *toll the dead*, *word of radiance*

1st level (4 slots): *compelled duel*, *disguise self*, *wrathful smite*

2nd level (3 slots): *detect thoughts*, *misty step*, *zone of truth*

3rd level (3 slots): *fear*, *nondetection*, *speak with dead*

4th level (3 slots): *banishment*, *phantasmal killer*

5th level (2 slots): *commune*, *dispel evil and good*

6th level (1 slot): *blade barrier*, *wind walk*

7th level (1 slot): *temple of the gods*

Actions

Multiattack. The bringer of mercy makes three scythe attacks.

Scythe. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) necrotic damage.

Painless Death. The bringer of mercy touches a creature. If the creature is willing, it dies.

Final Reaping (1/Day). The bringer of mercy swings its reaper's scythe in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

BUER WARRIOR

Large demon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 212 (25d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Str +9, Dex +9, Con +8, Wis +7

Skills Acrobatics +9, Athletics +9, Intimidation +13

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Senses passive Perception 12

Condition Immunities charmed, exhausted, frightened, poisoned

Languages Abyssal, Infernal, and any two additional languages

Challenge 14 (11,500 XP)

Fearsome Presence. Any creature that starts its turn within 30 feet of the buer warrior has disadvantage on saving throws until the start of that creature's next turn.

Innate Spellcasting. The buer warrior's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells innately:

At will: *blur*, *fear*, *hellish rebuke*

3/day each: *haste*, *summon lesser demon*

1/day: *blade barrier*

Master of Demons. Any demon that starts its turn within 30 feet of the buer warrior that can see and hear the buer warrior adds an additional 5 (2d4) to damage rolls it makes that turn.

Actions

Multiattack. The buer warrior makes eight longsword attacks.

Longsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) fire damage, plus 4 (1d8) necrotic damage.

Reactions

Defensive Stance. When the buer warrior is targeted by an attack that would hit, it begins to move its blades with an untold mastery. Until the start of its next turn, it has a +2 bonus to AC, including against the triggering attack.

THE BUER WARRIOR

Shrouded in whispered myth and legend, the buer warrior is a ferocious leader from the abyss. Commanding legions of demonic forces, the buer warrior is only referred to in vile grimoires as a fearsome soldier, instilling fear throughout the ranks of allies and foes alike.

It is said that these cunning and ruthless demons have sacrificed countless lesser demons with little regard to prove their dominance. Those who have challenged the command of a buer warrior typically meet gruesome fates at the hands of these four-armed champions; so skilled with their demonic blades that a buer warrior can carve the flesh from an opponent before their attacker's lifeless corpse hits the ground.

Domineering Demons. Lesser demons in the presence of the buer warrior are intimidated by its ferocity, and seek to win favor by attacking with reckless abandon in an attempt to win the approval of their merciless master.

Master of the Four Blades. The buer warrior is immensely skilled in combat, wielding four blades carved with demonic etchings denoting his epic prowess in combat. Only the bravest and most powerful of warriors can withstand the onslaught of the four bladed buer.



THE BUNGLING BURGLAR

Not all thieves are cunning, or even competent. It seems for every charming rogue capable of opening the best designed locks, there is a burly and gruff conman boasting of ludicrous exploits.

Despite their bold and animated demeanor, the bungling burglar lacks the wits to disarm clever traps or open complex locks. The outspoken nature of the bungling burglar demonstrates a lack of tact and subtlety. Often deep in a tankard, they are quick to argue, boisterous in nature, and certainly not the kind of character one might pick as their first choice for carrying out a complex heist.

Eager for Work. Frequent patrons of local watering holes, the bungling burglar is ever eavesdropping on the fresh faces in town. They are quick to introduce themselves should the conversation sound like that of a celebration of past exploits, and quicker yet to offer up propositions for new profitable adventures.

Inept Hands, Coercive Tongue. While amateurish in their abilities with thick-fingered hands seemingly ill-suited to burglary, the bungling burglar always seems to know some simpleton in possession of a valuable item that can be "obtained" with "very little effort". However, the bungling burglar's oddly missing fingers might be a tell-tale sign that it is not a great judge of character.

BUNGLING BURGLAR

Medium humanoid (any race), any chaotic alignment

Armor Class 11 (studded leather)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	12 (+1)	12 (+1)	7 (-2)	14 (+2)

Saving Throws Dex +1

Skills Acrobatics +1, Deception +4, Persuasion +6, Sleight of Hand +1

Senses passive Perception 8

Languages Thieves' Cant plus any two languages
Challenge 1/2 (100 XP)

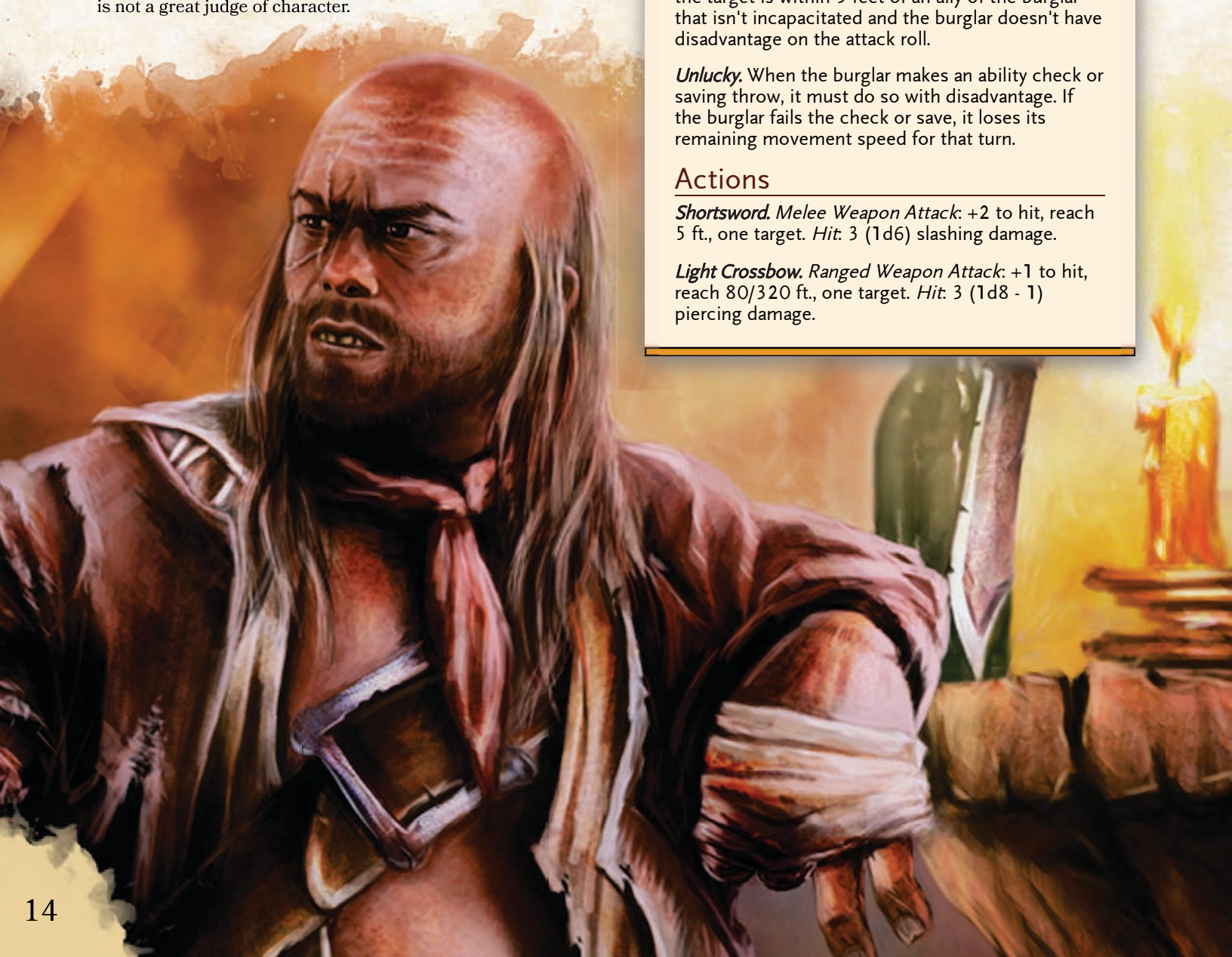
Sneak Attack (1/Turn). The burglar deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the burglar that isn't incapacitated and the burglar doesn't have disadvantage on the attack roll.

Unlucky. When the burglar makes an ability check or saving throw, it must do so with disadvantage. If the burglar fails the check or save, it loses its remaining movement speed for that turn.

Actions

Shortsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

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





THE CELESTIAL MESSENGER

Powerful beings sent to the mortal planes by the gods themselves, celestial messengers are powerful divine beings that seek to influence mortals in the direction of their benefactors. They may be harbingers of doom, bringing dire warnings of cataclysmic events, or more benign messengers sent to subtly guide mortals at the behest of greater powers. They may rain down the wrath of those who sent them, or remain aloof from the conflicts of mortals while providing interpretation of holy scripts.

Subtle Influencer. The machinations of higher powers are beyond the understanding of mere mortals. Subsequently, celestial messengers often prefer to influence indirectly, aiding in ways that allow their deity's goals to remain obscure. However, in times of need, they may feel the need to reveal themselves when subtlety is no longer an option.

Divine Power. The celestial messenger has divine powers, granted by the gods themselves. Their wrath is terrible to behold should they be offended by mere mortals, and they will smite their enemies should the offense be great enough.

Immortal Nature. A celestial messenger doesn't require food, drink, or sleep.

CELESTIAL MESSENGER

Medium celestial, lawful good (75%) or lawful neutral (25%)

Armor Class 15 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	16 (+3)	15 (+2)	17 (+3)	20 (+5)

Saving Throws Con +7, Wis +7, Cha +9

Skills Insight +7, Intimidation +9, Persuasion +9, Religion +6

Damage Immunities radiant

Condition Immunities charmed, frightened

Senses passive Perception 12

Languages Celestial, Common

Challenge 12 (8,400 XP)

Angelic Weapons. The celestial messenger's weapon attacks are magical. When the celestial messenger hits with any weapon, the weapon deals an extra 12 (5d4) radiant damage (included in the attack).

Spellcasting. The celestial messenger is an 17th-level spellcaster. The celestial messenger's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The celestial messenger has the following spells prepared, which it can cast without material components:

At will: *light*, *mending*, *sacred flame*

1st level (4 slots): *charm person*, *comprehend languages*, *cure wounds*

2nd level (3 slots): *detect thoughts*, *enhance ability*, *levitate*, *spiritual weapon* (a scepter)

3rd level (3 slots): *crusader's mantle*, *mass healing word*, *protection from energy*

4th level (3 slots): *banishment*, *faithful hound*, *polymorph*

5th level (2 slots): *commune*, *creation*

6th level (1 slot): *heal*, *sunbeam*

7th level (1 slot): *divine word*, *plane shift*

8th level (1 slot): *holy aura*, *sunburst*

9th level (1 slot): *astral projection*

Actions

Multiattack. The celestial messenger makes four dagger attacks.

Ceremonial Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, plus 12 (5d4) radiant damage.

Brandish Pennant (Recharge 6). The celestial messenger and up to six creatures of its choice within 60 feet of it that can see it gain advantage on the next weapon attack they take within 1 minute.

Healing Hands (1/Day). The celestial messenger touches a creature and causes it to regain 18 hit points.

Reactions

Divine Intervention (1/Day). When the celestial messenger is hit with an attack that deals damage, it implores its deity for aid. After the damage is dealt from the triggering attack, the celestial messenger casts one spell from its prepared spell list of 6th level or lower. This does not use one of the celestial messenger's spell slots.

THE CENTAUR CAPTAIN

Centaur are a reclusive race of nomads, exploring the wilds in mighty tribes. While they prefer the company of kin, the individual tribes will rally under the single banner of a centaur captain in times of blight. These captains are ferocious warriors, having achieved their station through great feats of strength. They bear arms and armor denoting their exalted standing within centaur society. Centaur captains are the first into combat, last to retreat, and will defend the tribes with their lives.

Noble Bearing. Unlike other members of their tribes, centaur captains wear elaborate, elven-made steel and bear similar finely crafted weapons. These noble figures inspire their tribesmen in times of strife, ensuring their survival against even the most vicious of foes.

CENTAUR CAPTAIN

Large monstrosity, any neutral alignment

Armor Class 16 (breastplate)

Hit Points (12d10 + 24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	17 (+3)	16 (+3)	10 (0)	14 (+2)	12 (+1)
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Saving Throws Wis +5

Skills Athletics +6, Perception +5, Survival +5

Senses passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 5 (1,800 XP)

Charge. If the centaur captain moves at least 30 feet straight toward a target and then hits it with a hooves attack on the same turn, the target takes an extra 14 (4d6) bludgeoning damage.

Rally Call. The centaur captain can issue a rallying call using its bonus action, which lasts until the start of its next turn. Any creature of the centaur captain's choosing within 30 feet of it that can see or hear the centaur captain gains advantage on attack and damage rolls.

Short Draw. The centaur captain does not suffer penalties for making ranged attacks in close combat.

Actions

Multiattack. The centaur captain makes four attacks: three with its longbow and one attack with its hooves.

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

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. **Hit:** 7 (1d8 + 3) piercing damage



CHAINED DEMON

Large fiend (demon), chaotic evil

Armor Class 13

Hit Points 195 (23d10 + 69)

Speed 15 ft. (30 ft. unchained)

STR	DEX	CON	INT	WIS	CHA
11 (+3)	17 (+3)	16 (+3)	8 (-1)	10 (+0)	16 (+3)

Skills Acrobatics +6, Deception +9, Intimidation +6

Damage Immunities fire

Condition Immunities frightened

Senses passive Perception 10

Languages Abyssal

Challenge 7 (2,900 XP)

Restrained. The chained demon is bound by magical manacles anchored to the ground. It can only move 15 feet in any direction from the anchor point. The manacles have 100 hit points and 20 AC. They can only be damaged by magical weapons and are immune to magical effects that would alter their shape. If the manacles are destroyed the chained demon will seek revenge on its former master.

Wreathed in Flame. A creature of the chained demon's choosing that ends its turn within 10 feet of the chained demon takes 14 (4d6) fire damage.

Actions

Multiattack. The chained demon makes four shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, plus 7 (2d6) fire damage.

THE CHAINED DEMON

While practitioners of demonic magics commonly summon lesser demons such as imps and quasits to their bidding, some of the most powerful warlocks seek to enslave fiends of greater power. Bound by magically crafted manacles, the chained demon is bound to serve a master though obscure and dark magic. The chained demon may serve as guardian of a more powerful master, but never willingly: if released from this humiliating servitude, there a predictable outcome follows for the actions of its former master.

Demonic Flames. The chained demon is wreathed in flame, a sign of its fury emanating from the very thought of being controlled by another. Those near it feel the searing heat of demonic wrath and rage.

Enslaved Fury. While enslaved against their will, the chained demons rage against this enforced service. Forced to do the bidding of its master, chained demons plot against their captors, knowing that one day they will be free to seek vengeance against their enslavement.



THE CONSCRIPT

In times of dire need, great lords and nobles draft members of nearby towns and villages to serve as conscripts. Wearing ill-fitting armor and bearing simple weapons, conscripts are often at the vanguard of an assault, acting as expendable troops. They are poorly trained, but in large numbers may overwhelm their opposition.

Desperation. Conscripts never fight because they want to. Rather, they fight because the alternative, disobeying their liege, may have more severe consequences. They fight with an untrained desperation, dreaming of simply returning home to their hearth.

Loyal Companion. Often conscripts come from the same village or region, and neighbors may find themselves fighting alongside each other. This has created a deep bond of respect, a pact that will be honored if they and their companions should return home one day.

CONSCRIPT

Medium humanoid (any race), any lawful alignment

Armor Class 12 (makeshift padded)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	11 (+0)	8 (-1)	9 (-1)	8 (-1)

Senses passive Perception 9

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Desperate Attack. If the conscript has less than half of its total maximum hit points, it makes melee weapon attacks with advantage.

Actions

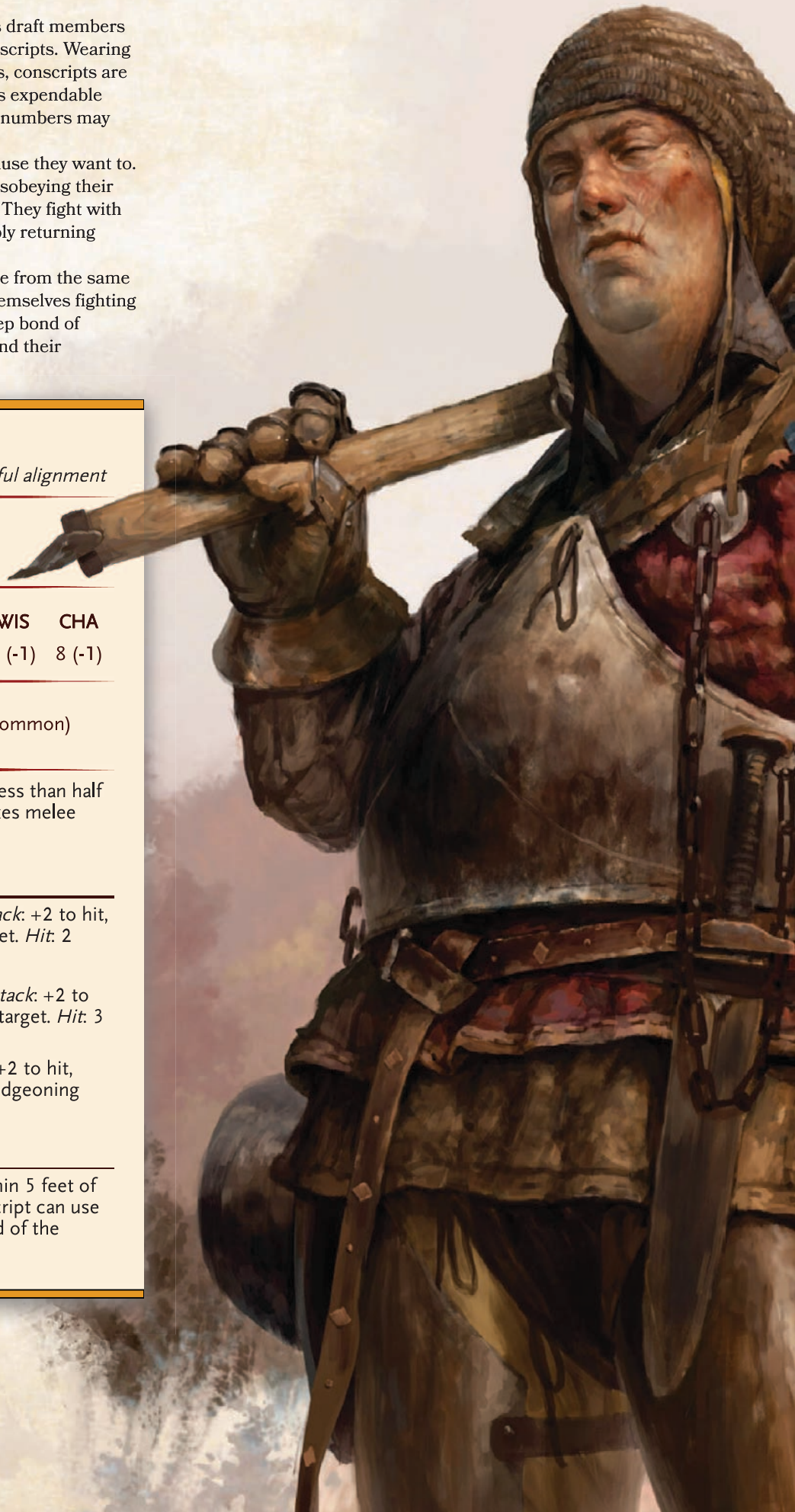
Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) slashing damage.

Light hammer. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Reactions

Protect Comrade. When a creature within 5 feet of the conscript takes damage, the conscript can use its reaction to take the damage instead of the intended target.



CORPSE COLLECTOR

Medium humanoid (any race), any evil alignment

Armor Class 15 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., 60 ft. while mounted

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	15 (+2)	17 (+3)	9 (-1)

Skills History +4, Intimidation +3, Religion +4

Damage Resistances necrotic

Senses passive Perception 13

Languages any three languages

Challenge 3 (700 XP)

Innate Spellcasting. The corpse collector's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells innately:

3/day each: *animate dead*

1/day each: *contagion*

Mounted. The corpse collector rides atop a *Warhorse Skeleton* (MM pg.273). Its movement speed is 60 feet (included above).

Unarmored Defense. While the corpse collector is wearing no armor, its AC includes its Wisdom modifier.

Actions

Death Staff. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) necrotic damage.

Face of Despair. Each creature within 30 feet of the corpse collector that can see it must succeed on a DC 13 Wisdom saving throw or become frightened by it until the end of the corpse collector's next turn.

THE CORPSE COLLECTOR

Times of great famine, pestilence, or war always bring about calamity that inevitably leads to unspeakable suffering and death. In these dire times, individuals known only as corpse collectors may stalk the land, preying upon the weak and desperate. For whatever purpose, the corpse collector gathers the bodies of the fallen from families unable to afford a decent burial or even digs up the freshly dug graves of the newly deceased. To the corpse collector, the dead and dying are merely another resource to be exploited. Strife merely signals a new bounty for whatever nefarious purpose the corpse collector may have.

Bring out the Dead. The rattle of a corpse collector's wagon echoes as a signal that dead should be brought forth for disposal. Opportunistic beings, the corpse collector may perhaps pay a few coins to families desperate and hungry for another crust of bread in exchange for the body of their loved one. The corpse collector will then move on, leaving the living to their grief but perhaps able to stave off their own suffering for another night.

Vile Experimentation. The aims of the corpse collector are unknown. Some say the experiment on the dead, creating undead beings to do their bidding, others say the corpse collector is performing a service no other would desire. Still others suspect the corpse collector is creating a patchwork monstrosity to unleash upon the world.



THE CORRUPTED DJINNI

The djinni are a wild and uncontrollable force of chaos. While largely benevolent, they have been imprisoned in powerful, if seemingly mundane, objects from which they may be summoned if only one recognizes the means to do so. However, not all who discover the container of a djinn are of good or noble intent. Followers of fiendish influence, such as demon worshipping warlocks, yearn to bend the awesome powers of the djinn toward their own means. Keeping the djinn imprisoned while experimenting with black magics upon their container have tortured the djinn, twisting and malforming its presence to reflect that of the warlock's demonic patron.

Twisted Desires. The corrupted djinn has become a vile shadow of its former benevolent self. While still capable of granting wishes, the corrupted djinn will twist the intent of any wish, turning his master's deepest desires into a hellish nightmare.

Madness in Imprisonment. Unable to combat the hellish enchantments cast upon his container, the corrupted djinn rants and raves, raging against any who release him from his imprisonment. Unable to distinguish right from wrong or friend from foe, the corrupted djinn releases chaotic energies at random against any nearby creatures.



CORRUPTED DJINNI

Large elemental, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	12 (+1)	21 (+5)

Saving Throws Str +9, Dex +6, Cha +9

Skills Deception +9

Damage Immunities necrotic

Senses darkvision 120 ft., passive Perception 11

Languages Auran

Challenge 12 (8,400XP)

Innate Spellcasting. The corrupted djinni's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells innately, requiring no material components:

At will: *cause fear*, *darkness*, *detect thoughts*

3/day each: *dominate person*, *gaseous form*, *invisibility*, *misty step*, *phantasmal killer*

1/day each: *disintegrate*, *geas*, *major image*, *summon greater demon*

Twisted Demise. When the corrupted djinni dies, it explodes, and each creature within 30 feet of it must make a DC 17 Constitution saving throw, taking 59 (17d6) necrotic damage on a failed save, or half as much damage on a successful one. If a creature is a plant, it automatically fails its save and takes maximum damage. The explosion causes all nonmagical plants in that area to wilt and die. New plant life is unable to grow in this area for 1 year. The corrupted djinni's leaves behind the equipment it was wearing or carrying.

Twisted Wishes. The corrupted djinni has the power to grant a single wish to a creature that isn't a genie that possesses its container. Once a corrupted djinni has granted its wish, must roll on the *Indefinite Madness table* (DMG pg.260). The effect is not curable by any magic and lasts for 1 year, after which point the indefinite madness effect ends and the corrupted djinni is able to grant another wish.

Vein of Deceit. The corrupted djinni has advantage on Charisma (Deception) checks.

Actions

Multiattack. The corrupted djinni makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) necrotic damage.

Decay (Recharge 6). *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 75 (20d6 + 5) necrotic damage. If the target is a plant creature, the attack deals maximum damage to it.

Reactions

Tainted Air. When the corrupted djinni is targeted with an attack, it envelopes itself with a necrotic mist out to a distance of a 30-foot-sphere centered on itself. The necrotic mist lasts as long as the corrupted djinni maintains concentration (as if concentrating on a spell). While the corrupted djinni is inside the necrotic mist, attacks against it are made with disadvantage and it regains 20 hit points at the start of its turn.

Any creature but the corrupted djinni that enters the necrotic mist or starts its turn there must succeed on a DC 17 Constitution saving throw or takes 17 (5d6) necrotic damage. Creatures are affected even if they hold their breath or don't need to breathe.

CRYSTAL SEER

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 84 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Int +5, Wis +4

Skills Arcana +5, Insight +4, Perception +4

Senses passive Perception 14

Languages Common plus any two additional languages

Challenge 4 (1,100 XP)

Divine Sight (1/Day). The crystal seer can spend 1 hour, peering deep within its crystal arcane focus. The crystal seer must make an Intelligence (Arcana) check (DC 14). If it succeeds, up to 6 creatures of the crystal seer's choosing within 30 feet of it are bestowed with a limited ability to see into the future.

A selected creature rolls one d20 and records the number rolled. The creature can replace any attack roll, saving throw, or ability check made by it with this foretelling roll. The creature must choose to do so before the roll.

The foretelling roll can be used only once. When the creature finishes a long rest, it loses the foretelling roll if unused.

Spellcasting. The crystal seer is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The crystal seer has the following spells prepared:

Cantrips (at will): *dancing lights*, *encode thoughts*, *mage hand*, *minor illusion*, *true strike*

1st level (4 slots): *detect magic*, *identify*, *protection from evil and good*

2nd level (3 slots): *detect thoughts*, *locate object*, *mind spike*

3rd level (3 slots): *clairvoyance*, *dispel magic*, *tongues*

4th level (3 slots): *arcane eye*, *locate creature*

5th level (2 slots): *legend lore*, *scrying*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

THE CRYSTAL SEER

The crystal seer is a diviner whose magical abilities are greatly amplified by the crystalline lattices of gemstones that they are drawn to - be it diamond ruby, sapphire or another precious gem. Allowing themselves to be drawn deep within the crystalline lattice of the gem allows the crystal seer to tap into the ebb and flow of subtle arcane energies that permeate the universe. This attunement allows for the viewing of events long past or communication with unknown powerful beings such as gods or demons. The most powerful of these scryers may even catch glimpses of the many branches of future events not yet even dreamed of.

Divine Observance. By peering into a pure crystalline lattice, the crystal seer may be able to commune with greater beings and gods. These powerful beings may communicate through riddles and mysterious messages seldom understood by mere mortals, but grant the crystal seer certain insights into the greater mysteries of life and the universe. The seer must be careful, however - its consciousness may become trapped if entranced by the auguries of divine beings.

Unearthed Secrets. Due to their abilities, crystal seers are sought out by those wishing to pursue or identify treasures of great power. Others may wish to catch glimpses of the future, but all must be warned - auguries are often subtle, and often dangerous. One might interpret such divinations when in fact reality lies in the opposite directions.



THE CURSED FOOTMAN

The battlefield is a horrific place where the hardest battle-trained warriors can crumble, and the youngest conscript can find the deepest reserve of courage. With its dying breath, the cursed footman issued a desperate plea to avoid passing into the void. Hearing this prayer, a deity of undeath granted a final choice - perish or be granted a lifetime of service in the service of the dead. The cursed footman, not fully realizing what this would mean, rose as an enslaved and cursed undead soldier, wandering the land with only a glimmer of its former self remaining behind milky and dull eyes. The cursed footman now lives only for its master's bidding, while the last vestiges of humanity scream for final release.

Glimmer of Humanity. Deep within his bloated and decaying body, a last glimmer of humanity still resides. While enslaved to its master's will, the cursed footman fights against its unending servitude and craves the final release that was bargained away with one last cowardly act in life.

Dirge of Despair. The cursed footman is capable only of moaning in despair at its cursed state. Any who hear this lament dread this pitiful state that a desperate soldier has fallen into.

Undead Nature. A cursed footman doesn't require air, food, drink, or sleep.

CURSED FOOTMAN

Medium undead, any evil alignment

Armor Class 12 (padded, shield)

Hit Points 45 (6d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	14 (+2)	6 (-2)	7 (-2)	7 (-2)

Saving Throws Con +4

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses passive Perception 8

Languages understands all languages it spoke in life but can't speak

Challenge 1 (200 XP)

Mournful Moans. A creature that starts its turn within 15 feet of the cursed footman and can hear it must succeed on a DC 13 Wisdom saving throw or become frightened of the cursed footman until the start of the creature's next turn.

Undead Fortitude. If the cursed footman takes damage that reduces it to 0 hit points, it must make a Constitution saving throw with a DC of 5+ the damage taken, unless the damage is radiant or from a critical hit. On a success, the cursed footman drops to 1 hit point instead.

Actions

Crude Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands.

Reactions

Bloating Corpse. If the cursed footman is hit with a weapon attack that deals damage, pustules on its skin rupture and release a noxious gas. A creature within 5 feet of the cursed footman must succeed on a DC 13 Constitution saving throw or become poisoned until the start of the cursed footman's next turn.

DARK OVERLORD

Medium humanoid (any race), lawful evil

Armor Class 18 (otherworldly plate)

Hit Points 229 (27d8 + 81)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Con +7, Wis +7, Cha +8

Skills Deception +8, Insight +7, Intimidation +8, Perception +7

Senses passive Perception 17

Languages Any three languages

Challenge 11 (7,200 XP)

Dominant Personality. The dark overlord has advantage on Charisma (Intimidation) checks.

Spellcasting. The dark overlord is a 17th level spellcaster. The dark overlord's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Each spell is cast as a 5th level spell and the dark overlord regains its expended spell slots when it finishes a short or long rest. The dark overlord knows the following spells:

Cantrips (at will): *eldritch blast*, *minor illusion*, *poison spray*, *true strike*

5th level (4 slots): *banishment*, *blight*, *charm person*, *counterspell*, *contact other plane*, *darkness*, *fear*, *hellish rebuke*, *hold monster*, *mirror image*, *suggestion*, *tongues*, *unseen servant*, *vampiric touch*

Actions

Multiattack. The dark overlord makes four eldritch blast attacks.

Eldritch Blast. Ranged Spell Attack: +8 to hit, range 120 ft., on target. *Hit:* 15 (2d10 +4) force damage

Pact of Darkness (Recharge 5-6). Ebony tentacles protrude from the dark overlord's armor in a 30-foot-sphere centered on itself and remain as long as the dark overlord maintains concentration (as if concentrating on a spell). While the tentacles exist, the dark overlord's movement speed becomes 0 and the area becomes difficult terrain. When a creature other than the dark overlord enters the affected area for the first time on a turn or starts its turn there, it must succeed on a DC 17 Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage. A restrained creature can use its action to make a DC 17 Strength or Dexterity check (its choice) to free itself.

THE DARK OVERLORD

Once a respected leader, the dark overlord has been corrupted by demonic forces promising power and wisdom, demonstrating that even the most noble and virtuous of leaders may be manipulated. Due to the pact made with his patron, the dark overlord has been granted potent magical powers. Malignant forces swirl unseen in the dark overlord's court, where trust and politics have become twisted toward the accumulation of power. Additional demon servants, themselves perhaps arriving from the layers of hell, infiltrate the court and spread discord throughout the dark overlord's domain. Over time the land becomes desecrated, subjects fee while dark forces prey not only on the souls of remaining inhabitants, but also of the mind and soul of its once virtuous ruler.

Corrupted Soul. The dark overlord has descended into madness, its decrees and orders only aimed toward consolidating power and that of the malignant force the overlord serves. There is little if anything left to save, as its humanity has been consumed, a noble soul corrupted and enslaved.

Ruthless Ruler. Displaying a sadistic and ruthless streak while ruling with an yielding hand, the dark overlord is swift to issue justice to those deemed disloyal. Those unable or unwilling to pay the price of of being in the lands of the dark overlord are mercilessly cast aside, and any whispers of rebellion are crushed with extreme prejudice.



THE DARK RIDER

Enigmatic lone figures astride twisted steeds, the dark riders haunt the dreams of those brave souls living in the savage wilds just as they haunt the untamed lands those outlanders attempt to conquer. These terrifying riders patrol the outskirts of civilization: indiscriminate, cold-blooded killers whose motives remain mysterious. Do they seek vengeance or redemption in their tireless patrols? Or do they simply seek to bring terror to all beings, gaunt wolves herding frightened sheep for their own enjoyment?

Hellsteed. The dark rider's mount is a vile beast, a massive and deformed version of some unknown creature. Horns sprout from its leathery hide, glaring from bony brows with eyes darker than a moonless night. The rider is savage enough, yet those who approach must also contend with the bestial malice of this wretched steed. Those few who have survived a close encounter say the steed reeks of rotting flesh and decay, pairing with the beast's appearance for a truly stomach-churning experience.

Terror in the Darkness. The dark rider only appears in the black of night. Surrounded by the stench of death, the cry of their steed can cause even the hardest of warriors to flee in sheer terror. Rumors persist of beings being visited in their dreams by a rider clad in darkness, speaking in the barely intelligible hisses. Those few who have lived to tell the tale of their encounter with the dark rider describe their voices as the hisses of the damned.



DARK RIDER

Medium humanoid (any race), any non-good alignment

Armor Class 18 (breastplate, shield)

Hit Points 212 (25d8 + 100)

Speed 30 ft., 60 ft. while mounted

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	10 (0)	15 (+2)	20 (+5)

Saving Throws Con +9, Wis +7

Skills Animal Handling +12, Insight +7, Intimidation +10, Perception +7, Survival +7

Senses darkvision 120 ft., passive Perception 17

Languages Common plus up to two other languages

Challenge 13 (10,000 XP)

Aura of Terror. Each creature of the dark rider's choice that is within 30 feet of the dark rider and aware of it must succeed on a DC 18 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 dark rider's Aura of Terror for the next 24 hours.

Baleful Attacks. The dark rider's weapon attacks are magical. When it hits a creature with a melee or ranged weapon attack, the attack deals an additional 18 (3d12) necrotic damage (included in the attack).

Charge (1/Turn). If the dark rider moves at least 20 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 13 (2d12) piercing damage.

Innate Spellcasting. The dark rider's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can cast the following spells innately:

1/day each: *darkness*, *fear*, *dream*

Mount. The dark rider rides atop a giant boar (*MM* pg. 323), twisted and deformed by a dark power. Its movement speed is 60 feet (included above).

Mounted Combatant. While the dark rider is mounted and isn't incapacitated, it has advantage on melee attack rolls against unmounted creatures smaller than its mount, can force an attack targeted at its mount to attack it instead, and when its mount is subjected to an effect that allows it to make a Dexterity saving throw for half damage, the mount instead takes no damage on a successful save and only half damage on a failed save.

Actions

Multiattack. The dark rider makes three lance attacks.

Lance. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 9 (1d12 + 3) piercing damage, plus 18 (3d12) necrotic damage.

Spear. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage, plus 18 (3d12) necrotic damage.



THE DEATH WHISPERER

The death whisperer is inherently curious about the contrast between death and undeath. Rather than focusing on one topic and shunning others, the death whisperer chooses instead to view these states holistically. They are interested in both the physical and spiritual nature of existence. This philosophy lends itself instead to listening to and understanding the undead rather than seeking domination over them; they have no interest in enslaving these once-living beings for their own purpose by twisting magic toward their own nefarious ends as a necromancer would.

Instead, death whisperers seek to glean knowledge of the dead in an effort to understand them, should they reveal long forgotten secrets or reveal unseen paths forward. Death whisperers carefully listen to the knowledge offered by the departed that others can seldom hear.

Auguries of Death. Through experience, the death whisperer has mastered the art of interpreting the dead's cryptic statements. Understanding the incoherent ramblings of a spectral visage, it seems, is a fine line between comforting or subjugating those over whom the death whisperer can commune.

Undead Acclimation. The very presence of a death whisperer draws forward the mindless undead to reach out, almost as though those unwillingly afflicted with the curse of undeath seek to be heard by the living once again. Likewise, dead creatures will eagerly seek to share their knowledge with a death whisperer; their souls craving for a partisan with which to share their living legacy, even in death.

DEATH WHISPERER

Medium humanoid (any race), true neutral

Armor Class 14 (hide)
Hit Points 150 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	20 (+5)	16 (+3)	11 (0)

Skills History +8, Investigation +8, Perception +6, Religion +11

Damage Immunities necrotic

Senses darkvision 60ft., passive Perception 16

Languages Any four languages

Challenge 8 (3,900 XP)

Augury of Death. The death whisperer can take 10 minutes to prepare a ritual. Once complete, it casts the bones from a creature that has died in the last year and receives an impression from an otherworldly being about the creature's demise.

Calm the Undead. As a bonus action, the death whisperer can attempt to suppress hostility in a group of mindless undead. Each undead creature with an intelligence of 6 or less in a 30-foot-radius sphere centered on a point the death whisperer can see within 60 feet of it must succeed on a DC 16 Charisma saving throw. On a failure, it becomes indifferent about creatures of the death whisperer's choice that it is hostile toward for up to 24 hours. This indifference ends if the target is attacked or harmed by a spell.

Spellcasting. The death whisperer is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +6 to hit with spell attacks). The death whisperer has the following spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *message*, *ray of frost*, *spare the dying*

1st level (4 slots): *comprehend languages*, *detect magic*, *false life*, *identify*, *protection from evil and good*

2nd level (3 slots): *arcanist's magic aura*, *detect thoughts*, *gentle repose*, *magic mouth*, *zone of truth*

3rd level (3 slots): *animate dead*, *clairvoyance*, *dispel magic*, *remove curse*, *speak with dead*

4th level (3 slots): *blight*, *locate creature*, *phantasmal killer*, *resilient sphere*

5th level (2 slots): *legend lore*, *modify memory*, *scrying*, *telepathic bond*

6th level (1 slots): *create undead*, *eyebite*, *true seeing*

Undead Affinity. If an undead targets the death whisperer directly with an attack or a harmful spell, that creature must make a Wisdom saving throw (DC 16). On a failed save, the creature must choose a new target or forfeit targeting someone. On a successful save, the creature is immune to this effect for 24 hours. An undead is also immune to this effect for 24 hours if the death whisperer targets it with an attack or a harmful spell.

Actions

Staff of the Damned. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d10) necrotic damage.

THE DEMON BUTCHER

Even the most holy and devout warriors will shudder at the thought of confronting a demon butcher. These hideous creatures delight in inflicting as much pain as possible, ending the agony of their opponents only when the sport of combat has ended. The demon butcher takes almost as much pleasure in seeing the horror on the faces of those nearby as he sadistically displays the trophies of his latest victims to his next.

Exquisite Pain. The demon butcher finds inflicting pain so delightful that they seem impervious to it themselves. Instead, they are empowered by having wounds inflicted upon them, as they grin and rain even more savage strikes upon their opponents in response.

Relentless and Savage. The demon butcher is dogged in its thirst to maim, kill and inflict terror upon those who have caught its gaze. They will not stop, enduring grievous wounds themselves in their bloodlust.

DEMON BUTCHER

Huge demon, chaotic evil

Armor Class 12

Hit Points 210 (20d12 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	8 (-1)	18 (+4)

Saving Throws Str +8, Con +7

Skills Athletics +11, Intimidation +10

Damage Resistances fire

Condition Immunities exhaustion, frightened

Senses passive Perception 9

Languages Abyssal

Challenge 6 (2,300 XP)

Demonic Strength. The demon butcher is immune to being grappled, paralyzed, petrified, restrained, or stunned by magical spells or spell-like effects. Additionally, the demon butcher has advantage on saves and checks made to resist or break being grappled or restrained by another creature.

Lamb to the Slaughter. If the demon butcher moves at least 20 feet straight toward a target and then hits it with a greatsword attack on the same turn, the target takes an extra 13 (2d12) fire damage and is restrained as a demonic manacle binds it to the ground. A restrained creature can use its action to make a DC 15 Strength or Dexterity check (its choice) to free itself.

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

Actions

Multiattack. The demon butcher makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage, plus 6 (1d12) fire damage.

Reactions

Conflagrating Rebuke. When the demon butcher is hit with an attack that deals damage, it points its finger at the attacker. After the damage is dealt, the attacker must succeed on a DC 15 Dexterity saving throw or take 13 (2d12) fire damage.

DEMONIC ENVOY

Medium fiend (demon), chaotic neutral (10%) or chaotic evil (90%)

Armor Class 13 (leather armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

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

Skills Deception +5, Persuasion +5

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common, Infernal

Challenge 3 (700 XP)

Demon's Tongue. The demonic envoy has advantage on Charisma (Deception and Persuasion) checks.

Shapechanger. The demonic envoy can use its action to polymorph into a humanoid form of its choosing, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting. The demonic envoy is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Each spell is cast as a 5th level spell and the demon envoy regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

At will: *eldritch blast*, *friends*, *minor illusion*

5th level (3 slots): *banishment*, *charm person*, *contact other plane*, *crown of madness*, *dimension door*, *fear*, *hellish rebuke*, *hunger of hadar*, *misty step*, *suggestion*

Actions

Multiattack. The demonic envoy makes two eldritch blast attacks.

Eldritch Blast. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 8 (1d10 + 3) force damage.

Permeate Mind (1/Day). The demonic envoy penetrates the mind of a creature that it can see within 60 feet. The target must succeed on a DC 14 Wisdom saving throw or become paralyzed with fear for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

THE DEMONIC ENVOY

The foray of other realms is a concerted effort toward subjugating its inhabitants. To facilitate this infiltration, demonic legions send forth demon envoys tasked with recruiting greedy individuals with the lure of potent arcane secrets, wealth, and untold power. Fearing punishment at the hands of its master should it fail, the demon envoy is deceitful, making promises it has no intention, or ability, to grant.

A Patron's Gatekeeper. Upon arriving in a realm, the demon envoy's primary targets are fledgling spellcasters; those just beginning their study of the arcane. To an envoy, these simple creatures represent the effortless mark of a future subservient by tempting gifts on behalf of their master, should their bidding be done.

Master Manipulator. Demon envoys are masters of manipulation, preying on the deepest desires and darkest fears of those they aim to recruit. They employ all manner of tricks to bend their targets to their will, with the aim of growing a following of warlocks to pave the way for a full invasion by which demonic legions can enter the realm through their worshippers' unwitting assistance.



THE DEPRAVED QUEEN

Everlasting beauty and vitality is not just a goal for some monarchs, but an obsession. The depraved queen has made a pact with otherworldly forces, trading away the souls of those they rule over as a currency in exchange for immortality and everlasting beauty. By day, they hold court under the guise as a radiant and beautiful regal queen: a being of bearing as would any other noble. However, by night, their humanoid self fades away, causing them to appear as a twisted visage, restlessly wandering the quiet passageways of their castle.

Vanity over Reason. The depraved queen, being obsessed with appearances, surrounds itself with those who would cater to a fragile and unstable ego. With each passing day, the influences with which everlasting beauty and immortality was negotiated slowly drives the depraved queen further into despair.

Wail of the Queen. The depraved queen is tormented by the hideous reflection of its nightly self. In the darkest of nights when servants have retired to their room, the wails of the depraved queen can be heard echoing down the hallways of its abode. Those who hear these haunting cries become distraught themselves, obsessed with the sorrow of their depraved queen.



DEPRAVED QUEEN

Medium undead, any chaotic alignment

Armor Class 13

Hit Points 82 (15d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	11 (+0)	14 (+2)	14 (+2)	17 (+3)

Saving Throws Wis +3, Cha +6

Skills History +5, Intimidation +6

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, plus one additional language

Challenge 6 (2,300 XP)

Incorporeal Movement. The depraved queen can move through other creatures and objects without movement penalty. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The depraved queen's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells innately, requiring no material components:

3/day each: *charm person*, *enthrall*, *hold person*

Translucence. The depraved queen has disadvantage on attack rolls made in bright light.

Actions

Chilling Touch. *Melee Spell Attack* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) frost damage.

Queen's Lament. The depraved queen unleashes a cry filled with sorrow and despair. Any creature within 30 feet that can hear the depraved queen must succeed on a DC 15 Wisdom saving throw or take 16 (3d10) psychic damage and is charmed by the depraved queen for 1 hour. A charmed creature regards the depraved queen as a friendly acquaintance. When the effect ends, the creature does not know it was charmed.

Gaze of the Queen (1/Day). Each non-undead creature within 60 feet of the depraved queen that can see her must succeed on a DC 15 Wisdom saving throw or be knocked unconscious for 1 minute. Unconscious creatures will awaken if they take damage or another creature spends its turn waking the target.



THE DESERTER

The horror of combat can create heroes, but it can also easily break any being. Even veterans of a hundred battles may at one point simply snap and flee. Deserters are those whose minds who no longer are able to fight, no longer able to bear witness to the carnage of the battlefield. They have fled the service of those to whom they are pledged. They seek solace from war, knowing that should they be discovered by foes or their lords, their life will be forfeit in either case. A deserter may be found as far from battle as their legs may carry them.

Scarred. Deserters bear not only the physical scars of their past, but also scars of the minds. They may be prone to aggressive outbursts, incoherent ramblings, nightmares, or any manner of malady of the mind. A deserter may be found incoherent with drink in the darkest corner of a tavern or seeking solace in the body of another, for some memories you never escape.

DESERTER

Medium humanoid (any race), any non-good alignment

Armor Class 15 (breastplate)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	12 (+1)	7 (-2)	8 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Flashbacks. If the deserter sees or hears combat within 100 feet of it, the deserter must roll a d20. On a score of 10 or less, it becomes overwhelmed with terror and guilt. For 1d4 rounds, the deserter must spend its turns trying to move as far away from combat as it can. It also can't take reactions. For its action, it can use only the dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the deserter can use the dodge action.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 2) slashing damage.

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

THE DEVOUT PARISHIONER

Clad in poor cloth, the devout parishioner is seen either praying feverishly in the temples of the realm whenever it is not tirelessly tending to the needs of the sick and unfortunate. This altruistic and beautiful individual concerns themselves more with the needs of those whom society shuns - the beggars, cripples, diseased and orphans who are all but forgotten. Despite practicing among the most destitute and shunned people in society, the devout parishioner is an inspirational presence to all who cross paths with them.

Selfless Servant. The devout parishioner is a healer of modest means but possessing great empathy. Wherever they travels light and hope seem to follow. People adore both the physical and spiritual beauty of the devout parishioner. The selfless nature of the devout parishioner has been rewarded by the gods, as they are able to at times perform minor miracles of healing and restoration.

DEVOUT PARISHIONER

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)	11 (0)

Skills Religion +3

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Spellcasting. The devout parishioner is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (+4 to hit with spell attacks, spell save DC 12). The devout parishioner has the following spells prepared:

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

1st level (2 slots): *cure wounds, protection from evil and good*

Actions

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

Devout's Blessing (1/Day). The devout parishioner touches a creature and bestows a blessing upon it. Until the creature completes a long rest, it has advantage on all saving throws.



DHAMPIR

Medium humanoid (half-vampire), chaotic good (50%) or chaotic evil (50%)

Armor Class 17 (half plate)

Hit Points 195 (26d8 + 78)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +7, Wis +7, Cha +8

Skills Deception +8, Intimidation +8, Perception +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages darkvision 120 ft., Common plus any two additional languages

Challenge 10 (5,900 XP)

Bloodfrenzy. If the dhampir sees a humanoid take piercing or slashing damage, it enters a bloodfrenzied state for 1 minute. While in this state, the dhampir has advantage on attack rolls and skill checks. Additionally, a creature that starts its turn within 10 feet of the dhampir while it is in this state must succeed on a DC 16 Wisdom saving throw or be frightened until the start of the creature's next turn.

Innate Spellcasting. The dhampir's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *darkness*, *fear*, *vampiric touch*

Legendary Resistance (1/Day). If the dhampir fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dhampir makes four attacks, only one of which can be a bite attack.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Bite (Bloodfrenzy State Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 3) piercing damage, plus 10 (3d6) necrotic damage. The dhampir gains a number of hit points equal to the necrotic damage done.

THE DHAMPIR

Offspring of humanoids that were bitten and turned into vampires after conception results in progeny that is neither fully humanoid nor undead; an unlikely occurrence that produces a race of creature referred to as dhampir.

All of their Strengths. Due to the unique nature of their creation, dhampir have heightened senses, increased strength, and the ability to see in the dark; all gifts granted by the vampiric blood that flows through their veins.

None of their Weakness. The dhampir can travel as it chooses during the day, a gift bestowed onto them due to their living essence. They are unhindered by silver, sunlight, and holy water; but they are unable to rid themselves of one blight symbolic of their true heritage - a never-ending thirst for blood.

Unquenchable Thirst. In its constant struggle against an unending thirst, the sight and smell of blood will cause the dhampir to enter a frenzied state, confirming to onlookers that dhampir are truly abominations of nature. Subsequently, dhampir take one of two paths in life: a futile struggle to suppress their thirst, or embrace it.



THE DIGNITARY

The dignitary is selected by brethren due to their immense sense of honor, prowess in combat, and exceptional leadership abilities. A master tactician, having studied great battles of yore, dignitaries are well versed in the subtleties of conflict - managing logistics and supply chains, selecting assignments, and ensuring things go smoothly before the onset of war. They are the first into combat, leading from the front lines, though they are often accompanied by a heavy bodyguard of hand-picked warriors. They are also the last to leave the battlefield, having tended to the wounded and reading those beyond help their final rite.

Holy Inspiration. The dignitary is not only an inspirational leader, but also possesses modest magical abilities that inspire troops, give succor to the wounded or those in need, and peace to the departed. Only once all is well with their retainers will the dignitary be able to fall into exhausted, yet uneasy, slumber.

DIGNITARY

Medium humanoid (any race), any good alignment

Armor Class 17 (half plate)

Hit Points 165 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	19 (+4)

Saving Throws Con +7

Skills Athletics +7, History +5, Persuasion +8, Religion +5

Damage Resistances necrotic, radiant

Senses passive Perception 12

Languages Common plus any two additional languages

Challenge 9 (5,000 XP)

Favor of the Gods. The dignitary adds 2 (1d4) to the result of each attack roll, ability check, and saving throw it makes.

Spellcasting. The dignitary is a 13th-level spellcaster. The dignitary's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The dignitary has the following spells prepared, which it can cast without material components.

Cantrips (at will): *light, mending, resistance, sacred flame, thunderclap*

1st level (4 slots): *charm person, comprehend languages, cure wounds (good), magic missile*

2nd level (3 slots): *detect thoughts, enhance ability, levitate, spiritual weapon (a scepter)*

3rd level (3 slots): *crusader's mantle, mass healing word, protection from energy*

4th level (3 slots): *banishment, death ward, private sanctum*

5th level (2 slots): *commune, hallow*

6th level (1 slot): *heal, sunbeam*

7th level (1 slot): *divine word, plane shift*

Actions

Multiattack. The dignitary makes three longsword attacks.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, plus 11 (2d10) radiant damage.

DISCIPLE OF THE RAVEN

Medium humanoid (any race), true neutral

Armor Class 12

Hit Points 88 (d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	15 (+2)	16 (+3)	11 (0)

Skills History +4, Investigation +4, Religion +4

Damage Resistances necrotic

Senses darkvision 120 ft., passive Perception 13

Languages Common plus any two additional languages

Challenge 1 (200 XP)

Devil's Sight. The disciple can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Raven Companion. The disciple has raven familiar (MM pg.225). As a bonus action, the disciple can perceive through the raven's senses. The raven can use its action to teleport to a space within 5 feet of the disciple as long as they are on the same plane of existence. The raven doesn't sleep and can wake the disciple as a bonus action if it is within 5 feet of it. The raven vanishes if it or the disciple dies.

Spellcasting. The disciple is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Each spell is cast as a 2nd level spell and the disciple regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *toll the dead*

1st-2nd level (2 slots): *false life*, *sanctuary*, *silence*, *spiritual weapon* (a sickle)

Actions

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

Turn Undead (1/Day). The disciple presents its holy symbol and speaks a prayer censuring the undead. Each undead that can see or hear it within 30 feet of it must make a DC 13 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from the disciple as it can, and it can't willingly move to a space within 30 feet of it. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

THE DISCIPLE OF THE RAVEN

Disciples of the raven are pitiless students of death. Under the guidance of their deity, disciples recognize that death a part of the natural cycle of creation. While they are neither malicious nor benign, disciples of the raven abhor those who would disrupt and control the dead and will eliminate practitioners of forbidden necromantic magic. Much like the avian namesake, they are clever, adaptable, and will utilize the magical powers granted by their deity should a need arise.

Death's Witness. The disciples of the raven bear witness over death, and seek to ensure those whose time has come do not enter the service of necromancers as the undead. They grant eternal rest and peaceful slumber to the dead and solace to those left behind.

Studiousness. These individuals are contemplative in nature, often found pondering over tomes of history, religion, and law. Seldom will they venture forth unless called upon, and they have a particular disdain for physical violence.



THE DRAGON WHISPERER

The rush of sun-blotting wings foreshadows the earth-trembling landing of a great dragon, a gust of air roiling along the ground and causing stalwart warriors to drop back a step... leaving a lone figure at the fore, with a cloak as grandiose as the proud dragon's unfurled wings flapping in the blast of air.

Draconic Ambassadors. The dragon whisperer acts as a negotiator between powerful dragons and what the dragon broadly views as lesser parties. A skilled dragon whisperer is capable of massaging the ego and assuaging the agitations of even the most hard-nosed and boorish of dragons, keep them at the bargaining table and themselves off the dinner table.

High Risk, High Reward. Each negotiation the dragon whisperer takes on could be their last, a fact not lost on them if their rates to the non-draconic parties are any indication. Should a negotiation turn sour, however, the repayment of fees will not be the dragon whisperer's biggest problem, nor will it be the most pressing issue for his contractors.

"Fekiikiri, ith Vaerosmere," he says, genuflecting in a sweeping bow that threatens to soil his nose with freshly-disturbed earth.

"Seveleth, dereghjhar," the dragon rasps in a hair-raising grumble. "Your mastery of my ancient tongue improves each day, it seems. What have you brought me, clever morsel?"

DRAGON WHISPERER

Medium humanoid (any race), any alignment

Armor Class 10 (13 with mage armor)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	11 (+0)	12 (+1)	17 (+3)	13 (+1)	19 (+4)

Skills Arcana +5, Insight +3, Perception +3, Performance +6, Persuasion +6

Damage Resistances acid, cold, fire, lightning, poison, thunder

Condition Immunities frightened

Senses passive Perception 13

Languages Draconic plus any three languages

Challenge 1/2 (100 XP)

Clever and Charming. The dragon whisperer has advantage on Wisdom (Insight) and Charisma (Persuasion) checks when interacting with dragons.

Elemental Resistance. The dragon whisperer wears a cloak that grants resistance to elemental damage.

Innate Spellcasting. The dragon whisperer's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells:

At will: *control flames, dancing lights, message*

3/day each: *comprehend languages, magic missile, mage armor, shield*

1/day each: *detect thoughts, invisibility*

Actions

Staff. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.



DROW SCOURGE

Medium humanoid (elf), neutral evil

Armor Class 18 (plate)

Hit Points 187 (22d8 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	19 (+4)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +7, Wis +6

Skills Athletics +8, Acrobatics +11, Deception +8, Perception +10

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 20

Languages Elvish, Undercommon

Challenge 11 (5,000 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *blade ward*, *dancing lights*, *poison spray*

3/day each: *darkness*, *faerie fire*, *magic weapon*

1/day each: *bestow curse*, *cloudkill*

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

Weaving Blades. Drow scourge are masters of the blade. A creature suffers disadvantage on melee weapon attacks against the drow if the creature does not have an ally within 5 feet of the drow.

Actions

Multiattack. The drow makes three longsword attacks. If it has a dagger drawn, it can also make a dagger attack.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, plus 10 (3d6) poison damage.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

THE DROW SCOURGE

The mysterious drow, dark elves of the underworld, are a savage and cruel race. These savage beings are violent by nature, and children who display the most savage of tendencies from a young age are trained by a secret sect to become scatheful warriors for the queen of spiders. These brutal and merciless combatants have found favor with the spider queen, and have been granted abilities feared by the denizens of the Underdark. Only the most cunning and pitiless of devotees survive to become Scourge, with the vast majority of these secretive warriors perishing at the hands of their fellows.

Favor of the Dark Mother. The scourge have found favor in their patron's eyes, granting them enhanced perception and unnatural quickness. They strike with speed and fury that is unmatched, and even the most battle-hardened soldiers are hard pressed to contain them.

Master of Venom. These drow have coated their blades with the most potent of venoms, distilled from virulent creatures of the Underdark. Due to their intimate knowledge of poisons, the scourge are immune to all known venoms, having been poisoned themselves to the cusp of death throughout their training.



THE EAGLE RIDER

High in the craggy peaks of distant mountain ranges roost the majestic eagles. These intelligent and cunning beasts roost in high peaks to avoid capture and enslavement. Despite some creatures seeking to enlist these beasts, some barbarian clans have sought to understand and befriend these creatures. Having formed a relationship based on deep respect and reverence as opposed to that of a master and beast has resulted in a pair bonding unlike any other. These eagle riders have a close attunement with their mounts, more akin to a trusted companion. These pairs soar through the skies, patrolling the wild mountain peaks for invaders and other sinister forces.

Honed Eyesight. The eagle riders make superb scouts due to the keen eyesight of their mount. Little escapes their attention, making trespassing through their realm nigh impossible.

Unwavering Loyalty. Although the respect and loyalty of an eagle is not easily earned, once attained, the bond between eagle and rider is unwavering. Both master and beast will sacrifice their lives for each other should the need arise.

EAGLE RIDER

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 80 ft. while mounted

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

Skills Acrobatics +5, Animal Handling +7, Investigation +3, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP)

Keen Eyes. The eagle rider has advantage on Intelligence (Investigation) and Wisdom (Perception) checks that rely on sight.

Mount. The eagle rider rides atop a Giant Eagle (*MM* pg. 324). Its movement speed is 80 feet (included above).

Mounted Combatant. While the eagle rider is mounted and isn't incapacitated, it has advantage on melee attack rolls against unmounted creatures smaller than its mount, can force an attack targeted at its mount to attack it instead, and when its mount is subjected to an effect that allows it to make a Dexterity saving throw for half damage, the mount instead takes no damage on a successful save and only half damage on a failed save.

Seasoned Rider. The eagle rider has advantage on saving throws made to avoid falling off its mount. If the eagle rider falls off its mount and descends no more than 20 feet and it isn't incapacitated, it can land on its feet. The eagle rider can dismount its mount as a free action, requiring no movement.

Actions

Multiattack. The eagle rider makes two attacks with its longbow.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

Reactions

Graceful Maneuvers. When a creature the eagle rider can see targets it or its mount with an attack, the eagle rider adds 3 to the AC of both itself and its mount against attacks from that creature until the start of the eagle rider's next turn.

EARTHEN CONSTRUCT

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	5 (-3)	11 (+0)	4 (-3)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the language of its creator

Challenge 12 (8,400 XP)

Earthmover (3/day). The earthen construct can permanently reshape earth and rock within a 60-foot-radius. It can raise or lower the elevation, create or fill in a trench, erect or flatten a wall, or any similar effect. Reshaping the earth in this manner takes 1 minute per 5 square feet affected.

Friend of Dwarves. Dwarves that start their turn within 30 feet of the earthen construct gain 10 (2d6) temporary hit points.

Immutable Form. The earthen construct is immune to any spell or effect that would alter its form.

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

Actions

Multiattack. The earthen construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The earthen construct targets one or more creatures it can see within 10 feet of it. Each creature must make a DC 17 Wisdom save. On a failed save, the target can't use its reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn but not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

THE EARTHEN CONSTRUCT

Covered in glowing arcane runes, the earthen construct has been summoned forth by dwarven mystics from the recesses of the earth. These massive golems possess rudimentary intelligence and have been brought forth to protect the earth and living stone. Bound by simple commands to protect the regions they are assigned to; the earthen construct is capable of interpreting its creator's commands and will follow them to the best of its limited understanding. They disdain any who would disrespect the earth and the creatures thereupon. Those who would show due reverence, however, may be permitted to delve within the earth for jewels and precious metals, provided this fits within the command structure bestowed by the creator.

Igneous Armor. Made from igneous rock, the earthen construct is incredibly durable. It is also resistant to many forms of magic owing to the nature of its construction and the magical energies coursing through its stone.

Reverence for Stone. The earthen construct respects those who strengthen to living earth. Having been summoned forth by dwarves, they feel a close kinship to these beings, as their mining and homes often display craftsmanship that demonstrate respect for the mountains in which they mine. They despise evil creatures who spoil the reverence and peace of the mountains.



THE EMPYREAN GUARDIAN

Powerful celestial beings, Empyrean Guardians protect the material planes and those within from the demonic influences of hell. They travel the realms often in disguise as a fair and pure being, seeking out and eliminating the taint of fiendish presence while recruiting those pure of heart and noble indeed to their cause. While they carefully disguise their presence from mortals, they may choose to act overtly should the situation require it.

Righteous Fury. The empyrean guardian is a powerful spellcaster, able to smite their demonic foes from afar with their divine powers or provide aid to allies under their protection. Few evil foes can withstand the onslaught of the righteous fury of an empyrean guardian.

Divine Presence. Those under the protection of the empyrean guardian find strength lent to their arms and deep wells of courage within their hearts. Not even the darkest terrors of hell can cause warriors near the empyrean guardian to cower. Those closest to this celestial protector and within its holy aura find their pain salved and their wounds healed.

EMPYREAN GUARDIAN

Large celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 161 (14d10 + 84)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	22 (+6)	20 (+5)	24 (+7)	24 (+7)

Saving Throws Con +11, Int +10, Wis +12, Cha +12

Skills Insight +12, Perception +12, Religion +10

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities radiant

Senses passive Perception 22

Languages all, telepathy 120 ft.

Challenge 15 (13,000 XP)

Divine Awareness. The empyrean guardian knows if it hears a lie.

Holy Aegis. Creatures within 30 feet of the empyrean guardian that can see and hear it are immune to being frightened. Creatures within 10 feet of the empyrean guardian are blessed with holy light, regaining 10 (2d10) hit points at the end of the empyrean guardian's turn.

Innate Spellcasting. The empyrean guardian's spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). The empyrean guardian can innately cast the following spells, requiring no material components:

At will: *bless, protection from evil and good*

3/day each: *beacon of hope, dispel magic, prayer of healing, revivify*

1/day each: *commune, death ward, planar ally*

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

Mortal Form. The empyrean guardian can choose at will to assume the form of any humanoid creature it chooses. This form is indistinguishable from its true form, even with divination spells such as *true seeing*.

Actions

Holy Smite. The empyrean guardian utters a prayer, causing a pillar of divine power to smite its target. The target must make a DC 20 Wisdom saving throw, taking 55 (10d10) radiant damage on a failed save or half damage on a successful save. The saving throw is made with disadvantage if the target is a demon or devil.



THE ENLIGHTENED PILGRIM

Few are the warriors who have seen their fill of adventures and battle, and fewer still are those who seek it out even in old age. However, these veterans still choose to seek a new adventure, that of spiritual enlightenment. The enlightened pilgrim may be seeking redemption for deeds past by righting old wrongs or addressing misdeeds. Whatever their motivation, the enlightened pilgrim feels that their duty is not yet complete.

Divine Guidance. Enlightened pilgrims proceed on this new chapter of their lives by shedding many of the battle armaments which previously provided comfort. Once purged of material possessions, they seek out a higher being for guidance and find solace in the service of a patron by vowing to shepherd those who cannot protect themselves.

Celestial Messenger. While reaching the end of their years, the enlightened pilgrim is nonetheless a cunning devote whose experience shows. Their gifts are used to help the weak and spread the message of a greater good, attempting to enlighten those who would listen.

ENLIGHTENED PILGRIM

Medium humanoid (any race), lawful good (75%) or lawful neutral (25%)

Armor Class 12

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	15 (+3)

Skills Religion +2

Damage Resistances necrotic, radiant

Senses passive Perception 11

Languages Celestial plus any one language (usually Common)

Challenge 1/2 (100 XP)

Spellcasting. The pilgrim is a 2nd-level spellcaster. Its spellcasting ability is Charisma (+4 to hit with spell attacks, spell save DC 12). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

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

1st level (2 slots): *cure wounds*, *guiding bolt*, *protection from evil and good*

Actions

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

THE ENSLAVED DRAKE

Powerful beings both fear and admire the strength and ferocity of dragons and covet their power. The theft of a dragon's egg requires no small amount of courage and cunning. Those who somehow make off with a dragon's egg require strength of arm, a sharp mind, and powerful magic to enslave a young dragon. The enslaved drake, bound by powerful enchantments beguiling its mind, is a loyal servant to its master. Despite it knowing only a life of servitude, this is an intelligent and clever creature.

However, its development has been stunted; the mind of an enslaved drake is clouded by layers of enchantments to maintain control over its ferocious inner spirit.

Shackles of the Mind. The mind of the enslaved drake is bound by psychic link to its master. Deep within its soul the enslaved drake yearns for freedom; the ability to break free of its mental shackles and obtain free will.

Powerful Breath. The breath of the enslaved drake depends on its bloodline. Be it fiery fury, bitter cold, or potent acid, those who cross the enslaved drake will find themselves faced with the full brunt of a dragon's wrath.

A Master's Lair. Although the enslaved drake despises being bound into subservience, it still views its master's refuge as a lair that is to be protected. An enslaved drake hungers for the day its master is killed and it can finally claim the sanctuary for itself.



ENSLAVED DRAKE

Small dragon, any non-good alignment

Armor Class 16 (natural armor)

Hit Points 123 (19d6 + 57)

Speed 30 ft., burrow 20 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (0)	13 (+1)	13 (+1)

Saving Throws Dex +5, Con +6

Skills Intimidation +4, Perception +4

Damage Immunities acid (black dragon), cold (white dragon) fire (red dragon), lightning (blue dragon), poison (green dragon)

Damage Vulnerabilities psychic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages Draconic and the language of its master
Challenge 5 (1,800 XP)

Amphibious. The enslaved drake can breathe air and water.

Enslaved Mind. The enslaved drake's mind is in constant chaos, making it vulnerable to psychic damage.

Enchanted Servitude. The enslaved drake has advantage on saving throws against being charmed, due to numerous enchantments placed upon its mind to keep it subservient.

Legendary Resistance (1/Day). If the enslaved drake fails a saving throw, it can choose to succeed instead.

Actions

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

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) piercing damage plus 4 (1d8) damage depending on dragon type: acid (black dragon), cold (white dragon) fire (red dragon), lightning (blue dragon), poison (green dragon).

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 4) slashing damage.

Dragon Breath (Recharge 5-6). The enslaved drake exhales its breath in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 31 (7d8) damage on a failed save, or half as much damage on a successful save. Damage type depends on dragon type: acid (black dragon), cold (white dragon) fire (red dragon), lightning (blue dragon), poison (green dragon).

Legendary Actions

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

Move. The enslaved drake moves up to half its speed.

Attack. The enslaved drake makes one attack with its greatsword.

Breath Weapon (Costs 3 Actions). The enslaved drake uses its breath weapon if it is available.



THE ESCHEVED TRIBESMAN

On remote and tropical islands, cultures have evolved differently from mainlanders. Their customs and appearances reflect what many outsiders may regard as savage, and the eschewed tribesmen have their own unique customs and rites that would seem strange to outsiders. These tribesmen live a simple existence, taking what is needed from the sea or cultivating strange crops on the fertile lands of their archipelagos.

Ritualistic Cannibalism. An off-putting cultural norm of the eschewed tribesmen is their participation in cannibalism. A paternalistic society dictates that the deceased are consumed by their fellow tribesman after they pass, which they believe instills the wisdom of the fallen on to those still alive. This reverent ritualistic consumption of the brain and flesh of their brethren may seem barbaric, but these tribes seem to possess wisdom from past generations that none can logically explain.

ESCHEVED TRIBESMAN

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 152 (16d8 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	10 (+0)	14 (+2)	7 (-2)

Skills Athletics +6, Survival +4

Senses passive Perception 12

Languages any one language (unique to its tribe)

Challenge 4 (1,100 XP)

Spirit Protectors. The souls of the eschewed tribesmen's ancestors watch over it during battle. The first time the barbarian hits a creature with a melee weapon attack on its turn, that creature becomes surrounded by ancestral spirits, hindering its attacks. The target has disadvantage on attacks rolls until the start of the eschewed tribesmen's next turn.

Unarmored Defense. While the eschewed tribesmen is wearing no armor, its AC includes its Constitution modifier.

Actions

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

Reactions

Enrage. When the eschewed tribesmen is hit with an attack that deals damage, it can make a greatsword attack against a target within range.

THE EVERBOUND REVENANT

The lust for revenge or shackles of unfinished business that compel wrathful spirits to remain in the material world are well-established phenomena. The case of the everbound revenant, however, is less well-known to the waking world. A tortured spirit, bringing its wrath down upon those whose doom it promised through the postponement of its own true death, strikes the final blow upon its quarry only to remain tethered to the mundane realm. Scholars are unsure what causes this phenomenon; has the revenant taken too long to finish its final business, making its rebuke of death's clutches permanent? Or has it managed to become Something Other: part living, part dead, and wholly damned?

Finding Purpose. An everbound revenant may recognize that something is wrong, with what base cunning it still possesses in its state of undeath. The revenant may reason that it has business unfinished, targeting all known associates of its quarry as well: acquaintances, friends, and family. Some will fail to connect these logical dots, and simply enter a rage even more murderous than that of a standard revenant, lashing out at anyone and everything in its path. Yet others will become despondent, entering a dormant state until disturbed. Regardless of the revenant's reaction to the hitch in supernatural processes that keeps it from its final death, the end result is the same: the revenant remains, and succumbs to a slowly growing madness.

Joyless Immortality. Without the final release of death, an everbound revenant has no goals, no drive, other than to share their tortured nature with the world. They may be found in any locale, often mingling with other undead: whether this is through a desire for companionship and a sense of belonging, or driven by some other instinct, is unknown. The revenant in such a group may be mistaken for typical undead, only demonstrating its skill and fury once it has been attacked. And should a hapless adventuring party happen to kill it, the revenant may find a new purpose: hounding its most recent killer until one or the other meets oblivion.

EVERBOUND REVENANT

Medium undead, neutral

Armor Class 18 (plate)
Hit Points 190 (20d8 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	21 (+5)	11 (+0)	11 (+0)	18 (+4)

Saving Throws Str +9, Con +9, Wis +5, Cha +8
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses darkvision 60 ft., passive Perception 10
Languages the languages it knew in life
Challenge 12 (8,400 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Turn Immunity. The revenant is immune to effects that turn undead.

Unending Maddness. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another humanoid corpse on the same plane of existence. The revenant regains all its hit points and must roll on the *Long-Term Madness table* (DMG pg.260), the effects of which remain until the next time its body is destroyed.

Actions

Multiattack. The revenant makes three greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage, plus 13 (2d12) necrotic damage.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it. The target must make a DC 17 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.



THE EXECUTIONER

Executioners are selected for their loyalty to the cause of their liege-lord and will carry out their duty with unwavering resolve. The executioner follows only their lord's commands, and cares for nothing but honing the blade of the massive, menacing greataxe they wield to a keen razor sharpness, and using it for its intended purpose.

Without Mercy. Behind their masked features, the cold and soulless eyes of the executioner shine with dull malice. No empathy, no fear, no caution, and no mercy. If challenged they will offer no quarter and expect none in return. Behind their masks, their eyes are peering through, but are they even.... alive?

Stoic Brutality. The executioner rarely speaks, even to their next victim. Aside from soft and malicious words spoken in barely a whisper to their lord, the only ones who have heard the rasp of an executioner's voice are those who have felt the final kiss of their greataxe.

EXECUTIONER

Medium humanoid (any race), lawful neutral

Armor Class 14 (studded leather)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (0)	12 (+1)	13 (+1)

Saving Throws Con +5

Skills Athletics +5, Intimidation +3

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 4 (1,100 XP)

Beheading Blows. When the executioner hits with a melee weapon attack against a prone target, the attack deals critical damage.

Dauntless. The executioner gains a +10 bonus to its Wisdom saving throws against being frightened.

Actions

Multiattack. The executioner makes three greataxe attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Reactions

Felling Blow. If the executioner is targeted by a melee weapon attack from a creature within 5 feet of it that it can see and the attack misses, the executioner can attempt to shove its attacker, knocking it prone on a success.

THE EXPEDITION LEADER

Exploring new lands is a perilous business. Explorers may encounter new cultures, deadly and unknown creatures, and a myriad of dangers. The expedition leader has seen his share of dangers and lived to tell the story. Often employed by wealthy benefactors seeking to exploit the riches of unclaimed territory or to negotiate trade routes through dangerous lands, the expedition leader is a keen observer of both human nature as well as the wilderness around him. His rugged demeanor belies a thoughtful individual, but one who has no patience for any who would endanger his mission or those under his command.

Tactful Negotiator. The expedition leader is a tactful negotiator and smooth talker, having more than once charmed his way out of potentially dangerous situations with hostile civilizations. He would prefer to talk his way out of danger and avoid bloodshed rather than start a fight that could lead to broader conflict.

Resourceful Survivalist. Having trudged through some of the most dangerous terrain explored and been on the verge of starvation, the expedition leader is a resourceful survivalist. He is able to procure food in the most unlikely of places, even if insects and grubs are not to many explorer's tastes.



EXPEDITION LEADER

Medium humanoid (any race), any alignment

Armor Class 13 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

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

Saving Throws Con +5, Wis +4

Skills Athletics +4, Investigation +4, Perception +6, Persuasion +3, Survival +4

Senses passive Perception 16

Languages Common plus any one additional language

Challenge 1 (200 XP)

Huntsman's Sense (3/Day). As a bonus action, the expedition leader examines a creature it can see within 60 feet of it, discerning whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, it senses that it has no damage immunities, resistances, or vulnerabilities.

Lay of the Land. The expedition leader has advantage on Wisdom (Perception and Survival) checks. It is also able to forage for enough food to feed itself and up to five additional creatures per day.

Skilled Negotiator. The expedition leader has advantage on any Charisma (Persuasion) checks.

Actions

Multiattack. The expedition leader makes two handaxe attacks.

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

Longbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Inhospitable Counter. When a creature forces the expedition leader to make a saving throw, the expedition leader can use its reaction to make one weapon attack against the creature if it is within range, which it makes before the saving throw. If the attack hits and deals damage, the expedition leader automatically succeeds on the saving throw against the creature's effect.

FAIRY TRICKSTER

Medium fey, any chaotic alignment

Armor Class 14

Hit Points 39 (6d8 + 12)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Wis +5, Cha +5

Skills Deception +5, Persuasion +5, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

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

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

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

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

Cantrips (at will): *druidcraft*, *poison spray*, *mage hand*, *thaumaturgy*

1st level (4 slots): *animal friendship*, *cure wounds*, *entangle*

2nd level (3 slots): *hold person*, *lesser restoration*

3rd level (2 slots): *call lightning*, *dispel magic*

Actions

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

Cloak of the Forest (Recharge After a Short or Long Rest). The fairy becomes invisible until the end of its next turn, or until it casts a spell.

Deceit (1/Day). The fairy creates a perfect illusion of itself that lasts for 1 minute or until it loses its concentration, as if concentrating on a spell. The illusion appears in an unoccupied space within 30 feet of the fairy. As a bonus action, the fairy can move the illusion up to 30 feet to a space within 120 feet of the fairy that it can see. Additionally, when both the fairy and its illusion are within 5 feet of a creature that can see the illusion, the fairy has advantage on attack rolls against that creature.

THE FAIRY TRICKSTER

Mischievous and whimsical beings, fairies are shy beings with a deep love for nature and life. Many are also users of magic who tap into the arcane energies of nature. These fairy tricksters tend to their forests, promote their growth, and encourage animals to reside within their domains. While extremely shy, they have been known to engage with others who share their love of the wild, and in required circumstances will defend their realm and the creatures within. For the most part however, they prefer to remain unseen, observing other beings from carefully chosen hiding places.

Nature's Trickster. The magics of the fairy trickster complements both their love of nature as well as their tendencies to sow chaos and mischief. They love nothing more than to play a prank on an unsuspecting traveler, luring them into clever scenarios with their magic. However, they are seldom malicious, except to evil beings who would destroy their homes.



THE FOREST MYSTIC

The untamed wilds of the realm are home to untold wonders and dangers alike. An enlightened individual, the forest mystic has left the material world and instead chosen to bond with nature. These powerful casters channel potent druidic powers, and due to their intense study of nature have chosen to shun outsiders rather than dwell even near civilization, viewing these as vexations to the spirit of the wild.

Awakened Wilderness. The forest mystic has developed such an attunement to the wild that the surrounding flora bends to their will. This allows the forest mystic to heal wounded plants, promote both growth and decay, and ensnare those who would do harm to the wild.

Forest Meditations. The forest mystic has spent a great deal of time deep in meditation within the forest, seeking enlightenment. This life of solitude, meditation, and observation has led to the development of a calm and reasoned personality. The forest mystic fears no wild animal nor creature of the natural world, but rather harbors a deep mutual respect with denizens of the woods.

FOREST MYSTIC

Medium humanoid (any race), any neutral alignment

Armor Class 12 (16 with barkskin)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	12 (+1)	16 (+3)	9 (-1)

Skills Animal Handling +5, Insight +5, Nature +3, Perception +5

Senses passive Perception 15

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Language of the Forest. The forest mystic can telepathically communicate with beasts and plants within 100 feet if those creatures are native to the forest.

Innate Spellcasting. The forest mystic's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *guidance*, *shillelagh*

3/day each: *entangle*, *faerie fire*, *goodberry*

1/day each: *barkskin*, *calm emotions*

Actions

Multiattack. The forest mystic makes two club attacks.

Club. *Melee Weapon Attack:* +4 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.

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

Barkstep (Recharge 6). The forest mystic can touch a living tree and magically walk through its bark, teleporting up to 100 feet to an unoccupied space that it can see. The unoccupied space must be within 5 feet of a living tree. The trees must be Large size or bigger.

FRIGID ABYSSWALKER

Medium fiend (devil), lawful evil

Armor Class 13 (15 with mage armor)

Hit Points 115 (21d8 + 21)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

10 (+0) 16 (+6) 13 (+1) 15 (+2) 16 (+3) 18 (+4)

Saving Throws Con +4, Wis +6, Cha +7

Skills Deception +7, Survival +6

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages Infernal plus any three languages

Challenge 6 (2,300 XP)

Ice Summoner. The frigid abysswalker has an ice mephit (*MM* pg.215) as a familiar.

Spellcasting. The frigid abysswalker is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Each spell is cast as a 5th level spell and the frigid abysswalker regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

Cantrips (at will): *chill touch*, *mage hand*, *ray of frost*

5th level (3 slots): *banishment*, *conjure elemental (water)*, *contact other plane*, *ice storm*, *mage armor*, *misty step*, *mirror image*, *planar binding*, *summon lesser demon*, *slow*

Actions

Multiattack. The frigid abysswalker makes three attacks: two with its frigid quarterstaff and one with its abyssal blast.

Frigid Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, plus 4 (1d8) cold damage.

Abyssal Blast. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 10 (2d6 + 4) cold damage. The creature must succeed on a DC 15 Constitution saving throw or be paralyzed until the end of its next turn.

Reactions

Frigid Rebuke. When the frigid abysswalker is hit with an attack that deals damage, it points its finger at the attacker. After the damage is dealt, the attacker must succeed on a DC 15 Dexterity saving throw or take 13 (2d12) cold damage.

THE FRIGID ABYSSWALKER

While hellish forces are associated with depictions of hellfire and fury, the frigid abysswalker follows the teachings of the Cold Lord from one of the most remote regions of hell. These mortal warlocks have chosen to enter service with the denizens of this realm, and their overlords have granted them unique powers. These frigid abysswalkers seek to spread desolation and bitter cold to other realms in which they travel. Rather than being empowered by chaos and flame, they are masters of frozen creatures.

Summoner of Ice. The frozen wastes of the far corners hell are home to savage, remorseless creatures of ice. The frigid abysswalker is able to summon ferocious denizens to act as their familiars. These beings are known to be more brutal than other demonic familiars, but somewhat less cunning.

Remorseless. The frigid abysswalker has a spirit as cold and pitiless as the hellish lords of ice they serve.



THE FROZEN DISCIPLE

Existence in the cold wastelands of the far north is a brutal affair. Desolate landscapes, lack of food, howling winds and merciless cold make survival nigh impossible but for all but the hardiest folk. The frozen disciple is a clever and ingenious nomad, having learned how to survive in these environments by wit and study, as well as mastery of the ebbs and flows of ice magic.

Veins of Ice. The frozen disciple has learned to harness the magic of the cold winds of the north. Manipulation of these energies allows the disciple to insulate their body, allowing them to endure temperatures that would turn other creature's blood to ice.

Hardy Survivalist. Even having harnessed magics that allow survival in the deep cold, survival in cold climates is still brutal. The frozen disciple is an expert survivalist, able to find food and shelter in even the most isolated and barren regions. They are frequently found in the company of an arctic creature, these creatures of the North providing comfort and companionship in an otherwise lonely existence.

FROZEN DISCIPLE

Medium humanoid (any race), any alignment

Armor Class 13 (padded)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

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

Saving Throws Wis + 4

Skills Animal Handling +4, Medicine +4, Survival +4

Damage Immunities cold

Senses passive Perception 12

Languages Common plus any two languages

Challenge 3 (700 XP)

Animal Companion. The frozen disciple is bonded to a *Winter Wolf* (MM pg. 340), which is its animal companion. The companion acts on its own initiative, but otherwise obeys the frozen disciple's commands. As a bonus action, the frozen disciple can command its companion to use its reaction to take the Dash, Disengage, Dodge, or Help action.

Innate Spellcasting. The frozen disciple's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can cast the following spells, requiring no material components:

3/day each: *chill touch*, *gust of wind*, *fog cloud*

1/day each: *sleet storm*

Survivalist. The frigid abysswalker has advantage on Wisdom (Survival) checks.

Veins of Ice. The frigid abysswalker is immune to cold damage when it is in snowy terrain.

Actions

Multiattack. The frigid abysswalker makes two ice lance attacks.

Ice Lance. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 15 (2d12 + 2) cold damage.

Frozen Visage (1/Day). The frozen disciple creates a perfect illusion of itself that lasts for 1 minute or until it loses its concentration, as if concentrating on a spell. The illusion appears in an unoccupied space within 30 feet of the frozen disciple. As a bonus action, the frozen disciple can move the illusion up to 30 feet to a space within 120 feet of the frozen disciple that it can see. Additionally, when both the frozen disciple and its illusion are within 5 feet of a creature that can see the illusion, the frozen disciple has advantage on attack rolls against that creature.



THE FROZEN WIGHT

Life in the coldest extremes of the realm is often brutal and short, cut short by ferocious creatures, fearsome foes, or merciless cold itself. Evil creatures that cling to hatred and have a thirst for vengeance seek out such places, more so when they are beckoned by a malicious voice calling out to them from the chilled wasteland.

Spectral Ice Blade. Frostmare, a sentient greatsword that harbors an unending hatred of warm-blooded creatures, requires a host that shares its views. In the wight, it has found such a host. By bonding with the vile undead creature, and thus it becoming a frozen wight, the duo form a mutualistic symbiotic relationship. What's more, should the undead creature fall in battle, there are no shortage of wights to take its place; a perpetual army of the damned.

Heart of Cold. So deep is Frostmare's hatred for the living that it commands its host to actively hunt; the duo are drawn to the living like a moth to flame. These hapless creatures rapidly notice their own chilled breath on the air as the wight descends upon them, greatsword clutched in its hands.

Eternal Hatred. Although Frostmare is an uncontainable sinister force on its own, the sword's motivations are mirrored by the wight's ultimate goal of making eternal war against the living.

Undead Nature. The frozen wight doesn't require air, food, drink, or sleep.

FROZEN WIGHT

Medium undead, neutral evil

Armor Class 17 (half plate)
Hit Points 129 (18d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	14 (+2)	16 (+3)	18 (+4)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages the languages it knew in life

Challenge 14 (11,500 XP)

Bonded Weapon. The frozen wight is bonded to a sentient weapon, for which it uses its Charisma modifier for its attack and damage rolls. The frozen wight and its weapon can communicate telepathically, and the frozen wight obeys its bonded weapon's commands. The frozen wight can use its bonus action to teleport its bonded weapon into a free hand, or a bonus action to temporarily dismiss the bonded weapon into a pocket dimension. If the frozen wight spends at least 1 hour without touching its bonded weapon, the frozen wight dies and the weapon appears in an empty space within 10 feet of it.

Frozen Presence. The frozen wight chills its surroundings. The temperature within 100 feet of the frozen wraith lowered to 0 degrees Fahrenheit. Water in the area freezes. Additionally, warm blooded creatures that start their turn within 15 feet of the frozen wraith take 11 (2d10) cold damage.

Numbing Aura. When a creature hits the frozen wight with a melee attack, it takes 7 (2d6) cold damage.

Spellcasting. The frozen wight is a 7th-level warlock. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Each spell is cast as a 5th level spell and the frozen wight regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *toll the dead*, *true strike*

1st-4th level (2 slots): *blight*, *darkness*, *enthrall*, *fear*, *hold person*, *misty step*, *vampiric touch*, *wrathful smite*

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

Turn Immunity. The frozen wight is immune to effects that turn undead.

Weapon Bond: Frostmare. The frozen wight's bonded weapon is Frostmare, a chaotic evil sentient greatsword (Int 19, Wis 12, Cha 20). Frostmare is a legendary +3 magic weapon.

Actions

Multiattack. The frozen wight makes three attacks with its bonded weapon.

Frostmare. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 14 (2d6 + 7) slashing damage, plus 14 (4d6) cold damage. If the attack hits by 5 or more, the target must succeed on a DC 17 Constitution saving throw or have its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

THE GAMEKEEPER

The gamekeeper is a ranger who has gained employment in retirement by accepting a position as a gamekeeper and guide in the estates of the lords of the realm. Due to their great respect for nature and their understanding of the living creatures, a gamekeeper is an ideal role for those seeking the quiet life but perhaps also some of the comforts of civilization. The gamekeeper is responsible for maintaining the lands surrounding the estates of nobles, both monitoring the health of the wild and ensuring a steady supply of game and fowl for their employer. Gamekeepers are also responsible for patrolling the lands over which they watch, keeping poachers and others of ill repute away. They are often accompanied by creatures of the wild they have tamed.

Wisdom of the Wild. Their extensive experience as explorers and adventurers has served these rangers well. Their vast knowledge of nature and the wild has made them sought after, and they are more than willing to share in their knowledge over a tankard of ale by the campfire.

GAMEKEEPER

Medium humanoid (any race), any alignment

Armor Class 14 (hide)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

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

Saving Throws Dex +4, Wis +4

Skills Animal Handling +6, Nature +3, Survival +4

Senses passive Perception 12

Languages Common plus any two additional languages

Challenge 3 (700 XP)

Animal Friend. The gamekeeper has advantage on Wisdom (Animal Handling) checks when interacting with small animals.

Spellcasting. The gamekeeper is a 7th-level ranger. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The gamekeeper has the following spells ranger prepared:

1st level (4 slots): *goodberry*, *hunter's mark*, *speak with animals*

2nd level (3 slots): *animal messenger*, *locate animals or plants*

Wisdom of the Wild. The gamekeeper has advantage on Wisdom (Survival) checks.

Actions

Blunderbuss. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. *Hit:* 15 (2d12 + 2) piercing damage.

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



THE GLOOM STALKER

Gloom stalkers actively seek out darkest places; traveling underneath the surface into damp caverns where the sun's light cannot reach. Locations harboring monsters that are the stuff of nightmares, stalkers venture willingly, looking to become the predator hunting those who would seek to prey on others.

Mind of Iron. The gloom stalker has mastered the ability to resist even the strongest enchantment magic. Focusing on an inner strength of will, it is able to fight off mind-altering effects that would render lesser creatures dumbfounded.

One with the Darkness. Possessing a natural affinity when exploring the underground caverns, the darkness has lost its mystery to the gloom stalker, who has a supernatural darkvision.

Embracing the Nightmare. The gloom stalker hunts those which prey on other before they have the chance. They enter the darkest lairs and slay monsters where they feel safest. Evil that uses the shadows to surprise its mark are caught unaware by the gloom stalker, who is adept at masking its presence against those who can see in the dark.

GLOOM STALKER

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 165 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	9 (-1)

Saving Throws Str +3, Dex +7, Wis +5

Skills Acrobatics +7, Perception +5, Stealth +10, Survival +5

Senses darkvision 90 ft., passive Perception 15

Languages any one language (usually Common)

Challenge 7 (2,900 XP)

Dread Ambusher. The gloom stalker has mastered the art of the ambush. It adds a bonus to its initiative rolls equal to its Wisdom modifier (+2). Additionally, at the start of its first turn of each combat, its walking speed increases by 10 feet, which lasts until the end of that turn. If the stalker takes the Attack action on that turn, it can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.

Favored Enemy: Aberrations, Monstrosities, and Oozes. The gloom stalker has advantage on Wisdom (Survival) checks to track its favored enemies, as well as on Intelligence (History) checks to recall information about them.

Iron Mind. The gloom stalker has proficiency in Wisdom saving throws and makes Wisdom saving throws with advantage.

Natural Explorer: Underdark. When travelling in the Underdark, the gloom stalker's group can't become lost except by magical means and difficult terrain doesn't slow its group's travel.

Spellcasting. The gloom stalker is a 15th-level ranger. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It gloom stalker has the following ranger spells prepared:

1st level (4 slots): *cure wounds*, *disguise self*, *hunter's mark*, *zephyr strike*

2nd level (3 slots): *rope trick*, *pass without trace*

3rd level (3 slots): *fear*, *nondetection*

4th level (2 slots): *freedom of movement*

Stalker's Flurry (1/Turn). If the gloom stalker misses with a weapon attack, it can make another weapon attack as part of the same action.

Umbral Stealth. While in darkness, the gloom stalker is invisible to any creature that would rely on darkvision to see it in that darkness.

Actions

Multiattack. The gloom stalker makes four attacks with its longbow.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 50/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Longbow (Dread Ambusher). Ranged Weapon Attack: +7 to hit, range 50/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Reactions

Shadowy Dodge. The stalker can dodge in unforeseen ways, with wisps of supernatural shadow around it. Whenever a creature makes an attack roll against the stalker and doesn't have advantage on the roll, the stalker can use its reaction to impose disadvantage on the attack. The stalker must use this feature before it knows the outcome of the attack roll.

THE GNOMISH INVENTOR

There is often one in every town, village, or city - the small hovel from which billows of colored smoke or noxious fumes emanate, or perhaps the sound of whirring and clicking gears and mechanisms can be heard from the cellar of a house. These are often the signs that a gnomish inventor is tinkering away on their latest contraption. While some of their devices have no discernable use, others are ingeniously crafted with a somewhat sideways solution to a perhaps mundane problem. The gnomish inventor is eccentric, curious, and always dreaming up ways to solve whatever problems they face.

Unconventional Solutions. The gnomish inventors are inherently curious, a trait shared with others of their ilk. However they seem to take it to the extreme, coming up with devices that while effective, also tend to leave normal folk scratching their head in bewilderment.

Adept Hands. The hands of the gnomish inventor are agile and experienced, capable of creating the most minute mechanisms. They are sought out to craft devices as well as disassemble them. Gnomish curiosity is rarely overcome by caution, however.

GNOMISH INVENTOR

Small humanoid, any alignment

Armor Class 12

Hit Points 31 (7d6 + 7)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	8 (-1)

Saving Throws Int +5

Skills Investigation +5, Sleight of Hand +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Gnomish and any two additional languages

Challenge 1/4 (50 XP)

Craftsman (3/Day). The gnomish inventor spend 1 hour to craft a simple device, such as locks, noise makers, wind up toys, or music boxes.

Gnomish Cunning. The gnomish inventor has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Tinkerer. The gnomish inventor has advantage on Dexterity (Sleight of Hand) checks made when using artisan's tools.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 2) bludgeoning damage.



GRAVE KNIGHT

Medium undead, chaotic evil

Armor Class 18 (plate)

Hit Points 190 (20d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	21 (+5)	10 (+0)	14 (+2)	17 (+3)

Damage Resistances necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 10 (5,900 XP)

Innate Spellcasting. The grave knight's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells innately:

At will: *compelled duel*, *toll the dead*

Legendary Resistance (1/Day). If the grave knight fails a saving throw, it can choose to succeed instead.

Turn Resistance. The grave knight has advantage on saving throws against any effect that turns undead.

Undead Rage (3/Day). As a bonus action on its turn, the grave knight can enter into an undead rage that lasts for 1 minute. While raging, the grave knight gains advantage on all melee weapon attack rolls and deals critical damage on an attack roll of 19 or 20.

Unholy Aura. Unless the grave knight is incapacitated, it and undead creatures of its choice within 60 feet of it regain 10 hit points at the start of their turn.

Actions

Multiattack. The grave knight makes three greatsword attacks.

Greatsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage.

Legendary Actions

The grave knight 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 grave knight regains spent legendary actions at the start of their turn.

Move. The grave knight moves up to half its speed.

Compelled Duel (Costs 2 Actions). The grave knight casts *compelled duel*.

THE GRAVE KNIGHT

When the restless souls of the departed on the battlefield coalesce with the singular purpose of seeking vengeance, the grave knight arises with a one task - to seek vengeance for the lives that were cast away in battle. These undead beings patrol great battlefields of old, where unkempt graves of the slain are found. They are restless and tortured spirits, unable to find solace until the souls of the dead have found peace. They despise the waste of life that has given rise to their essence, seeking to right the wrongs that have caused lives to be cast away as though they were but pawns in greater schemes.

Soul of the Damned. The grave knight has been bestowed with powers of undeath, as well as potent magics that reflect its hatred of the living. As these beings patrol their graves, they seek to enlist additional souls of the weak, unwary, and unwise.

Undead Nature. A grave knight doesn't require air, food, drink, or sleep.



THE HELLION

Some scholars seek to understand the arcane mysteries of the universe under the patronage of a higher being. Those who serve demonic patrons delve greedily into forbidden dark magics locked in tomes bound in human hide and practice blood rituals aimed at further empowering themselves and their masters. Under the watchful and manipulative tutelage of their patrons, the hellion grows ever darker and more paranoid. In their ceaseless thirst for knowledge they may offer sacrifice to their patrons in the hope of obtaining just a little taste of more power and more knowledge, never knowing the true motivations of their patron.

Demon Scholar. Through deep study of forbidden tomes, the hellion has deep knowledge of the history of demons and conflicts involving these creatures. They are also powerful magic users; their spells have been empowered by flame and darkness.

HELLION

Medium humanoid (any race), any alignment

Armor Class 14 (leather)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +5

Skills Deception +5, History +4, Persuasion +5, Religion +4

Senses passive Perception 12

Languages Abyssal, Common and any one additional language

Challenge 4 (1,100 XP)

Demon Scholar. The hellion has advantage on Intelligence (History and Religion) checks and Charisma (Deception and Persuasion) checks when interacting with fiends.

Hellish Empowerment. The hellion's spells deal an additional 5 (1d10) fire damage.

Paranoid. The hellion has disadvantage on Charisma (Intimidation) saving throws.

Spellcasting. The hellion is an 12th-level spellcaster. Its spellcasting ability is Charisma (spell save 13, +5 to hit with spell attacks). Each spell is cast as a 5th level spell and the hellion regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

Cantrips (at will): *eldritch blast*, *firebolt*, *minor illusion*, *prestidigitation*

1st-5th level (3 5th-level slots): *banishment*, *charm person*, *contact other plane*, *darkness*, *hellish rebuke*, *faithful hound (hellhound)*, *fear*, *fireball*, *planar binding*, *protection from good and evil*, *summon greater demon*

Tome of Demonic Secrets. The hellion can cast the *find familiar* spell as a ritual, without expending a spell slot or using material components. The hellion's familiar is an *Imp* (MM pg.76).

Actions

Multiattack. The hellion makes three eldritch blast attacks.

Eldritch Blast. Ranged Spell Attack: +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) force damage, plus 5 (1d10) fire damage.

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



THE HERBALIST

The firbolg tribes of the wild call upon the shamanistic and primal abilities of their local herbalist. These healers are students of the wild and know the medicinal properties of many local herbs and vegetation. While some of their remedies may seem odd to the untrained eye of an outsider, none question the efficacy of their treatments. From the simple stomach ailment to the most virulent of diseases, and most severe of wounds, a herbalist is a welcome sight to those in need. Their salves and poultices are mixed with herbs and roots most rare, yet also in precise amount for the difference between medicine and poison is the concentration of their ingredients. Some of their concoctions may be among the most potent poisons available, to which there may be no cure.

Naturalist. The herbalist is an expert botanist, knowing the growing conditions of the ingredients for their remedies. They have intimate knowledge of the surrounding wilds, and also know which parts of wildlife brought home by tribal hunters to add to their potions.

HERBALIST

Medium humanoid (firbolg), any alignment

Armor Class 12

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	16 (+3)	18 (+4)	11 (+0)

Saving Throws Con +6

Skills History +5, Medicine +5, Nature +5, Survival +6

Damage Immunities poison

Condition Immunities diseased, poisoned

Senses passive Perception 12

Languages Common, Elvish, and Giant

Challenge 2 (450 XP)

Hidden Step (Recharges on a Short or Long Rest). As a bonus action, the herbalist can magically turn invisible until the start of its next turn or until it attacks, makes a damage roll, or forces someone to make a saving throw.

Innate Spellcasting. The herbalist's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells innately:

1/day: *detect magic*, *disguise self*

Plant Expert. The herbalist is proficient with the herbalism kit, and makes skill checks with advantage when using it.

Speech of Beast and Leaf. The herbalist has the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of the herbalist's words, though it has no special ability to understand them in return. The herbalist has advantage on all Charisma checks it make to influence them.

Verdure's Intuition (1/Turn). When the herbalist uses its healing bandage action, it can add one of the following effects:

- **Burnsoothe.** For 24 hours, the creature is resistant to fire damage.
- **Freezeallay.** For 24 hours, the creature is resistant to cold damage.
- **Plaguepurge.** For 24 hours, the creature has advantage on saving throws against being diseased. If the creature is currently diseased by nonmagical means, the disease is removed.
- **Tranquilweave.** Once within the next 24 hours, when the target completes a long rest, it regains all spent Hit Dice instead of a number of dice equal to half its character total number.
- **Venomcleanse.** For 24 hours, the creature is resistant to poison damage and has advantage on saving throw vs being poisoned. If the creature is currently poisoned, the poison is removed.
- **Woundbind.** For 24 hours, the creature makes all death saving throws with advantage.
- **Zealtwill.** For 24 hours, the creature regains the maximum number of hit points for any Hit Die it spends.

Actions

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

Poison Vial (Recharge 6). *Ranged Weapon Attack:* +4 to hit, range 20/40 ft., one target. *Hit:* 36 (8d8) poison damage. A creature hit with a plague vial must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. A creature poisoned in this manner can only be healed by a herbalist or through magical means.

Healing Bandage (5/Day). The herbalist covers the wound of a creature within 5 feet of it with a spongy mass of absorbent moss treated with a number of herbs designed to staunch bleeding, cleanse wounds, and dull pain. The creature regains 12 (5d4) hit points and if affected by an additional effect from the mender's intuition trait.

THE HEXBLADE WARLOCK

Hexblade warlocks have pledged themselves into an unending servitude of cryptic beings that reside in places of shadow and strife. This servitude grants them heightened martial prowess along with the ability to bestow deadly curses on their foes, the combination of which makes the hexblade a formidable enemy.

Masterwork Blades. Sentient weapons, created by otherworldly beings, are a hexblade's weapon of choice. The manifested intelligence of their blade gives the hexblade a window in which to interact with their patron and enact their will. While typically swords, these cognizant armaments can come in any form, each with its own motivations that directly influence the actions of its wielder.

Dreadful Curse. The hexblade is able to bestow a frightful curse upon its foe; a curse that makes it difficult for a creature to defend itself against the warlock's onslaught.

Soul Corruption. Death at the hands of a hexblade might not present the finale one might expect, as these warlocks are able to taint the soul of a creature they've recently slain, pulling it back from the afterlife and binding it into their service. These accursed souls become specters, rising only to do their master's bidding.



HEXBLADE WARLOCK

Medium humanoid (any race), chaotic neutral

Armor Class 16 (hide, shield)

Hit Points 161 (19d8 + 46)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Cha +6

Senses darkvision 60 ft., passive Perception 12

Languages any two languages

Challenge 8 (3,900 XP)

Bonded Weapon. The hexblade is bonded to a sentient weapon, for which it uses its Charisma modifier for its attack and damage rolls. The hexblade and its weapon can communicate telepathically, and the hexblade obeys its bonded weapon's commands. The hexblade can use its bonus action to teleport its bonded weapon into a free hand, or a bonus action to temporarily dismiss the bonded weapon into a pocket dimension.

Hexblade's Curse (Recharges on a Short or Long Rest). As a bonus action, the hexblade chooses creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the hexblade dies, or the hexblade is incapacitated. Until the curse ends, the hexblade gains the following benefits:

- The hexblade gains a +3 bonus to damage rolls against the cursed target (included below).
- Any attack roll the hexblade makes against the cursed target is a critical hit on a roll of 19 or 20.
- If the cursed target dies, the hexblade regains 11 hit points.

Spellcasting. The hexblade is an 11th-level warlock. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Each spell is cast as a 5th level spell and the hexblade regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *minor illusion*, *toll the dead*, *vicious mockery*

1st - 5th level (3 5th-level slots): *blink*, *blur*, *counterspell*, *darkness*, *hellish rebuke*, *hex*, *hold person*, *misty step*, *phantasmal killer*, *shield*, *wrathful smite*

Weapon Bond: Duskedge. The hexblade's bonded weapon is Duskedge, a chaotic neutral sentient longsword that can speak Common and Undercommon (Int 18, Wis 17, Cha 21). Duskedge is a Very Rare +2 magic weapon.

Actions

Multiattack. The hexblade makes three melee attacks or three ranged attacks.

Duskedge. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, plus 4 (1d8) necrotic damage.

Duskedge (Hexblade's Curse). Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, plus 4 (1d8) necrotic damage.

Eldritch Blast. Ranged Spell Attack: +6 to hit, range 120 ft., one target. *Hit:* 8 (1d10 + 3) force damage.

Reaction

Accursed Specter (1/Day). The hexblade causes a *Specter* (MM, pg. 279) to raise from the body of a humanoid creature that was slain by the hexblade within the last minute.

HOLLOWED SOUL

Medium humanoid (any race), any evil alignment

Armor Class 12 (15 with mage armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	13 (+1)	17 (+3)	12 (+1)	8 (-1)

Skills Arcana +6, History +6, Religion +6

Damage Resistances necrotic

Senses passive Perception 11

Languages any three languages

Challenge 5 (1800 XP)

Grim Harvest (1/Turn). When a hollowed soul kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the hollowed soul regains hit points equal to twice the spell's level.

Spellcasting. The hollowed soul is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The hollowed soul has the following spells prepared:

Cantrips (at will): *chill touch*, *ray of frost*, *thaumaturgy*, *toll the dead*

1st level (4 slots): *false life*, *protection from evil and good*, *mage armor*, *ray of sickness*

2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*, *melf's acid arrow*

3rd level (3 slots): *animate dead*, *bestow curse*, *speak with dead*, *vampiric touch*

4th level (3 slot): *blight*, *evard's black tentacles*, *phantasmal killer*

5th level (1 slot): *antilife shell*

Unholy Presence. Each creature of the hollowed soul's choice that is within 30 feet of the hollowed soul and aware of it must succeed on a DC 14 Wisdom saving throw or suffer disadvantage on attack rolls 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 hollowed soul's Unholy Presence for the next 24 hours.

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

Whispers of the Damned (Recharge 6). A creature within 60 feet of the hollowed soul that can hear it must succeed on a DC 14 Wisdom saving throw or be stunned for 1d4 rounds.

THE HOLLOWED SOUL

The pursuit of obtaining an unrivaled understanding of the afterlife can result in unspeakable horrors. Hollowed souls represent just that; necromancers who have delved too greedily into deciphering gifts of the undead. While this has resulted in powerful supernatural abilities, what is cost inflicted on their mortal wellbeing?

Unholy Presence. The presence of a hollowed soul unnerves even the stoutest of hearts. Muttering words of the damned, these necromancers instill a feeling of horror, one that foreshadows a living soul's impending demise.

Channel to the Dead. The hollowed soul, having spent far too long listening to the whispers of the dead, has become a channel for those he sought to understand. They now crowd forward to speak, but amidst their babbling one may learn vital truths, but beware - some truths may not be fit for ears of the living.



THE IMMOLATION ARCHER

Capable of casting a hail of arrows imbued with elemental fury into their foes, the immolation archer is a highly skilled marksman trained to manipulate magical energies. These individuals were identified from a young age due to their skill with a bow and their studiousness in arcane arts and trained into an elite warrior. They are capable of feats of archery that are unknown to those with less mystical inclinations, able to rapidly shoot arrows at incredible speed and with great power. The immolation archer is unable to wear armor due to the intense energy required to maintain their magical abilities.

Imbued Arrows. The immolation archer is able to imbue its arrows with the essence of flame. This comes at an intense energetic cost to the archer, who must be able to craft a pinpoint flame capable of sustaining itself in flight before exploding outward.

Hail of Flame: The most powerful of immolation archers are capable of casting a sleet of flaming arrows upon their foes, setting a region ablaze with a raging inferno. This is used to cut off opposition retreat and funnel opposing forces into a concentrated area where conventional archers are most effective.

IMMOLATION ARCHER

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 81 (18d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	10 (+0)	14 (+2)	12 (+1)	11 (+0)

Damage Immunities fire

Senses passive Perception 11

Languages any two languages

Challenge 4 (1,100 XP)

Cunning Action. On each of its turns, the immolation archer can use a bonus action to take the Dash, Disengage, or Hide action.

Flaming Arrows. The immolation archer's ranged weapon attacks deal an extra 1d8 fire damage (included in the attack).

Actions

Multiattack. The immolation archer makes three longbow attacks.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, plus 4 (1d8) fire damage.

Soul of the Dragon (Recharge 6). The immolation archer fires a blazing arrow in a 120-foot line that is 5 ft. wide. Each creature in that line must succeed on a DC 14 Dexterity saving throw or take 18 (4d8) fire damage.

KNIGHT OF HELL

Large fiend (devil), lawful evil

Armor Class 19 (demonic plate)

Hit Points 230 (20d10 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+6)	13 (+1)	14 (+2)	20 (+5)

Saving Throws Str +12, Con +11, Cha +10

Skills Athletics +12, Intimidation +15

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

Damage Immunities fire, necrotic, poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 15 (13,000 XP)

Devil's Fury. The knight of hell's hellblade attacks deal an additional 11 (2d10) necrotic damage (included in the attack).

Devil's Sight. Magical darkness doesn't impede the knight of hell's darkvision.

Hellish Aura. Each creature of the knight of hell's choice that is within 60 feet of the knight of hell and aware of it must succeed on a DC 18 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 knight of hell's Hellish Aura for the next 24 hours.

A creature that is frightened at the start of its turn takes 11 (2d10) fire damage and 11 (2d10) necrotic damage.

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

Innate Spellcasting. The knight of hell's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *blight*, *fear*, *hold monster*

1/day: *gate*

Actions

Multiattack. The knight of hell makes four hellblade attacks.

Hellblade. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage, plus 11 (2d10) necrotic damage.

THE KNIGHT OF HELL

From the deepest pits and darkest recesses of a fiery abyss stalk the knights of hell. Mention of these fiends appear only in dustiest of tomes, and even then, the written scripture is mostly hearsay. Legend has it these fearsome creatures are blasphemous humanoids whose deeds in life made lesser demon's shudder in fear; knights of hell represent the blackest of spirits to enter the abyss.

Fury of the Abyss. Clad in impenetrable demonically-etched plate, these knights stand in defiance of celestials looking to mettle in the affairs of hell. They strike with animosity, carving through their prey with bladed clawed weapons that teem with necrotic energy. They are the embodiment of misery, suffering, and torment, and represent a terror that lurks in the darkest recesses of the mind. Always there, ever watching.

Desecration without Impediment. Wreathed in a destructive aura that causes even the stoutest of hearts to shrivel in terror, these knights are indomitable in their mission to safeguard hell. The black chaotic energies that swirling around them drain the very essence of the living, sustaining the knight while desecrating the ground upon which it walks.



THE KNIGHT OF VALOR

The purest and most noble of paladins may be offered the rare opportunity to join the secretive and exclusive Order of the Most Valorous, a sect of knights devoted to the purity of honor. These knights are unshakable in their devotion and live a life dedicated to safeguarding those incapable of protecting themselves.

Selflessness. The knight of valor is a selfless warrior, and will take up arms in the most noble and honorable of cases. Even then, they will exhibit only the conscientious traits in combat, and harbor a great disdain towards those who behave with less than the utmost respect and honor in combat.

Purity of Soul and Body. Granted through their devotion to a higher faith, knights of valor are immune to poison, disease, and necromantic energy. They are truly fearless in the face of insurmountable odds and will never shy from righteous combat when their allies are in danger.

KNIGHT OF VALOR

Medium humanoid (any race), lawful good (90%) or lawful neutral (10%)

Armor Class 16 (ring mail, shield)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	12 (+1)	14 (+2)	12 (+1)

Skills Insight +6, Intimidation +3

Damage Immunities necrotic, poison

Condition Immunities frightened, poisoned

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 6 (2,300 XP)

Aura of Stability. Allied creatures within 60 feet of the knight that it can see have advantage on death saving throws.

Bulwark of Will. As a bonus action, the knight enter a defensive stance. While in this stance, the knight's movement speed is halved but it gains resistance to bludgeoning, piercing, and slashing from nonmagical weapons. Additionally, ranged attacks that target the knight are made with disadvantage. The knight can end this stance as a bonus action.

Virtuous Salvation. The knight gains a +5 bonus to melee attack and damage rolls against a creature if at least one of the knight's allies is within 5 feet of the creature and the ally is incapacitated.

Actions

Multiattack. The knight makes two attacks with its mace.

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) bludgeoning damage.

Mace (Virtuous Salvation). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 8) bludgeoning damage.

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

Reactions

Protect the Vulnerable. When a creature within 5 feet of the knight takes damage, the knight can use its reaction to take that damage instead.



THE LADY OF THE COURT

The Lady of the Court is often seen at prestigious events, be it attending elegant celebrations, welcoming foreign dignitaries, or assisting in the negotiation of peace treaties. Well studied in political hierarchy and the motivations of neighboring royal families, the lady of the court is a master stateswoman, knowing full well the subtleties and intricacies of effortlessly navigating the desires of nobility. They are known to entertain at an elegant townhome or in the opulence of a noble's court, and seek favor with those who may ultimately bring them more influence and power.

Subtle Whisperer. The Lady of the Court is a master manipulator, one who knows precisely what pressure to apply, when, and to whom. Nonetheless they are never overt with their desires, but prefer to speak in suggestive, which allows them to delicately talk their way out of, or into, any situation.

LADY OF THE COURT

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 7 (2d8 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	9 (-1)	14 (+2)	14 (+2)	14 (+2)

Skills History +4, Insight +4, Persuasion +4, Performance +4

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Innate Spellcasting. The lady of the court's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can cast the following spells innately:

1/day each: *charm person*, *suggestion*

Subtle Manipulations. The lady of the court has advantage on Charisma (Persuasion) checks.

Actions

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

Encourage (Recharges 6). The lady of the court and up to 3 creatures of its choice within 30 feet that can see and hear it gain 4 (1d8) temporary hit points.

Call for Aid (1/Day). The lady of the court calls out for help. In 1d4 rounds, 2 guards (*MM* pg. 347) will arrive to defend the lady of the court.

THE LAKE SPIRIT

In the most secluded and peaceful glades of the woods and protected from the influence of outsiders, the calm and tranquil waters of forest lakes may be watched over by the gentle lake spirits. These lake spirits often take the form of water birds that inhabit the calm lagoons. While reclusive by nature, lake spirits may come forth from their lakes by great need, offering aid to those of good nature and noble bearing who respect the tranquility of their lakeside homes. Due to their shy and gentle nature, lake spirits typically shy away from confrontation or loud beings who disturb their serenity.

Elegant Shapeshifter. Much like their elegant and beautiful human form might suggest, the lake spirit has the ability to transform into an elegant bird of the water and can communicate easily with their avian friends.

Compassionate Beings. Lake spirits have earned the love of the creatures they keep in their company due to their gentle and caring nature. Woodland critters do whatever they can to help their beloved watcher in times of need.

LAKE SPIRIT

Medium humanoid (shapechanger), true neutral

Armor Class 15 (padded, shield)

Hit Points 36 (8d8)

Speed 0 ft., fly 60 ft. (hover)

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

Skills Animal Handling +4, Nature +4

Condition Immunities charmed

Senses passive Perception 12

Languages Druidic plus any two languages

Challenge 1/2 (100 XP)

Animal Friend. The lake spirit has advantage on Wisdom (Animal Handling) and Charisma (Persuasion) checks when interacting with beasts.

Shapechanger. The lake spirit can use its action to polymorph into a Small or Medium beast it has seen that lives near open water, or back into its true form. Its statistics, other than its size, are the same in each form. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

Spellcasting. The lake spirit is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The lake spirit has the following spells prepared:

Cantrips (at will): *druidcraft, mending, resistance*

1st level (4 slots): *charm person, entangle, goodberry, speak with animals*

2nd level (3 slots): *animal messenger, lesser restoration, pass without trace*

Actions

Multiattack. The lake spirit makes two spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 5 (1d6 + 1) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands.

LEGIONNAIRE

Medium humanoid (any race), any lawful alignment

Armor Class 17 (breastplate, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Athletics +5, Intimidation +4

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Disciplined. The legionnaire has advantage on against Charisma (Intimidation) checks.

Shield Wall. When at least 6 legionnaires form a straight line that is at least 30 feet long, they all form a shield wall as a free action. A legionnaire in a shield wall gains a +2 bonus to its AC and its movement speed becomes 0. A legionnaire can leave a shield wall as a free action, removing the effect from itself. If the shield wall has less than 6 legionnaires in it, it is broken and the remaining legionnaires lose its effects.

Actions

Multiattack. The legionnaire makes two spear attacks. If it has a gladius drawn, it can also make a gladius attack.

Spear. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

Reaction

Guard Ally. If a creature within 5 feet of the legionnaire is targeted with an attack, the legionnaire can impose its shield between the creature and its attacker, causing the attack to be made with disadvantage. A legionnaire can't use this reaction if it is part of a shield wall.

THE LEGIONNAIRE

Highly trained and disciplined infantry of vast armies, legionnaires are footmen that make up the bulk of many armies. They are modestly armed and armored but spend hours training and are well drilled and disciplined. They are educated in battle tactics, knowing that their lives depend on the actions of those next to them. As a result, legionnaires maintain a close bond with their comrades, and are willing to lay down their lives for the soldier next to them.

Warfare Specialists. The hallmark of their battalion is that all legionnaires are trained to maintain tightly disciplined formations. Any gaps in their lines will cause the battle line to crumble and allow opposing cavalry to penetrate, leaving support troops and supply lines beyond vulnerable. Should the battle line weaken, the legionnaires will assume a tighter circular formation, shields overlapping and bristling with spears as they seek a more defensible position. Owing to their heavy armor and equipment, legionnaires are however slower than conventional infantry.



THE LORD OF THE SKY

Crowning high mountain peaks, the immense nest of an enormous roc marks danger for miles around. Though the aerial threat of a roc may cause even dragons nearing adulthood to reconsider hunting in the area, the monstrous bird itself will prey upon horses, cattle, elephants, and more. Realizing that these apex predators may be useful as deterrents against other powerful threats in the high mountain ranges, some barbarian tribes have taken to capturing eggs, raising the roc chicks, and using them as aerial mounts to patrol their mountain ranges. These lords of the skies roam over vast territories, patrolling and warding their clans and territories.

Wild Spirit. Due to the inherent danger of raising and taming such a large creature, only the most experienced animal handlers are capable of riding a roc. The wild spirit of the roc may never be fully tamed, so the lord of the skies lives a solitary life with his mount, high in the cloud-shrouded mountain peaks.

Master Archer. The lord of the sky is a superb archer, accurately casting arrows even while soaring through the sky.

LORD OF THE SKY

Medium humanoid (any race), any alignment

Armor Class 19 (studded leather)

Hit Points 128 (28d8 + 56)

Speed 30 ft., fly 120 ft. while mounted

STR	DEX	CON	INT	WIS	CHA
12 (+1)	25 (+7)	14 (+2)	12 (+1)	17 (+3)	15 (+2)

Saving Throws Dex +12, Wis +8

Skills Acrobatics +12, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 18

Languages Common plus any one language

Challenge 14 (11,500 XP)

Mount. The lord of the sky rides atop a roc (*MM* pg.260). Its movement speed is 120 feet (included above).

Mounted Archer. While the lord of the sky is mounted and isn't incapacitated, it has advantage on ranged attack rolls against creatures smaller than its mount.

Seasoned Rider. The lord of the sky has advantage on saving throws made to avoid falling off its mount.

Sharpshooter. The lord of the sky can attack at long range without disadvantage on its ranged weapon attack rolls and its ranged weapon attacks ignore all cover except full cover.

Actions

Multiattack. The lord of the sky makes four longbow attacks.

Longbow. Ranged Weapon Attack: +12 to hit, range 150/600 ft., one target. *Hit:* 11 (1d8 + 6) piercing damage.

Reactions

Crush. If the lord of the sky is mounted and its mount has grappled a creature, the lord of the sky can command its mount to crush the grappled creature. The creature takes 7 (2d6) bludgeoning damage and 7 (2d6) slashing damage.

LOST TRIBESMAN

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 65 (10d8 + 20)

Speed 30 ft., 50 ft. while mounted

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Wis +2

Skills Animal Handling +3, Insight +3, Nature +2, Stealth +7, Survival +3

Senses passive Perception 11

Languages any one language (unique to its tribe)

Challenge 1 (200 XP)

Impaler. If the lost tribesman is mounted and moves at least 30 feet straight toward a target and then hits it with a greatspear attack on the same turn, the target takes an extra 13 (3d8) piercing damage and is restrained. The lost tribesman can only restrain one creature at a time. A restrained creature can free itself as an action on its turn with a successful DC 13 Strength saving throw.

Jungle Dweller. The lost tribesman has advantage on Dexterity (Stealth) checks while in a jungle terrain. If the lost tribesman is riding its mount, the lost tribesman's stealth roll counts for both itself and its mount.

Mount. The lost tribesman rides atop an axe beak (*MM* pg. 317). Its movement speed is 150 feet (included above).

Mounted Combatant. While the lost tribesman is mounted and isn't incapacitated, it has advantage on melee attack rolls against unmounted creatures smaller than its mount, can force an attack targeted at its mount to attack it instead, and when its mount is subjected to an effect that allows it to make a Dexterity saving throw for half damage, the mount instead takes no damage on a successful save and only half damage on a failed save.

Suspicious. The lost tribesman has advantage on Wisdom (Insight) checks.

Actions

Greatspear. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

THE LOST TRIBESMAN

Deep in the tangles of the humid jungles in the remote corners of the realm live uncontacted tribes. These lost tribesmen are reclusive by nature and shun outsiders, and have only been glimpsed from afar. Contact with these people inevitably results in conflict, as their strange languages and customs invariably causes misunderstandings. When would-be pilgrims and missionaries have attempted contact in large numbers, these tribes have melted away deeper into the jungles that only they know. All that is known of their culture comes from the remains of their camps, which offer precious little insight into the culture, traditions, and way of living of the lost tribes.

Mysteries of the Jungle. While little is known about the lost tribesman, they appear to have a deep understanding of their jungle home. They have a strange kinship with mysterious beasts that lurk in the jungle. They are clad in the crudest of clothes, bear the simplest of weapons, yet somehow these humanoids have managed to survive in an environment that even the most intrepid survivalist is wary of.



THE MAGE HUNTER

The mage hunter is an assassin whose specialized training is devoted to countering the abilities of spellcasters. With the goal to eliminating magic from the realms, they have honed their craft to the point where they can disrupt sorcerer mid-cast or unsettle the mind of the most astute wizard, cause them to lose focus. Often striking from the shadows, mage hunters are adept at bypassing the senses and defenses of magic users while countering offensive castings made against them. They will efficiently eliminate their target before making an expeditiously retreat.

Nimble, Proficient Hunters. Mage hunters are incredibly agile: able to avoid both feats of physical prowess and magical abilities alike.

Disrupter of the Arcane. Mage hunters dispise magic, going so far as to distrust all spellcasters. The source of arcane power matters little: Clerics, Paladins, Sorcerers, Wizards, and Warlocks are all cut from the same cloth in the eye of these stalkers. Mage hunters are unwavering in their pursuit to exterminate those who use incantations, regardless of their reasons.



MAGE HUNTER

Medium humanoid (any race), any alignment

Armor Class 17 (leather)

Hit Points 187 (25d8 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	22 (+6)	16 (+3)	18 (+4)	16 (+3)	15 (+2)

Saving Throws Dex +11, Con +8, Int +9, Wis +8, Cha +7

Skills Arcana +9, Acrobatics +11, Perception +8, Stealth +11

Damage Resistances cold, fire, lightning, thunder

Senses darkvision 120ft., passive Perception 18

Languages Common plus up to two other languages

Challenge 16 (15,000 XP)

Interrupting Strikes. If the mage hunter hits a creature with a weapon attack that is concentrating on a spell or spell-like effect, the creature makes its Constitution saving throw to maintain concentration with disadvantage.

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

Magic Suppression. As a bonus action, the mage hunter can create a 10-foot-radius invisible sphere of antimagic that surrounds it. This area is divorced from the magical energy that suffuses the multiverse, and operates as an *antimagic field* that is centered on the mage hunter and moves with it. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. The mage hunter can end this effect with a bonus action.

Null Aura. The mage hunter and creatures of its choosing it can see that are within 30 feet of it have advantage on saving throws against spells of 5th level or lower.

Actions

Multiattack. The mage hunter makes four attacks with its poisonous dagger, one of which can be a Blink Strike if it is available.

Poisonous Dagger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) slashing damage, plus 15 (6d4) poison damage. The creature must succeed on a DC 18 Constitution saving throw or become poisoned for 1 minute.

Blink Strike (Recharge 5-6). The mage hunter can disappear and reappear in an unoccupied spot within 40 feet that it can see. If the mage hunter reappears within 5 feet of a creature, it can make an attack with its poisonous dagger as part of this action. Blink Strike does not provoke attacks of opportunity.

Reactions

Magic Impediment. The mage hunter attempts to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, the mage hunter makes an Intelligence (Arcana) check. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

Legendary Actions

The mage hunter 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 mage hunter regains spent legendary actions at the start of their turn.

Move. The mage hunter moves up to half its speed.

Attack. The mage hunter makes one attack with its poisonous dagger.

Blink Strike (Costs 3 Actions). The mage hunter uses its blink strike if it is available.

MASTER ILLUSIONIST

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 72 (16d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Wis +5

Skills Arcana +7, Deception +6, Investigation +7, Performance +6, Sleight of Hand +5, Stealth +5

Senses passive Perception 12

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The master illusionist is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The master illusionist knows the following spells:

Cantrips (at will): *dancing lights*, *friends*, *minor illusion*, *prestidigitation*

1st level (4 slots): *charm person*, *disguise self*, *illusory script*, *mage armor*, *hideous laughter*, *unseen servant*

2nd level (3 slots): *alter self*, *blur*, *detect thoughts*, *invisibility*, *mirror image*, *suggestion*

3rd level (3 slots): *blink*, *counterspell*, *hypnotic pattern*, *major image*, *phantom steed*, *tongues*

4th level (3 slots): *confusion*, *fabricate*, *greater invisibility*, *hallucinatory terrain*, *polymorph*

5th level (2 slots): *dream*, *geas*, *mislead*, *passwall*, *seeming*, *screying*

6th level (1 slot): *programmed illusion*, *mass suggestion*

Actions

Multiattack. The master illusionist makes two scimitar attacks. If either attack misses, it can cast a spell.

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

Beguile Senses. The master illusionist creates the visage of a great wyrm and uses it to assault a creature's mind within 60 feet of it that it can see. The target must succeed on a DC 15 Wisdom saving throw or become paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the master illusionist's Beguile Senses for the next 24 hours. The master illusionist can only use Beguile Senses on one creature at a time.

THE MASTER ILLUSIONIST

Talented charlatans, gifted in both the arcane and performing arts, master illusionists beguile the senses of even the most leery and perceptive targets. Conjuring both fantasy and fear out of thin air, they alter one's senses and emotions to suit their will. Use their arcane powers as part of a performance, many master illusionists travel the realm in pursuit of fame and fortune. Some dream of grandeur, while others pursue more nefarious goals.

Master of Misdirection. Master illusionists have honed both their outlandish personalities and bold performances toward making their audience believe anything can be real. In combat, they bend their opponent's perception of reality, creating false images so real they damage the psyche of their victims, making the master illusionist a difficult foe to face.

Silver-tongued. These roguish characters are charming, adept not just at magic but able to message a lie just enough to sound plausible. They charm those of interest not just through magical means, but through spoken word, misdirection, and even a lover's touch as required.



THE MATRIARCH

Not all barbarian tribes are led by chieftains and warlords, some adhere to the rule of a matriarch instead. These clans have a deep respect for their elders, and rather than being savage in nature, these tribes are more receptive to outsiders and are known to trade with nearby settlements. The matriarch is the hub of these clans, sought out for their wisdom regarding healing, nature, and the ability to settle disputes; a patient leader revered by their clansmen.

Shamanistic Ritualist. As the spiritual leader of their clan, the matriarch presides over shamanistic rites and ceremonies. Their main feat is the ability to bless and strengthen bloodlines by increasing the fertility of their clans.

Weather Manipulator. The matriarch is able to tap into the forces of nature, softening the impact of brutal winter storms or summoning gentle rains during the growing season. However, their control is not always benevolent; those seeking conflict with the matriarch's clan may face a fury of a ferocious storm.

MATRIARCH

Medium humanoid (any race), any non-chaotic alignment

Armor Class 11 (leather)

Hit Points 66 (12d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	15 (+3)	18 (+4)	13 (+1)

Saving Throws Int +5, Wis +6

Skills History +5, Insight +6, Investigation +5, Medicine +6, Nature +5

Senses passive Perception 13

Languages Common plus any two additional languages

Challenge 3 (700 XP)

Innate Spellcasting. The matriarch's spellcasting ability is Wisdom (spell save DC 14). It can cast the following spells innately:

1/day: *control weather*

Spellcasting. The matriarch is an 11th-level spellcaster. The matriarch's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The matriarch has the following spells prepared, which it can cast without material components:

Cantrips (at will): *druidcraft, guidance, resistance spare the dying*

1st level (4 slots): *bless, cure wounds, purify food and drink*

2nd level (3 slots): *calm emotions, lesser restoration, protection from poison*

3rd level (3 slots): *call lightning, dispel magic, sleet storm*

4th level (3 slots): *death ward, giant insect, ice storm*

5th level (2 slots): *awaken, commune with nature*

6th level (1 slots): *heal*

Wise Elder. The matriarch has advantage on Wisdom (Perception) and Charisma (Persuasion) checks.

Actions

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



THE MELANCHOLY GOLEM

Beyond the mindless obedience of standard golems, some crafters opt for an ingredient to introduce emotion and problem-solving capabilities to their creation: the addition of a living soul. Beyond the simple following of its master's orders, such a golem learns from and bonds with its master, viewing its master as a loved family member rather than simply the holder of its command seal. The ageless nature of golems, however, results in an inevitable separation: a loss that the golem has eons to mourn, potentially compounded by the bonding and loss of subsequent masters, potentially driving it to the brink of insanity.

Forgotten Guardians. The melancholy golem may be stationed to guard something of great value to its creator or a later master, never needing to act on its duty and eventually outliving its purpose when the owner of its charge is no more. A guardian of a hollow hall, its contents no longer missed or coveted by any living soul, the golem stands watch, stewing in its isolation.

Lamenting Gaze. The melancholy golem's eyes do not brim with tears at its loss and loneliness, for it has no capability to do so; yet it cries all the same. Eyes with more depth than seems possible stare from its sculpted face, a turmoil of emotions welling up at the first sign of activity in centuries, what the golem can only hope is its master returning to it. But these interlopers are not its master, and they will share the golem's grief.

MELANCHOLY GOLEM

Large construct, unaligned

Armor Class 18 (plate)
Hit Points 190 (20d10 + 80)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (-2)	20 (+4)	6 (-2)	8 (-1)	4 (-3)

Skills Athletics +9

Damage Immunities poison; 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 9

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

Challenge 11 (7,200 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lethargy. The golem lacks the motivation to complete the most basic activities. At the start of the golem's turn, it rolls a d20. On a score of 5 or lower, the golem takes no action that turn.

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

Poison Absorption. Whenever the golem is subjected to poison damage, it takes no damage and instead regains a number of hit points equal to the poison damage dealt.

Actions

Multiattack. The golem makes four greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

Torpor (1/Day). The golem inflicts a dullness of the mind on up to six creatures of its choice that it can see within 60 feet of it. Each target must succeed on a DC 17 Wisdom saving throw or be affected by this spell for 1d4 rounds. An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. 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.

If a target attempts to cast a spell with a casting time of 1 action, it rolls a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. 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.

Reactions

Embrace. If a creature ends its turn within 5 feet of the golem and has not taken a hostile action towards it, the golem will attempt to hug the creature. The creature must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against a DC 19 or become grappled.

THE MOUNTAIN HAG

High among the rocky crags and unforgiving slopes of towering mountains lurk the mountain hags. These hideous and cruel creatures seek solitude, except perhaps to creep down and prey on unsuspecting cliff dwellers. The mountain hag relies on deceit and trickery to lure the unwary to their doom.

Like others of their ilk, these hags will form covens for no reason other than to more easily subdue their victims. The treacherous paths leading through their domains or to their lairs are watched over by their hag eyes, allowing them to set cunning ambushes by moving the very stones that line their burrows.

Mistress of the Crags. Mountain hags possess intimate knowledge of the crags in which they live, knowing every nook and cranny intimately. Rather than directly assaulting their prey, they prefer to lure travellers to their deaths using a combination of illusion and misdirection. One ill-advised step onto a scree slope or onto loose boulder often ends with broken bones for an unwitting traveller, and a feast for the mountain hag.

MOUNTAIN HAG

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	16 (+3)	15 (+2)	18 (+4)

Skills Deception +6, Nature +6, Survival +5

Damage Resistances lightning, thunder

Senses darkvision 60 ft., passive Perception 12

Languages Common, Giant, Terran

Challenge 4 (1,100 XP)

Innate Spellcasting. The mountain hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *minor illusion, mold earth, poison spray*

2/day each: *earthbind, erupting earth, hold person*

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

Actions

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

Booming Voice (Recharge 6). The mountain hag utters a loud booming call. Any creatures within 30 feet that can hear it must succeed on a DC 14 Constitution saving throw or take 36 (8d8) thunder damage.

MOUNTAIN HAG COVEN

When three mountain hags form a coven (CR 6), they can each cast the following spells (as a 12th level spellcaster, Intelligence spellcasting ability, spell save DC 15, +7 to hit with spell attacks) but must share the spell slots amongst themselves:

1st level (4 slots): *charm person, disguise self*

2nd level (3 slots): *gust of wind, mirror image*

3rd level (3 slots): *bestow curse, major image, sleet storm*

4th level (3 slots): *conjure minor elementals, hallucinatory terrain*

5th level (2 slots): *mislead, wall of stone*

6th level (1 slots): *mental prison*

OATHBREAKER

Medium humanoid (any race), any non-good alignment

Armor Class 18 (plate)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	19 (+4)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Con +9, Wis +7, Cha +9

Skills Athletics +9, Deception +9, Intimidation +9, Religion +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 13 (10,000 XP)

Aura of Hate. The oathbreaker and any creatures of its choosing within 30 feet of it gain a bonus to melee weapon damage rolls equal to the paladin's Charisma modifier (included in the attack). A creature can benefit from this feature from only one oathbreaker at a time.

Spellcasting. The oathbreaker is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It has the following spells prepared:

1st level (4 slots): *hellish rebuke*, *inflict wounds*, *protection from evil and good*

2nd level (3 slots): *branding smite*, *crown of madness*, *darkness*

3rd level (3 slots): *animate dead*, *bestow curse*

4th level (3 slots): *blight*, *confusion*

5th level (1 slot): *contagion*, *dominate person*

Actions

Multiattack. The oathbreaker makes four attacks with its necrotic greatsword.

Necrotic Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, plus 10 (3d6) necrotic damage.

Control Undead (1/Day). The oathbreaker can target one undead creature it can see within 30 feet. The target must make a DC 17 Wisdom saving throw. On a failed save, the target must obey the oathbreaker's commands for the next 24 hours. An undead whose challenge rating is equal to or greater than 12 is immune to this effect.

THE OATHBREAKER

The path of the paladin is the path of Duty, Honor, and of Devotion to the guiding tenets that structure the Order to which that paladin swears allegiance. A paladin who breaks the tenets of their Oath may be rendered powerless, for it is the faith and devotion in those core beliefs that grants a paladin the power and tools to defend those same values. Such is not the case with the oathbreaker. Beyond a mere crisis of faith, this villain breaks their sacred oaths in pursuit of their own sinister appetites: a greed-driven dash for power that does not leave the former paladin wanting. Whether through their own self-serving Oath or the offering of strength from some black-hearted being, the oathbreaker rises as something new: powerful, vile, and unburdened by whatever light once warmed their hearts.

The Face of Stark Ambition. All the oathbreaker does and undoes, gains and sacrifices, builds and demolishes, is a thread woven into the tapestry of their self-made destiny. Each step in the oathbreaker's egomaniacal race toward their design is a painstakingly calculated one, causing failure due to any unforeseen interference to be taken incredibly personally. Any threat to the oathbreaker's goals is met with all the cold cunning and fervid zeal the fallen paladin can channel into a new goal: the ruthless extermination of the obstruction.

Not Beyond Redemption. Though death in pursuit of their own schemes is the likeliest end for an oathbreaker, they may at any time turn from their corruption and once more find the like. To do so, however, must be the choice of the oathbreaker and be done with utmost sincerity, making such a path from the darkness the oathbreaker has chosen to embrace a difficult one to follow.



THE ORCISH WARLORD

Orcish culture generally consists of a series of disperse clans and tribes that frequently squabble amongst themselves and wage limited wars on nearby settlements. They seek to pillage and take from other species with little long-term planning. The orcish warlord is one who has unified the squabbling clans under its command, having demonstrated their prowess and savagery in battle. The orcish warlord is far more intelligent than the typical warrior or warchief and knows how to manipulate tribal leaders and bend them to his will. Rather than being prone to violence, this calculating leader may even negotiate with outsiders if it can see profit in such situations.

Iron Fist of the Orc. The orcish warlord rules over the unified orcish clans with an iron fist and will brutally remove those that challenge it. Challenges from within are resolved in ritual combat, where playing to the gathered crowd is as important as the outcome. In such challenges the orcish warlord has a distinct advantage over its more reckless brethren, making calculated attacks designed to humiliate as well as nullify an opponent. Having survived and risen to prominence through such challenges, the warlord is a formidable individual that is not to be trifled with.

ORCISH WARLORD

Medium humanoid (orc), neutral evil

Armor Class 16 (chain mail)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	13 (+1)	14 (+2)	17 (+3)

Saving Throws Str +7, Con +6, Cha +6

Skills Athletics +7, Deception +6, Insight +5, Intimidation +6

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 6 (2,300 XP)

Absolute Authority. The orcish warlord has advantage on Charisma (Deception, Intimidation, and Persuasion) checks when interacting with orcs.

Aggressive. As a bonus action, the orcish warlord can move up to its movement speed toward a hostile creature that it can see.

Domineering Warcry (3/Day). As a bonus action, the orcish warchief utters a fearsome warcry. Any orcs within 30 feet of the orcish warlord that can see and hear it can use their reaction to make a melee weapon attack with advantage against a creature within range.

Targeted Blow (1/Turn). If the orcish warlord hits with a weapon attack, it can make a targeted blow against its target, using one of the following options:

- **Arm.** The target has disadvantage on attack rolls until the end of its next turn.
- **Hand.** The target drops a weapon it is holding.
- **Head.** The target is stunned until the start of its next turn.
- **Leg.** The target's movement speed is halved until the end of its next turn.

Actions

Multiattack. The orcish warlord makes four greataxe attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *hit:* 10 (1d12 +4) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d6 +4 plus 1d8) piercing damage, or 13 (2d8 +4) piercing damage if used with two hands to make a melee attack.

PIETISTIC SYNDICATE

Gargantuan swarm of medium humanoids, any non-evil alignment

Armor Class 13 (15 with faith's safeguard)

Hit Points 172 (15d20 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	14 (+2)	18 (+4)	15 (+2)

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 14

Languages any three languages

Challenge 5 (1,800 XP)

Faith's Safeguard. The syndicate gains a +2 bonus to AC when it has more than half of its total hit points.

Innate Spellcasting. The syndicate's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells innately:

3/day each: *banishment*, *bless*, *guardian of faith*

Intense Discipline. The syndicate has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage.

Swarming Syndicate. The syndicate can occupy another creature's space and vice versa, and the syndicate can move through any opening large enough for a medium humanoid. The syndicate can't regain hit points or gain temporary hit points.

Actions

Multiattack. The syndicate makes one attack: either one with its bludgeon attack or one with its retort. If the syndicate has more than half its total hit points, it may also cast a spell.

Bludgeon (syndicate has more than half HP). *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 39 (8d8 + 3) bludgeoning damage.

Bludgeon (syndicate has half HP or less). *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 21 (4d8 + 3) bludgeoning damage.

Retort. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 31 (6d8 + 4) psychic damage.

Reactions

Throng of the Righteous. If a creature ends its turn in a space occupied by the syndicate, the syndicate may use its reaction to make a bludgeon attack against the creature.

THE PIETISTIC SYNDICATE

Devout clergymen clad in flowing and elegant robes, members of the pietistic syndicate are a devout group of clergymen found in churches and temples. Unlike more humble priests, the members of the pietistic syndicate are regal in bearing and of strict discipline. They adhere to stern interpretations of holy texts and expect those serving the gods to demonstrate similar reverence. They are guardians of holy relics and reliquaries, bound by pact to protect the most sacred artifacts of their deities. At the behest of their patrons, they never turn away those in need but will always seek to convert visitors to their one true way.

Unyielding Will. The faith of members of the pietistic syndicate is so strong that they are able to withstand even the most powerful of mental attacks. Knowing their faith in their God will be repaid they are fearless, knowing they will serve whether in this life or the next.

Deliverers of Corruption. The pietistic syndicate is devoted to the elimination of evil in whatever form it is found. They will rally their members, forming large mobs capable of overcoming the strongest of foes. However, as with any large throng of individuals, at times they may be overcome with religious zeal and wrongly attack those they perceive to be evil.



THE PLAGUE BEARER

A loathsome and vile creature, the plague bearer desires nothing more than to see the world engulfed in pestilence, misery, and suffering. They are malicious creatures who take glee in seeing their victims suffer while struggling to draw their next breath; their internal organs liquifying and noxious humors oozing out. The plaguebearer has studied the diseases and plagues of the natural world and, through a combination of arcane power and vile experimentation, has developed some of the most potent and toxic venoms, diseases, and afflictions encountered in the realms.

Legacy of Suffering. To be near the plague bearer is to risk infection. Their very presence causes animal and plant life to shrivel and decay. They delight in spreading suffering amongst an unsuspecting populace, reveling in the knowledge that even if slain, their legacy of suffering will continue.



PLAGUE BEARER

Small humanoid (any race), chaotic evil

Armor Class 13 (leather armor)

Hit Points 104 (16d6 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	18 (+4)	16 (+3)	8 (-1)

Saving Throws Con +6, Int +7

Skills Investigation +7, Medicine +6, Nature +7, Sleight of Hand +5, Stealth +5

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities incapacitated, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages any three languages

Challenge 7 (2,900 XP)

Determine Contamination. The plague bearer has advantage on Wisdom (Medicine) checks when identifying poisons and diseases.

Innate Spellcasting. The plague bearer's spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells innately and without material components:

At will: *acid splash*, *gust*, *infestation*, *poison spray*, *resistance*

3/day each: *acid arrow*, *detect poison and disease*, *life transference*, *ray of sickness*, *stinking cloud*, *vitriolic sphere*

1/day each: *blight*, *cloudkill*

Pestilent Presence. The plague bearer reeks of disease and decay. A creature that starts its turn within 15 feet of the plague bearer must make a successful DC 15 Constitution saving throw. On a failure, a creature takes 16 (3d10) poison damage and becomes unconscious until the start of the creature's next turn. Additionally, the plague bearer is immune to disease, magical or otherwise.

Actions

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

Diseased Vial. *Ranged Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) poison damage. A creature hit with the vial must succeed on a DC 15 Constitution saving throw or be affected with one of the following diseases:

- **Hemorrhagic Fever:** The target takes 14 (4d6) poison damage initially. For each minute that passes, the creature takes an additional 7 (2d6) damage as it begins to bleed uncontrollably from its orifices.
- **Painful Contagion:** No immediate effect. After completing a long rest, the creature does not wake up and becomes unconscious. Once unconscious, for every 24 hours that pass, the creature's hit point maximum if halved.
- **Paralytic Toxin:** The target takes 7 (2d6) poison damage and is paralyzed until the end of its next turn.
- **Pulmonary Attack:** The target takes 7 (2d6) necrotic damage. For 1 minute, at the start of each of the creature's turns, it loses its action while it coughs uncontrollably.
- **Stoneflesh Virus:** At the end of each of the creature's turns, it must make a DC 15 Constitution saving throw. After failing three of these saving throws, the creature becomes petrified (until cured). After succeeding on three of these saving throws, the creature recovers and the disease has no effect.
- **Plague of Undeath:** No immediate effect. After completing each long rest, the creature suffers a -2 penalty to its Intelligence and Wisdom ability scores until cured. If the creature's Intelligence or Wisdom become 0, it dies and rises as a zombie after 24 hours.

A disease from the plague bearer's Diseased Vial can be removed by magic such as *lesser restoration*, *heal*, or a Paladin's lay on hands ability.

PRIESTESS OF THE DEEP

Medium humanoid, any alignment

Armor Class 14 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	17 (+3)	13 (+1)	17 (+3)	14 (+2)

Saving Throws Dex +6, Wis +6

Skills Acrobatics +6, Perception +6, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Primordial

Challenge 7 (2,900 XP)

Amphibious. The priestess of the deep can breathe air and water.

Spellcasting. The priestess of the deep is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *mending*, *minor illusion*, *poison spray*, *resistance*, *thaumaturgy*

1st level (4 slots): *bane*, *create or destroy water*, *color spray*

2nd level (3 slots): *invisibility*, *gust of wind*, *silence*

3rd level (3 slots): *bestow curse*, *spirit guardians*

4th level (3 slots): *control water*, *freedom of movement*

5th level (2 slots): *conjure elemental (water)*, *hold monster*

6th level (1 slot): *word of recall*

Actions

Multiattack. The priestess of the deep makes four claw attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, plus 4 (1d8) poison damage. A target must make a successful DC 14 Constitution saving throw or be poisoned until the end of its next turn.

Blow Conch (Recharge 6). The priestess of the deep blows into its conch, which resonates air and water alike. Each humanoid or beast that is within 60 feet of the priestess of the deep and able to hear it must succeed on a DC 15 Wisdom saving throw or be stunned until the end of the priestess of the deep's next turn.

From the Depths (1/Day). If the priestess of the deep is in a body of water, it summons a hunter shark (*MM* pg. 330) to its aid, which arrives in 1 round.

THE PRIESTESS OF THE DEEP

In the sunless depths of the seas, in hidden grottos and underwater caves the priestess of the deep holds dominion over the sentient beings of the ocean. These priestesses worship unknown gods of the sea, wild and savage but unknown to surface dwellers. They seek to add to their legions of followers and will at times venture toward the sunlit surface to ensnare unwitting seafarers, be they savage pirates or merchant traders. They can be negotiated with but rarely trusted, but they may offer safe passage through their territories if sufficient tribute is offered. The priestess of the deep may inhabit waterlogged and abandoned temples that litter the shoreline. They are territorial and will send forth their warriors to pillage nearby shorelines and settlements if their territory is encroached upon by surface dwellers.

Call of the Deep. Calling upon the powers of the gods of the depths, the priestess of the deep can summon powerful aquatic predators to their aid. These predators from the depths will obey the priestess of the deep, protecting it with their life.



THE REAVER

Formed by the mysterious dark magics of the seas, reavers are the reanimated corpses of savage pirates who died bloody deaths and are destined to endlessly sail the seas, searching for more to join their ranks. Reavers are as bloodthirsty and savage as they were in life as pirates, and in undeath they know no mercy nor pity, only glee in massacring unsuspecting wayfarers. Those few who have escaped their clutches tell gruesome tales of ships wreathed in supernatural flame and ghastly screams from decks below. Dangling corpses hang from the ships bows, allowing the denizens of the deep to slowly feast upon the dead victims of the reavers.

Tortured Seas. Reaver attacks are said to be foreshadowed by writhing seas the color of blood as the sun sets. These pirates are as indecent in undeath as they were in life, never attacking in the light of day. Instead, they prefer to bring their ghastly ships, filled with unspeakable horrors, alongside their quarry in the blackest of nights.

Undead Nature. A reaver doesn't require air, food, drink, or sleep.

REAVER

Medium undead, chaotic evil

Armor Class 13 (leather)
Hit Points 88 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	12 (+1)	10 (+0)	11 (0)

Skills Stealth +5

Damage Immunities necrotic, poison

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

Senses passive Perception 10

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

Challenge 3 (700 XP)

Sneak Attack (1/Turn). The reaver 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 ft. of an ally of the reaver that isn't incapacitated and the reaver doesn't have disadvantage on the attack roll.

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

Undead Fortitude. If the reaver takes damage that reduces it to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. on a success, the reaver drops to 1 hit point instead.

Actions

Multiattack. The reaver makes two rapier attacks.

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) slashing damage, plus 3 (1d6) poison damage. A target must make a successful DC 13 Constitution saving throw or be poisoned for 1 minute.

Reactions

Revenge for the Fallen. In response to a creature failing its Undead Fortitude roll after it is reduced to 0 hit points within 30 feet of the reaver, the reaver makes a melee attack against a target within range.

RONIN

Medium humanoid (any race), any lawful alignment

Armor Class 15 (studded leather)

Hit Points 110 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	12 (+1)	14 (+2)	12 (+1)

Skills Acrobatics +5, Athletics +5, Insight +4

Condition Immunity frightened

Senses passive Perception 12

Languages any three languages

Challenge 2 (450 XP)

Devastating Critical. The ronin's weapon attacks score a critical hit on a roll of 18, 19 or 20.

Endurance. The ronin has advantage on Constitution saving throws.

Master of the Blade (1/Turn). When the ronin makes a melee weapon attack against a creature on its turn, it can add one of the following effects to its attack:

- **Disarming Attack.** The ronin chooses an item its target is holding. On a hit, the target takes an additional 5 (1d10) slashing damage and must succeed on a DC 14 Strength saving throw or drop the object. The object lands at its feet.
- **Lunging Attack.** The ronin's reach for the attack is increased by 5 feet. On a hit, the target takes an additional 5 (1d10) slashing damage.
- **Pushing Attack.** On a hit, the target takes an additional 5 (1d10) slashing damage, and if the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet away from the ronin.

Actions

Multiattack. The ronin makes two katana attacks.

Katana. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 8 (1d10 + 3) slashing damage.

THE RONIN

Should their master die or fall out of favor, samurai became known as ronin - wandering warriors who have refused to ritualistically disembowel themselves. Shunned by society, ronin are seldom encountered but often seek employment as they wander throughout the land seeking meaning. The honor of the ronin has been tainted, and they may serve shadowy organizations as bodyguards, mercenaries, bandits or assassins. Their prowess in battle makes them highly sought after, and they are loyal to their employer who pays well and has chosen to give a disgraced warrior a second chance.

Legacy of Shame. Despite their unwillingness to end their lives, the ronin still adheres to *Bushido*, the sacred way of the warrior. They will, however, choose when and where to adhere to the code, so long as their actions mirror what would benefit their new liege. The ronin are shunned by other samurai they come across, such is the legacy their actions have left behind.



THE ROTTING SOLDIER

One can easily lose their way in the festering marshlands found throughout the realm. These regions teem with beasts and insects, treacherous quicksand, bogs, and a myriad of other threats. Rotting soldiers represent the ones who became lost in these foul swamps, slowly succumbing to their fate. Now reanimated by necromantic magic, rotting soldiers reek of decay brought on by their environment, as they lumber through the ruins of ancient cities, temples, and ruins that have been overtaken by the encroaching swamp.

Rancid Warriors. Rotting soldiers stink of decay and peat, similar to the environments they found in. They are often gather in groups, as though drawn together for some unknown reason within the swampy ruins they inhabit: perhaps they are searching for the companionship that eluded them in the final moments before their solitudinous death. Now, due to their extended time wandering amongst swampy ruins, they have become a waterlogged conglomerate of mindless undead.

Undead Nature. A rotting soldier doesn't require air, food, drink, or sleep.

ROTTING SOLDIER

Medium undead, neutral evil

Armor Class 14 (armor scraps, shield)

Hit Points 27 (5d8 + 5)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	13 (+1)	5 (-3)	6 (-2)	5 (-3)

Damage Resistances fire

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it spoke in life but can't speak

Challenge 1/2 (100 XP)

Stench of Decay. The rotting soldier emits a foul, nauseating stench. A creature that starts its turn within 10 feet of the rotting soldier must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. A creature poisoned in this manner can't take reactions and spends its action retching and vomiting. Creatures that don't need to breath automatically succeed on this saving throw.

Undead Fortitude. If damage reduces the rotting soldier to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the rotting soldier drops to 1 hit point instead.

Waterlogged. The rotting soldier is saturated with water from its time spend in swampy terrain, making it resistant to fire damage.

Actions

Multiattack. The rotting soldier makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 6 (1d8 + 2) slashing damage.

ROWDY SEAFARER

Medium humanoid (any race), any chaotic alignment

Armor Class 15 (leather)

Hit Points 60 (9d8 + 9)

Speed 30 ft., swim 30 ft.

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

Saving Throws Dex +5

Skills Acrobatics +5, Athletics +3, Deception +4, Performance +4, Persuasion +4

Senses passive Perception 9

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Charming. The rowdy seafarer has advantage on Charisma (Deception or Persuasion) checks.

Cunning Action. The rowdy seafarer can take the Dash, Disengage, or Hide actions as a bonus action on its turn.

Fancy Footwork. During the rowdy seafarer's turn, if it makes a melee attack against a creature, that creature cannot make opportunity attacks against it until the end of the rowdy seafarer's turn.

Sneak Attack (1/Turn). The rowdy seafarer 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 the rowdy seafarer and the rowdy seafarer doesn't have disadvantage on the attack roll.

Actions

Multiattack. The rowdy seafarer makes two rapier attacks.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Skirmisher. When a creature ends its turn within 5 feet of the rowdy seafarer, the rowdy seafarer can move up to 15 feet without provoking opportunity attacks.

THE ROWDY SEAFARER

While the fickle and tempestuous mistress that is the ocean remains the rowdy seafarer's one true passion, this roguish character is equally comfortable in a tavern and back alley. This is a daring and charming individual, telling tales of daring and of feats of strength garnered from countless mysterious and exotic voyages. While an audience may question the veracity of their tall tales, none question that the rowdy seafarer is a master storyteller both in poem and song. On those rare occasions either at sea or in port when they are set upon by foes, they are adept hand with the blade if the rowdy seafarer can't charm their way out of a predicament.

Charmer. The rowdy seafarer is the ultimate charmer - their dalliances are many, their loves are few, and they are always drawn back to the sea. Their gentle and skillful hands are made for caressing the curves of their lover, a finely wrought lute, or a glass of fine wine. This individual is charisma and charm personified.

Loyal Crew. The rowdy seafarer is ferociously loyal to their crew, having been bound together by shared adventures and spilled blood.



THE RUNE KNIGHT

Clad in impenetrable armor, the rune knight is an imposing and formidable force in combat. Their armor is etched and scribed with arcane runes and glyphs detailing the knight's deeds and glorious conquests in battle. A studious and learned individual, the rune knight has studied ancient languages all but forgotten in history, arcane words and phrases found only on a few scraps of yellowed and crumbling parchment in dusty corners of ancient libraries. This knowledge allows the rune knight to scribe mystical runes and symbols, imbuing objects with energy.

Runeblade. The rune knight's blade is imbued with unknown metals that allow it to absorb mystical energies cast upon it. Absorbed power may then be cast back upon another foe, dealing grievous magical damage in reply.

Whisper of Steel. Having spent years carefully etching the surface of its armor in glyphs, the rune knight can don it with ease and can move with surprising speed. Its hardened steel is finely wrought, any damage being magically mended, making knowledge of its creation the envy of even the most skilled of armorers.



RUNE KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 172 (23d8 + 69)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	18 (+4)	12 (+1)	17 (+3)

Saving Throws Str +9, Dex +6, Int +10, Cha +7

Skills Arcana +10, Athletics +9, Intimidation +7

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses passive Perception 11

Languages any three languages

Challenge 11 (7,200 XP)

Bonded Weapon. The rune knight's bonded weapon is its runeblade. The rune knight cannot be disarmed if it is wielding its runeblade. As a bonus action, the rune knight can magically teleport its runeblade into its hand.

Innate Spellcasting. The rune knight's spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *glyph of warding*, *power word stun*

1/day each: *symbol*

Runic Scribe. As a bonus action, the rune knight can scribe an arcane rune upon a piece of armor worn by itself or another creature. The rune knight can only have one rune scribed at a time, which lasts until the rune knight dismisses the effect as a bonus action or scribes another rune. The scribed rune's effect is selected from the following:

- **Aptitude.** The creature gains a +5 bonus to one ability score, while the rune is active.
- **Fury.** The creature has advantage on weapon and spell attack rolls, while the rune is active.
- **Luck.** The creature has advantage on saving throws against being blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, and stunned, while the rune is active.
- **Rebuke.** If the creature is hit by an attack that deals damage, its attacker magically takes 14 (4d6) force damage, while the rune is active.
- **Resistance.** The creature gains resistance to elemental damage (cold, fire, lightning, and thunder), while the rune is active.

Actions

Multiattack. The rune knight makes three runeblade attacks.

Runeblade. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) slashing damage, plus any additional damage from Arcane Absorption (see below).

Reaction

Arcane Absorption. If the rune knight is targeted by a spell attack that misses, the rune knight can absorb the spell into its runeblade. On the rune knight's next successful weapon attack with its runeblade, it unleashes the absorbed spell, dealing 20 + the absorbed spell's level of force damage, in addition to the weapons normal effects.

The rune knight can only absorb one spell at a time. If the rune knight as already absorbed a spell with its Arcane Absorption, it can't use this feature again until it makes a successful weapon attack with its runeblade.



THE SACRED CHAMPION

Through lives of devotion and sacrifice in the interests of protecting the innocent, some paladins are elevated in their final acts to serve in their deity's honor guard. A shield for the vulnerable and a sword against the wicked, a sacred champion is bestowed with a measure of celestial grace. Though not true-born celestials, these initiate seraphim rise through the ranks, coming into their own as axiomatic paragons.

Holy Aegis. A sacred champion is often tasked to safeguard the life of a figure foretold to bring great good to the world. The champion will, if necessary, trade their lives for that of their charge: but such a trade will not come cheap to any aggressor. With sanctified steel and radiant will, a sacred champion rebuffs all wrongdoers, often without needing to even reveal the champion's own presence. Whether openly defending their charge under the guise of an assigned mortal bodyguard, or masking themselves from the mortal eye and playing the role of invisible guardian angel, a sacred champion is tireless, unyielding, and stalwart in their duty.

Wrathful Blade. When not sworn to protect, a sacred champion may be tasked to take the fight directly to the foes of their patron, with a blazing blade of radiant flame wielded with speed, might, and precision. Whether battling forces far above or below the waking world, or fighting alongside mortal champions against the tides of evil, a sacred champion parts the foe's ranks as a scythe at harvest, leaving enemy lines wilted and fallow. Inexorable, indomitable, and indefatigable, this deific servant does not bear their sword in vain.

SACRED CHAMPION

Medium humanoid (any race), lawful neutral

Armor Class 17 (half plate)
Hit Points 190 (20d8 + 100)
Speed 30 ft. fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+3)	20 (+5)	18 (+4)	21 (+5)	22 (+6)

Saving Throws Cha +11

Skills Athletics +13, Perception 10, Religion +9

Damage Resistances radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 60 ft., passive Perception 20

Languages all, telepathy 120 ft.

Challenge 14 (11,500 XP)

Angelic Weapons. The sacred champion's weapon attacks are magical. When the sacred champion hits with its greatsword, the weapon deals an extra 18 (4d8) radiant damage (included in the attack).

Divine Awareness. The sacred champion knows if it hears a lie.

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

At will: bless, detect evil and good, disguise self, heroism, sanctuary, spare the dying

3/day each: beacon of hope, mass healing word, guardian of faith

1/day each: conjure celestial, heal, holy aura, resurrection

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

Actions

Multiattack. The sacred champion makes three greatsword attacks.

Greatsword. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. **Hit:** 15 (2d6 + 8) slashing damage, plus 13 (3d8) radiant damage.

Divine Sense (3/Day). Until the end of the sacred champion's next turn, it knows the location of any celestial, fiend, or undead within 120 feet of it. It knows the type of creature and knows its identity if it has seen the creature before.

Reactions

Protect the Innocent. When a creature within 30 feet of the sacred champion takes damage, the sacred champion can use its reaction to magically take that damage instead. The sacred champion doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

THE SATYR GUARDIAN

The mischievous race of satyrs are intimately bound to the feywilds. Many satyrs, restless and fickle tricksters by nature, venture from their beloved homelands for adventures in other realms. However, satyr uninterested in leaving their homes from a special bond with the wilds, placing the protection of nature's beauty above all else. These satyr guardians tend to their groves invariably, and welcome those who would admire their work and the glory of nature.

Adroit with the Staff. Satyr guardians are masters of the greatstaff: a large two-handed baton. They are able to wield this weapon with a deadly grace not seen elsewhere in the realms.

Woodland Shepherd. Having developed a close attunement with their environment and the beasts that call it home, satyr guardians have earned the unwavering loyalty of the woods and may summon its wild denizens to their aid in times of great need.

Panpipes of the Guardian. Satyr guardians always carry a set of panpipes with them into battle, a set more grandiose than those carried by other fey. The panpipes carried by guardians have been passed down through generations of satyr, as one would a family heirloom.



SATYR GUARDIAN

Medium fey, chaotic good

Armor Class 14

Hit Points 123 (19d8 + 38)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Wis +4, Cha +6

Skills Animal Handling +4, Nature +3, Perception +4, Performance +6, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

Graceful Blows. The satyr guardian uses its Dexterity modifier for attack and damage rolls when attacking with a greatstaff.

Innate Spellcasting. The satyr guardian's spell casting ability is Charisma (spell save DC 14). It can cast the following spells innately, requiring no material components:

At will: *druidcraft*, *mending*, *shillelagh*

3/day each: *animal friendship*, *cure wounds*, *entangle*, *speak with animals*

1/day each: *animal messenger*, *pass without trace*, *speak with plants*

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

Actions

Multiattack. The satyr guardian makes three attacks: two with its greatstaff and one ram attack.

Greatstaff. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 4) bludgeoning damage.

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

Panpipes. The satyr plays its pipes and chooses one of the following magical effects: a charming melody, a frightening strain, or a gentle lullaby. Any creature within 60 feet of the satyr that can hear the pipes must succeed on a DC 14 Wisdom saving throw or be affected as described below. Other satyrs and creatures that can't be charmed are unaffected.

An affected 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 these panpipes for the next 24 hours.

- **Charming Melody.** A creature is charmed by the shadow satyr for 1 minute. If the satyr guardian or any of its companions harms the creature, the effect on it ends immediately.
- **Frightening Strain.** A creature is frightened for 1 minute.
- **Gentle Lullaby.** A creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

SAVANNAH MASTER

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)

Hit Points 130 (20d8 + 40)

Speed 30 ft., 50 ft. while mounted

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	13 (+1)
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Saving Throws Str +5, Wis +5

Skills Animal Handling +5, Nature +3, Perception +5, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Keen Eyes. The savannah master has advantage on Wisdom (Perception) checks that rely on sight.

Mount. The savannah master rides atop a lion (*MM* pg. 331). Its movement speed is 45 feet (included above).

Mounted Combatant. While the savannah master is mounted and isn't incapacitated, it has advantage on melee attack rolls against unmounted creatures smaller than its mount, can force an attack targeted at its mount to attack it instead, and when its mount is subjected to an effect that allows it to make a Dexterity saving throw for half damage, the mount instead takes no damage on a successful save and only half damage on a failed save.

Actions

Multiattack. The savannah master makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Reactions

Lion's Fury. If a creature misses the savannah master with a ranged weapon attack while it is mounted, the savannah master can command its lion to use its reaction and move up to its maximum movement. Moving in this manner does not trigger opportunity attacks. If its attacker is within range, the lion can also use its Pounce.

THE SAVANNAH MASTER

The wild and untamed steppes and grasslands are home to countless creatures. Among them are tribes of humans who have learned to coexist with creatures of the wild. These nomadic tribes follow the migration patterns of their prey amidst the watering holes that dot the terrain. The savannah master is a masterful scout and tracker that guides their tribes in search of quarry, water, and shelter: the most valuable of resources of the plains. In times of war, the savannah master serves as cavalry, its companion an agile and savage mount.

Wild Companion. As experts of the wild and untamed grasslands, the savannah master has a close bond with the creatures of these regions. As part of their ritual training, the savannah master has raised a lion cub from infancy. Man and beast have formed a close bond, and the lion is a valuable hunting companion particularly during times where food is scarce.

THE SERAPHIM WARRIOR

Foot soldiers of angelic hosts, the seraphim warriors are noble and virtuous beings found at the front lines of celestial armies. They are loyal and fearless, obeying their leaders without question knowing they operate as a bulwark against demonic infiltration and corruption. They are mighty in battle, noble of heart, and fearless indeed. Those in the presence of a seraphim warrior find their spirits raised and their arms strong.

Holy Lance. The lance of a seraphim warrior is imbued with holy fury. Any evil demonic creature impaled upon a seraphim warrior's lance finds itself writhing in pain, the mere touch of such a weapon causing them deep agony.

Selfless Strength. The seraphim warrior is selfless, and willing to lay down its own life for its comrades. It is able to transfer its life force to a being even within moments of death. Such a noble and selfless act bestows a potent blessing upon both the seraphim warrior and the one saved, enabling both to carry the fight to their foes.

SERAPHIM WARRIOR

Medium celestial, any good alignment

Armor Class 17 (natural armor)

Hit Points 172 (23d8 + 69)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	16 (+3)	17 (+3)	18 (+4)

Saving Throws Str +10, Wis +8, Cha +9

Skills Athletics +10, Insight +8, Medicine +8, Perception +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunity radiant

Condition Immunities charmed, exhaustion, frightened, prone

Senses passive Perception 18

Languages all, telepathy 120 ft.

Challenge 13 (10,000 XP)

Aura of Courage. Any creature within 30 feet of the seraphim warrior that can hear and see it can't be frightened.

Holy Lance. The seraphim warrior's weapon attacks are magical. When it hits with its lance, it deals an extra 18 (4d8) radiant damage (included in the attack).

Innate Spellcasting. The seraphim warrior's spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells innately, requiring no material components:

3/day each: *spirit guardians*, *lesser restoration*, *mass healing word*, *protection from evil and good*, *sanctuary*

1/day each: *commune*, *death ward*, *raise dead*

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

Actions

Multiattack. The seraphim warrior makes three holy lance attacks.

Holy Lance. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 11 (1d12 + 5) piercing damage, plus 18 (4d8) radiant damage.

Self Sacrifice (Recharge 6). The seraphim warrior touches a willing creature and gives it some of its life-force. The target regains 27 (6d8) hit points, but the seraphim warrior takes double this amount as psychic damage. Additionally, both the seraphim warrior and the target are immune to necrotic damage and have advantage on death saving throws for 1 minute.

SHEPHERD

Medium humanoid (any race), true neutral

Armor Class 13 (leather)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

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

Saving Throws Wis +5

Skills Animal Handling +5, Perception +5

Senses passive Perception 15

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Animal Companion. The shepherd is accompanied by one of the following creatures: a black bear (*MM* pg. 318), an elk (*MM* pg. 322), a panther (*MM* pg. 333), or a wolf (*MM* pg. 341).

Language of the Land. The shepherd is able to converse with beasts. Most beasts lack sufficient intelligence to convey or understand complicated concepts, but could converse in simple terms and are willing to help the shepherd with simple tasks.

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

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

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

2nd level (3 slots): *barkskin*, *locate animals or plants*

3rd level (2 slots): *conjure animals*, *plant growth*

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Summon Fey (1/Day). The shepherd summons a dryad (25%, *MM* pg. 121), pixie (25%, *MM* pg. 253), or satyr (50%, *MM* pg. 267) that arrives at the start of the shepherd's next turn and remains for 1 minute.

THE SHEPHERD

Druids who follow the Circle of the Shepherd commune with the spirits of nature, feeling a particularly close kinship to beasts and fey creatures. They are both protectors of these creatures and may also summon these beings to their aid. The shepherd strives to maintain balance in the natural world and will focus on protecting weak and undefended creatures, viewing them as their wards. Shepherds will drive off threats to those they view as their charges, attacking poachers and protecting habitat and sacred sites from the encroachment of civilization and those who disrespect the natural world.

Reclusive. The shepherd is reclusive by nature, content with the company of wild creatures who are naturally in balance with their environments. They will, however, venture forth from their groves to seek knowledge and enlist like-minded beings, accompanied by those creatures that feel the closest bond to the shepherd.



THE SIGIL PROPHET

The sigil prophet is a clairvoyant who specializes in the interpretation of runes, symbols, and languages as well as the power they hold. Through intensive study, the sigil prophet is not only a master of interpretation but can also unlock the arcane power of symbols and language, manipulating energy and empowering beings and objects. Some of these diviners are so powerful they can view the past, present, and future in patterns and symbols, making the sigil prophet a highly sought-after advisor and seer.

Arcane Focus. Unlike many spellcasters, the sigil prophet draws the energy for interpreting signs and omens from within. Combined with the study of the arcane, it allows these prophets to focus their energies toward divination and empowerment, seeking answers to the mysteries of the realms.

SIGIL PROPHET

Medium humanoid (any race), any neutral alignment

Armor Class 14 (runed breastplate)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	19 (+4)	18 (+4)	12 (+1)

Saving Throws Int +6

Skills Arcana +8, History +6, Insight +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities force

Senses passive Perception 12

Languages any five languages

Challenge 4 (1,100 XP)

Innate Spellcasting. The sigil prophet's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells innately:

At will: *detect magic*, *knock*, *magic missile*, *magic weapon*

3/day each: *clairvoyance*, *identify*, *telekinesis*, *tongues*

1/day each: *legend lore*, *scrying*

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

Sixth Sense. The sigil prophet has advantage on Wisdom (Insight) checks.

Actions

Multiattack. The sigil prophet makes two pike attacks.

Pike. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, plus 5 (1d10) force damage.

Reactions

Force Feedback. When the sigil prophet takes half or greater of its total hit points of damage from a single source, it is able to activate the rune in its armor to damage to those around it. If the sigil prophet is not incapacitated after the triggering attack's damage is dealt, each creature within 15 feet of the sigil prophet takes 16 (3d10) force damage.

SOLDIER OF FORTUNE

Medium humanoid (any race), any chaotic alignment

Armor Class 14 (breast plate)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	10 (+0)	9 (-1)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5

Senses passive Perception 9

Languages Common

Challenge 2 (450 XP)

Drunken Attack. When the soldier of fortune attacks a target, if it misses it has a 25% chance of striking a random creature within 5 feet of the target (roll 1d4). Roll a dice equal to the number of potential creatures within range to determine the additional target.

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

Spiked Club. The soldier of fortune uses a spiked club, which deals an additional 2 (1d4) piercing damage. A creature hit with the spiked club must make a successful DC 13 Strength saving throw or be knocked prone (included below).

Actions

Multiattack. The soldier of fortune makes three attacks: two with its shortsword and one with its spiked club.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Spiked Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage. A creature hit with the spiked club must succeed on DC 13 Strength saving throw or be knocked prone.

Reaction

Dirty Trick. When the soldier of fortune is targeted by a melee attack, it can kick or throw debris in the creature's eyes, forcing it to make a DC 13 Dexterity saving throw. On a failed save, the creature is blinded until the start of its next turn, including on the triggering attack.

THE SOLDIER OF FORTUNE

The soldier of fortune owes allegiance to none but their own coin purse. Often found drowning in ale and spirits in the local tavern, the soldier of fortune only emerges for his next quest when his coin purse and tankard run dry. Then it is off to whatever adventure or deed that the highest bidder will pay for. The soldier of fortune is only as good as the coin with which they are paid but will see through to the end of a quest even if the means to that end may be somewhat questionable. Once complete, it is back to the nearest alehouse for the soldier of fortune to find whatever solace lies in the bottom of a tankard.

Reckless Combatant. Due to its life of extremes, the soldier of fortune enters combat with alcohol-fueled reckless abandon and is often the first to engage an opponent. More often than not, it is through sheer recklessness and ferocity that the soldier of fortune vanquishes his foes as opposed to prowess with a blade.



THE SOARING DRUID

Druids who share a kindred spirit with beasts that roam the skies are as free-spirited those they study. Similar to other druids, they are devoted to nature. However, they have developed a strong affinity to creatures that soar through the air. Many choose to spend the majority of their time gliding through the sky while monitoring their domain. When nature is threatened, these druids will not hesitate to protect the wild lands native to their skyborne friends, swooping in on unsuspecting targets and carrying them away as an eagle would a fish.

Master Scout. Soaring druids are able to provide valuable information gleaned from their time spent as a sharp-eyed eagle passing overhead. They are masterful protectors that dearly love creatures of the sky, typically found in animal form flying in the company of other aerial creatures.

Summoner of the Storm. Spending such a large amount of time soaring above the clouds has taught these druids much about wind currents and weather patterns. The most powerful among them are capable of summoning powerful storms to drive intruders away.

SOARING DRUID

Medium humanoid (any race), any alignment

Armor Class 13 (studded leather)

Hit Points 97 (15d8 + 30)

Speed 30 ft., 60 ft. flying (bird form)

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

Saving Throws Dex +4, Int +3, Wis +5

Skills Animal Handling +5, Nature +3, Survival +5

Senses passive Perception 13

Languages Common, Druidic and any one additional language

Challenge 4 (1,100 XP)

Avian Wild Shape (2/Day). The druid can use its action to magically assume the shape of a beast that it has seen before. The beast must have a CR of 1 or lower and a flying speed. The druid regains expended uses when it finishes a short or long rest.

Commune with Birds. The druid has the ability to comprehend and verbally communicate with beasts that possess a flying speed. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give the druid information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. With a successful DC 13 Wisdom (Animal Handling) check, the druid can ask a non-hostile flying beast to perform a small favor for it.

Spellcasting. The druid is a 7th-level spellcaster. The druid spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The druid of the wind has the following spells prepared, which it can cast without material components:

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

1st level (4 slots): *animal friendship*, *faerie fire*, *speak with animals*

2nd level (3 slots): *enhance ability*, *moonbeam*, *pass without trace*

3rd level (3 slots): *conjure animals*, *sleet storm*, *wind wall*

4th level (1 slot): *ice storm*

Actions

Multiattack. The druid of the wind makes two quarterstaff attacks.

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

SPECTRAL VISITOR

Medium undead, any non-evil alignment

Armor Class 13 (natural armor)

Hit Points 28 (8d8 -8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	9 (-1)	14 (+2)	16 (+3)	14 (+2)

Saving Throws Int +4, Wis +5

Skills History +4, Insight +5, Religion +4

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

Damage Immunities cold, necrotic, poison

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

Senses passive Perception 12

Languages any languages it knew in life

Challenge 1 (200 XP)

Chilling Aura. A creature must succeed on DC 13 Constitution save or take 4 (1d8) cold damage if it ends its turn within 5 feet of the spectral visitor.

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

Incorporeal Movement. The spectral visitor 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 spectral visitor's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells innately, requiring no material components:

at will: *dancing lights*, *minor illusion*, *prestidigitation*

3/day each: *charm person*, *comprehend languages*, *fog cloud*

1/day each: *clairvoyance*, *gust of wind*

Actions

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

THE SPECTRAL VISITOR

Unlike ghosts, banshees and other undead with unfinished business, the spectral visitor is one who has chosen to willfully keep their essence in the living realm to guide those they cherished in life. They appear as translucent beings, faintly shimmering in dim candlelight.

Guide with Intent. A spectral visitor can choose to wander freely in the realms, as opposed to being bound to a specific purpose or location. The help they provide mirrors their persona in life; offering gentle wisdom, forthright advice, or manipulative hearsay. While their motivations may not be immediately recognizable, these beings have observed much throughout their lives and feel it their obligation to share.

Frigid Presence. Seeing a chilled breath on the air when sitting near a warm hearth moments before the flame is extinguished is the telltale sign that one is not alone. Spectral visitors cool their surroundings, usually to temperatures uncomfortable for the living.

Undead Nature. A spectral visitor doesn't require air, food, drink, or sleep.



THE STEADHOLDER

Humble farmers and pilgrims, the steadholders venture forth into untamed lands to carve out a home of their own. These brave folks come from hardy stock, having set forth from civilization with like-minded individuals to seek a new way of life. They are dauntless individuals wary of outsiders, keenly aware of the dangers on the frontiers of the wild. Even so, they will offer a helping hand to those in need, though just as easily they will raise an axe to defend their homes and hard-earned livelihoods.

Intrepid Survivalist. The outskirts of the civilized world is a formidable place to dwell, with unknown dangers just at the edges of their lands. Nonetheless, hardy steadholders have learned to survive, even thrive, in these untamed lands, clearing away the forest to sow crops. Survival requires a cunning and practical mind.

STEADHOLDER

Medium humanoid (any race), any alignment

Armor Class 13 (leather)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

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

Skills Perception +3, Survival +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Hearty Meal. If the steadholder spends at least 1 hour, it can create a hearty meal. The steadholder and up to six other creatures can partake in the meal, which takes 1 hour to consume. A creature that partakes in the meal becomes resistant to poison damage and has its hit point maximum increased by 1d10, and it gains the same number of hit points. These effects last until the creature completes a long rest.

Survivalist. The steadholder has advantage on Wisdom (Survival) checks.

Actions

Multiattack. The steadholder makes two melee attacks.

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



THE STORMKNIGHT

Medium humanoid (any race), any alignment

Armor Class 17 (half plate)

Hit Points 143 (22d8 + 44)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	14 (+2)	12 (+1)	15 (+2)	17 (+3)

Saving Throws Dex +8

Skills Acrobatics +12, Athletics +7

Damage Immunities cold, lightning, thunder

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 10 (5,900 XP)

Imbued Blade. The stormknight wields a longsword imbued with the power of a storm. When the stormknight hits a creature with a melee weapon attack, it deals 10 (3d6) additional lightning damage (included in the attack).

Innate Spellcasting. The stormknight's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *light*, *ray of frost*, *shocking grasp*, *thunderwave*

3/day each: *call lightning*, *gust of wind*, *warding wind*, *water breathing*, *water walk*

1/day each: *chain lightning*, *sleet storm*

Actions

Multiattack. The stormknight makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, plus 10 (3d6) lightning damage.

Reactions

Lightning Speed. When an attacker that the stormknight can see hits it with an attack, the stormknight can use its reaction to halve the attack's damage against it.

THE STORMKNIGHT

On rare occasion, the most devoted followers of the God of Storms may be granted access to incredibly powerful destructive magics. The Stormknight is one such follower, a vassal of the Stormlord who wields the cataclysmic powers of nature as effectively as any blade in their arsenal. This tumultuous warrior wades into combat, sowing annihilation as they cut through the fray with sword and lightning, wreathed in heavy armor and chill winds that crackle with static and smell strongly of ozone.

Bracing Winds. The Stormknight is capable of summoning whirling winds that snatch arrows from the air before they can reach their mark, and prove treacherous for any that would approach the knight on foot. The knight stands at the eye of this storm, steady-footed and ready to cut down any who come within reach of the knight's crackling blade.

Tempest Blade. Stormknights wield the destructive might of lightning in their blades, channeling the Storm God's wrath into their strikes and leaving foes shocked, scorched, and shattered in their wake.

THE TETHERED ARCHFIEND

Tethered archfiends are a powerful fiends who has been weakened by rival fiends, and then bound to a mortal plane by magi of immense ability. During their expulsion from the abyss, they are bound to a specific region: their very essence tethered to an item, object, or relic. These fiends are the very representation of ruthless evil, possessing neither pity nor empathy for others, instead seeking only revenge for those who removed them from their former rule. They will engage with mortals if they deem them to be worthy of attention, or more plainly, if they can help achieve freedom.

Demonic Influence. The tethered archfiend has a cunning mind, and will seek to spread its malevolent influence despite its bonds. They may share their knowledge of the arcane and fiendish kind in an effort to coerce others into summoning demonic armies, or they might simply find manipulating lesser beings an amusing way to bide their time until the worthy rise up before them.

Abyssal Corruption. The very presence of such a powerful fiend twists and corrupts the surroundings, the stench of sulfur heavy on the air. It is not uncommon for flora and fauna in a region to become twisted or simply wither and die. Sentient beings twisted by the presence of the tethered archfiend may become warped shadows of their former selves, forming cults of demon worshippers desperate to please their master.



TETHERED ARCHFIEND

Huge fiend, lawful evil (devil) or chaotic evil (demon)

Armor Class 19 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	20 (+5)	22 (+6)	17 (+3)	24 (+7)

Saving Throws Str +13, Con +11, Int +12, Cha +13
Skills Arcana +12, Deception +13, Intimidation +13
Perception +9,
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunity poison
Damage Vulnerability damage from silvered weapons
Condition Immunities poisoned, frightened
Senses truesight 120 ft., passive Perception 19
Languages Abyssal, telepathy 120 ft.
Challenge 18 (20,000 XP)

Abyssal Corruption. The air surrounding the tethered archfiend is sulfurous. All creatures within a 30 foot radius must make a successful DC 15 Constitution saving throw or take 10 (4d4) acid damage per turn. Does not affect creatures that do not breathe.

Eye of the Archfiend. Any creature that willingly meets they eyes of the tethered archfiend makes all Charisma saving throws with disadvantage when interacting with it.

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

Shadow Tether. The tethered archfiend is magically bound to an item, relic, or monument. Its shadow must fall upon the item it is tethered to at all times, or it will take 55 (10d10) psychic damage per turn until its shadow touches its anchor point. To remove the tether, the shadow must be cut away from the anchor point using a silvered blade; doing so will cause the tethered archfiend to take 55 (10d10) psychic damage. The archfiend has no knowledge of this magical tether.

Innate Spellcasting. The tethered archfiend's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *blight, charm person, darkness, hold person, major image, shatter*

3/day: *finger of death, flesh to stone, mass suggestion, scrying, summon greater demon*

1/day: *dominate monster, feeblemind, power word: kill*

Actions

Multiattack. The tethered archfiend makes three attacks with its fists.

Fist. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

TWILIGHT DRUID

Medium humanoid (any race), true neutral

Armor Class 13 (16 with barkskin)

Hit Points 188 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	14 (+2)	15 (+2)	19 (+4)	12 (+1)

Skills Nature +5, Perception +7, Survival +5

Damage Resistances necrotic, radiant

Senses passive Perception 12

Languages Druidic plus any three languages

Challenge 8 (3,900 XP)

Harvest's Scythe. When the twilight druid rolls for damage on a spell it casts, it adds 5 (1d10) necrotic damage to the roll. If a spell augmented in this way kills a hostile creature, the twilight druid or a creature it can see within 30 feet of it gains 2 hit points. If the killed creature was undead, 5 hit points are gained instead.

Innate Spellcasting. The twilight druid's spellcasting ability is Wisdom (spell save DC 15). It can cast the following spells innately:

1/day each: *etherealness*, *speak with dead*

Spellcasting. The druid is a 14th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The druid knows the following spells, and can cast them without requiring material components:

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

1st level (4 slots): *cure wounds*, *entangle*, *faerie fire*, *goodberry*, *wild cunning*

2nd level (3 slots): *barkskin*, *darkvision*, *lesser restoration*, *moonbeam*

3rd level (3 slots): *call lightning*, *dispel magic*, *protection from energy*

4th level (3 slots): *blight*, *grasping vine*, *locate creature*

5th level (2 slots): *awaken*, *mass cure wounds*, *scrying*

6th level (1 slot): *bones of the earth*, *heal*

7th level (1 slot): *regenerate*

Watcher at the Threshold. While the twilight druid isn't incapacitated, any ally within 30 feet of it has advantage on death saving throws.

Actions

Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

THE TWILIGHT DRUID

Twilight druids seek out lands that have been plagued by the foul undead. These places, once vibrant pillars of nature, become grim and hallowed lands devoid life. Twilight druids make it their mission to restore places touched with undead to their former splendor by irradiating the undead creatures that taint these lands. Their powerful magic affords them control over the boundary between life and death, returning their foes to their final resting place.

Beyond the Grave. Twilight druids can reach out to those beyond death's veil in search of answers that were not apparent before the creature's mortality. They accomplish this by utilizing an innate ability to maneuver the pathways used by spirits to enter the Ethereal Plane and can pass between planes as if they were denizens of both.



THE UMBRAL HOWLER

In an effort to strengthen hereditary bloodlines, reduce their vulnerability to silver and increase their supernatural abilities, some sects of werewolves have initiated selective mating practices. Only pure-blooded lycanthropes have been invited into this inner sanctum, resulting in a strengthened lycanthropy line, the offspring of which are called umbral howlers. These werewolves, once coming of age, typically become the alpha male for their packs, due to their increased prowess and rabid primal nature.

Silver Immunity. Unlike their lycanthrope brethren, umbral howlers are not hurt by silvered weapons due to their pure bloodlines, an unsettling quality that would-be monster hunters likely discover too late.

Night Stalkers. Umbral howlers prefer to carry out their deeds at night, skulking in the shadows as they track prey. These creatures of the night can mask their presence in the dark by manipulating the shadows to aid them.

Sunlight Sensitivity. Although their bloodlines have made umbral howlers superior to their fellow werewolves in almost every way, an unwanted side effect of this selective breeding has resulted in them becoming susceptible to sunlight. Regardless, as these stalkers prefer to work under night's guise, they seem unconcerned with the trade-off given the heightened abilities they possess.



UMBRAL HOWLER

Medium humanoid (shapechanger), chaotic evil

Armor Class 13 in humanoid form, 16 (natural armor) in wolf or hybrid form

Hit Points 104 (16d8 + 32)

Speed 30 ft. (45 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	18 (+3)

Skills Athletics +6, Intimidation +7, Perception +4, Stealth +9

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons

Senses darkvision 60 ft., passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 7 (2,900 XP)

Howl at the Moon (1/Day). As a bonus action, the umbral howler can let out a blood curdling howl. Any creature that is within 120 feet of the umbral howler that is not a lycanthrope must make a DC 15 Wisdom saving throw or be 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.

Innate Spellcasting. The umbral howler's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The umbral howler can innately cast the following spells, requiring no material components:

3/day each: *expeditious retreat*, *hunter's mark*, *jump*

1/day each: *darkness*, *pass without trace*

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

Shapechanger. The umbral howler 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.

Slaying Strikes. During its first turn, the umbral howler has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the umbral howler scores against a surprised creature is a critical hit.

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

Actions

Multiattack (Humanoid or Hybrid Form Only). The umbral howler makes three attacks: one with its bite and two with its claws or halberd.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (4d4 + 3) slashing damage

Greetspear (Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Reactions

Retaliation (Wolf or Hybrid Form Only). If the umbral howler is hit by an attack that deals damage, it can make a bite attack against its attacker if it is within range.



THE UNDYING WARLOCK

Clad in ill-fitting rags and cloaked in the stench of death, undying warlocks defile the land while seeking the dead and dying. Their pallid skin is in stark contrast to the shadows in which they prefer to operate, drawn to regions where pestilence, plague, and war result in an abundance of death.

Search for Immortality. Guided by their patron, these warlocks will stalk battlefields after combat has faded, seeking a way to discover a way to become immortal. The undying warlock holds no value nor respect for those who have died. Instead, they concern themselves with procuring rarities and information to aid them in their search for everlasting life; a search that has been fruitful as these warlocks age at a slower rate: for every ten years that pass, their bodies age only one year and they cannot be magically aged.

Necromantic Blight. Due to their fascination with death and a means to delay a pending inevitability, the undying warlock utilizes twisted necromantic magic that allows them to tap into the agony and misery of those about to pass. They are particularly fond of those left to slowly die on the battlefield, as they can drain the remaining energy of the dying to sustain their own wretched lives.

WARLOCK OF THE UNDYING

Medium humanoid (any race), any alignment

Armor Class 13 (15 with mage armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	13 (+1)	12 (+1)	19 (+4)

Saving Throws Wis +5, Cha +8

Skills Deception +8, Persuasion +8, Religion +5

Senses darkvision 120 ft., passive Perception 11

Languages any two languages

Challenge 9 (5,000 XP)

Among the Dead. The undead have difficulty harming the warlock. If an undead creature targets it directly with an attack or a harmful spell, that creature must make a DC 15 Wisdom saving throw (an undead creature needn't make the save when it includes the warlock in an area effect, such as the explosion of *fireball*). On a failed save, the creature must choose a new target or forfeit targeting someone instead of the warlock, potentially wasting the attack or spell. On a successful save, the creature is immune to this effect for 24 hours. The undead creature is also immune to this effect for 24 hours if the warlock targets it with an attack or a harmful spell.

Defy Death (1/Day). The warlock regains 7 hit points when it succeeds on a death saving throw or when it stabilizes a creature with *spare the dying*.

Devil's Sight. The warlock can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Indestructible Life (1/Day). The warlock can use a bonus action to regain 22 hit points. Additionally, if it puts a severed body part that belongs to the warlock back in place when it uses this feature, the part reattaches.

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15, +7 to hit with spell attacks), requiring no material components:

At will: *false life*, *invisibility*, *mage armor* (self only), *speak with dead*

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

Spellcasting. The warlock is a 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *shocking grasp*, *spare the dying*, *toll the dead*

1st-5th level (4 5th-level slots): *aura of life*, *banishment*, *blight*, *blindness/deafness*, *contagion*, *darkness*, *death ward*, *feign death*, *legend lore*, *ray of sickness*, *silence*, *scrying*, *stinking cloud*, *vampiric touch*

Undying Nature. The warlock has advantage on saving throws against any disease. Additionally, it can hold its breath indefinitely, and it doesn't require food, water, or sleep, although it still requires rest to reduce exhaustion and still benefits from finishing short and long rests.

Actions

Skullstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) bludgeoning damage.

THE UNSETTLED VETERAN

Living the life of a professional fighter that takes up arms for payment has inflicted its toll over the years. However, while they don't possess the battle-hardened skillset from their youth, some veterans who reach years beyond their prime are ill-suited to count their coin in the comfort of their homes. These soldiers, unsettled and restless at the prospect of retirement, feel the need to rejoin the ranks to prove they are still able to protect something they believe in.

Fragmented Mind. Some veterans, having witnessed unspeakable horrors on the battlefield, have a hard time separating war from mundane life. They relive their worst moments over and over in their minds and feel the only way to combat these memories is distraction, typically achieved by doing what they've done all their lives - fighting.

UNSETTLED VETERAN

Medium humanoid (any race), any alignment

Armor Class 19 (splint, shield)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	10 (+0)	8 (-1)	9 (-1)	7 (-2)

Skills Athletics +4, Perception +1

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 2 (450 XP)

Action Surge (Recharges After a Short or Long Rest).

After taking an action on its turn, the unsettled veteran can take one additional action.

Indomitable (1/Day). The unsettled veteran can reroll a saving throw it fails. It must use the new roll.

Second Wind (Recharges after a Short or Long Rest).

As a bonus action, the unsettled veteran can regain 15 hit points.

Actions

Multiattack. The unsettled veteran makes two longsword attacks.

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +1 to hit, range 100/400 ft., one target. Hit: 5 (1d10 - 1) piercing damage.



UNTAMED MONSTROSITY

Huge giant, chaotic neutral

Armor Class 11 (hide)

Hit Points 161 (17d12 + 51)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	6 (-2)	7 (-2)	8 (-1)

Saving Throws Str +8

Skills Athletics +8

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons (rage)

Senses darkvision 60 ft., passive Perception 8

Languages Giant

Challenge 5 (1,800 XP)

Irascible. If a creature interacts with the untamed monstrosity and makes a Charisma (Intimidation or Persuasion) check, the creature makes the check with disadvantage.

Petulant Stomp. As a bonus action, the untamed monstrosity stomps petulantly on the ground. All creatures within 30 feet of the untamed monstrosity must make a successful DC 15 Dexterity saving throw or be knocked prone.

Rage (Recharges on a Short or Long Rest). As a bonus action, the untamed monstrosity can enter a rage at the start of its turn. The rage lasts for 1 minute or until the untamed monstrosity is incapacitated. While raging, the untamed monstrosity gains the following benefits:

- The untamed monstrosity has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the untamed monstrosity gains a +3 bonus to the damage roll (included in the attack).
- The untamed monstrosity is immune to bludgeoning, piercing, and slashing damage.

Actions

Multiattack. The untamed monstrosity makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit* 18 (3d8 + 5) bludgeoning damage.

Slam (Rage). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit* 21 (3d8 + 8) bludgeoning damage.

THE UNTAMED MONSTROSITY

Tribes of ogres maintain a brutal civilization in which only the strongest survive and the weakest or deformed are cast out to perish in a world that fears and reviles them. The untamed monstrosity was one such runt, cast away from their tribe but somehow found a means to survive. Through force of will and against all odds, the untamed monstrosity has survived and outgrown members of the tribe that once cast it out. Survival has come at a cost though: the untamed monstrosity has become even more savage and unpredictable, prone to untamed fits of aggression. Despite this, the untamed monstrosity is lonely and may take captives for its entertainment and something resembling companionship.

Brutal Fists. Overgrown and deformed compared to its brethren, the untamed monstrosity is massively strong and capable of delivering crippling blows with its giant club.

Cantankerous Ogre. The untamed monstrosity is antisocial and cantankerous, preferring to be left well enough alone. It will often attempt to crush those it comes across first rather than engage with them, though this cantankerous creature may be bartered with or manipulated.



THE VAGABOND

The vagabond resides on the outskirts of towns and cities, keeping out a meager existence by scrounging what they can. These are marginalized individuals, having carried out some offense that resulted in their exile from society. Whether exiled for stealing a loaf of bread to support their family or escaping punishment for being caught cutting the coin purse of a noble, vagabonds find refuge in the wilderness. They raid nearby homesteads or houses on the outskirts of a village, or ambush unwary travellers moving through their territory. Vagabonds are elusive and clever, fading away into the underbrush until they can find another unsuspecting target.

Resourceful Trapper. The vagabond is a clever and resourceful outlaw, often setting elaborate traps to ensnare the unwary. They often operate in larger groups, as there is strength in numbers among the like-minded outlaws.

VAGABOND

Medium humanoid (any race), any chaotic alignment

Armor Class 14 (studded leather)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	14 (+2)	9 (-1)	11 (+0)

Skills Deception +2, Sleight of Hand +4, Stealth +4

Senses passive Perception 9

Languages Thieves' cant plus any two languages

Challenge 1 (200 XP)

Sneak Attack (1/Turn). The vagabond 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 vagabond that isn't incapacitated and the vagabond doesn't have disadvantage on the attack roll.

Lay Trap (3/Day). The vagabond can take 1 hour to construct snare trap that covers a 5-foot square. A creature can attempt to notice a vagabond's trap with a successful DC 13 Intelligence (Investigation) check. A large or smaller creature that doesn't notice a trap and steps on it must succeed on a DC 13 Dexterity saving throw or be restrained. A restrained creature can use an action on its turn to free itself with a successful DC 13 Strength saving throw.

Actions

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

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





THE VAMPIRE SEDUCTRESS

Vampire seductresses are bound to obey their masters, the lords of darkness. These vile temptresses have been willingly afflicted with vampirism at the behest of their dread liege and will stop at nothing to seek his favor. So much so that they will even attempt to draw additional mortals into the harem of the damned. These once fair maidens have been twisted beyond recognition, a reminder of the dark and seductive powers of the most powerful undead vampire lords.

Enticing Darkness. To those not wary, the enchanting whispers woven by these foul lovers in the darkness can drive even the most devout into temptation. They whisper the sweetest of words, offering promises of powers untold, immortality, riches, and undying love. It is all a ruse, however, as the vampire seductresses know only one master.

Undead Nature. A vampire seductress doesn't require air, food, drink, or sleep.

VAMPIRE SEDUCTRESS

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Dex +8, Wis +5

Skills Deception +8, Insight +5, Perception +5, Persuasion +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from non magical weapons

Senses darkvision 120 ft., passive Perception 15

Languages the languages it knew in life

Challenge 9 (5,000 XP)

Innate Spellcasting. The vampire's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells innately:

At will: *charm person*, *enthrall*, *suggestion*

3/day each: *confusion*, *dominate person*, *modify memory*

1/day each: *feblemind*

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or back into its true form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

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

Unsusceptible Temperament. The vampire has advantage on saving throws against being charmed or frightened, and magic can't put it to sleep.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Bite (Bat or Vampire Form). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws (Vampire Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 16).

THE VENGEFUL CHOSEN

These knights have taken a solemn oath to seek out and chastise transgressors; when entire populations turn against deities of the realms, vengeful chosen are called upon to make sure the populace falls back into order. The chosen's only task is to enact the commandment they've been given with impunity and without prejudice.

Without Consequence. The actions of the vengeful chosen justify the means. This sometimes means pursuit of less than desirable actions if it serves what the vengeful chosen deems to be in favor of the greater good.

Solemn Oath. The vengeful chosen is bound by a solemn oath to pursue justice for those who cannot do so on their own. Thus, they will never undertake any quest nor action that does not strictly adhere to a noble code of honor, and none may sway its views.

VENGEFUL CHOSEN

Medium humanoid (any race), any lawful alignment

Armor Class 18 (plate)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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17 (+3)	10 (+3)	17 (+3)	8 (-1)	14 (+2)	18 (+4)
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Skills Intimidation +7, Persuasion +5

Condition Immunities frightened

Senses passive Perception 12

Languages any two languages

Challenge 6 (2,300 XP)

Great Weapon Fighting. When the vengeful chosen rolls a 1 or 2 on a damage die for an attack it makes with a melee weapon that it is wielding with two hands, the vengeful chosen can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for the vengeful chosen to gain this benefit.

Spellcasting. The vengeful chosen is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

1st level (4 slots): *bless*, *bane*, *compelled duel*, *cure wounds*, *detect evil and good*

2nd level (3 slots): *aid*, *hold person*, *misty step*

3rd level (2 slots): *haste*, *revivify*

Vow of Eradication (Recharges After a Short or Long Rest). As a bonus action, the vengeful chosen targets a creature it can see within 30 feet of it. The vengeful chosen always knows in which direction its target can be found, and the vengeful chosen has advantage on attack rolls against the creature until the creature dies or the vengeful chosen chooses another target.

Actions

Multiattack. The vengeful chosen makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Reactions

Relentless Avenger. When the vengeful chosen hits a creature with an opportunity attack, it can move up to half its speed immediately after the attack and as part of the same reaction.



VISAGE

Medium undead, any alignment

Armor Class 11

Hit Points 18 (4d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	10 (+0)	18 (+4)	20 (+5)	14 (+2)

Skills History +6, Insight +7

Damage Resistances acid, cold, fire, lightning, poison, necrotic, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses darkvision 120 ft., passive Perception 15

Languages all, telepathy 60 ft.

Challenge 1/4 (50 XP)

Eternal Presence. When the visage dies, it explodes with a psychic scream. Each creature within 30 feet of it must make a DC 15 Wisdom saving throw, taking 7 (2d6) psychic damage on a failed save, or half as much damage on a successful one. After 24 hours, the visage reforms in the place it died.

Ethereal Sight. The visage can see 120 feet into the Ethereal Plane when it is on the Material Plane and vice versa.

Incorporeal Movement. The visage 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 visage's spellcasting ability is Wisdom (spell save DC 15). It can cast the following spells innately, requiring no material components:

1/day each: *legend lore*, *locate creature*, *locate object*, *scrying*

Actions

Mind Sear. The visage utters a telepathic scream into the mind of a creature it can see within 60 feet. A target must succeed on a DC 15 Wisdom saving throw or take 4 (1d8) psychic damage.

Frightful Aspect (1/Day). The visage takes on a horrifying appearance. Each creature of the visage's choice that is within 30 ft. of the visage and aware of it must succeed on a DC 15 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 visage's Frightful Aspect for the next 24 hours.

THE VISAGE

Only deities or adept, powerful magic users can successfully navigate between planes of existence. Those beings who are unsuccessful in their attempts may become trapped between realms of existence, where reality and time blur together.

These visages appear as faint or blurred shadows but remain attached to their former existence as though still seeking to pursue some unachieved goal. Due to being part of two planes of existence simultaneously as well as their ability to peer through time, they are capable of sharing knowledge of past or future events at a given location in either plane.

Sight Beyond Time. Due to its in-between planes state of existence, the visage can peer through both past and future events at a given location. Due to this ability, all events seem to coalesce as one, thus their messages to corporeal beings may seem cryptic and difficult to interpret.

Traveller of the Planes. Due to its incorporeal nature, the visage is unable to directly threaten corporeal beings. It is a mere echo of its once powerful self and easily dissipated, only for its essence to coalesce once again.

Undead Nature. The visage doesn't require air, food, drink, or sleep.

THE VITRIOLIC SERPENT

Many naturalists and sages are preoccupied with the study of the natural world and the creatures therein and are fascinated with how creatures evolved into their current states. Based on their observations, some have begun experimenting upon dragon eggs in an effort to create superior beings with enhanced abilities. The vitriolic serpent is the result of one such experiment, the result of stolen black dragon eggs being magically hybridized with the remains of some unknown, hermaphroditic burrowing subterranean creature. These creatures are capable of rapidly burrowing beneath the earth yet also retain the ability to fly.

What its creators did not account for was its propensity for chaos and destruction. The vitriolic serpent lurks within subterranean tunnels dug beneath the abandoned ruins once inhabited by its creators. They are intelligent, cunning, and adaptable creatures fiercely protective of others of this emerging species and are suspicious of all other beings due to their former captive lives. Emerging from their lairs to seek prey, these creatures remain enigmatic.

Acid Breath. The vitriolic serpent spews forth a poisonous acidic breath capable of melting even hardened steel. Unprotected, nonmagical materials are rapidly corroded, rendering affected items useless.



VITRIOLIC SERPENT

Huge dragon, chaotic neutral (25%) or chaotic evil (75%)

Armor Class 19 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 30 ft., fly 60 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	22 (+6)	13 (+1)	13 (+1)	15 (+2)

Saving Throws Dex +8, Con +10, Wis +5, Cha +6

Skills Investigation +9, Perception +9, Stealth +12

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Draconic

Challenge 12 (8,400 XP)

Acrid Wurm. Acid damage dealt by the vitriolic serpent ignores resistance to acid damage, but not acid immunity.

Amphibious. The vitriolic serpent can breathe air and water.

Deteriorating Attacks. The vitriolic serpent's bite and acid spray attacks can dissolve nonmagical leather, metal, or wood items. 1 item of vitriolic serpent's choosing in the possession of a target creature is destroyed when it is hit with a successful attack.

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

Tunneller. The vitriolic serpent can burrow through solid rock at half its burrowing speed, leaving behind a 10-foot wide, 10-foot high tunnel.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage, plus 11 (2d10) acid damage. A target that takes acid damage is susceptible to the vitriolic serpent's Deteriorating Attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Acid Spray (Recharge 5-6). The vitriolic serpent spews acid in a 60-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw or take 44 (8d10) acid damage. A target that takes acid damage is susceptible to the vitriolic serpent's Deteriorating Attacks.

Legendary Actions

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

Detect. The vitriolic serpent makes a Wisdom (Perception) check.

Tail Attack. The vitriolic serpent makes a tail attack.

Wing Attack (Costs 2 Actions). The vitriolic serpent beats its wings. Each creature within 10 ft. of the vitriolic serpent must succeed on a DC 18 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The vitriolic serpent can then fly up to half its flying speed.

WANDERER OF THE SEA

Medium humanoid, any alignment

Armor Class 12 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., swim 45 ft.

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

Saving Throws Str +5, Dex +4

Skills Acrobatics +4, Athletics +5, Perception +3, Stealth +4

Senses darkvision 120 ft., passive Perception 13

Languages Aquan, Common

Challenge 2 (450 XP)

Amphibious. The wanderer of the seas can breathe air and water.

Aspect of the Eel. The wanderer of the seas has advantage on all Dexterity (Acrobatics) skill checks while submerged, but disadvantage on Dexterity (Acrobatics) skill checks while on land.

Barbed Spear. The bone spear of the wanderer of the seas is barbed, and deals an additional 1d4 slashing damage (included in in actions).

Skilled Navigator. The wanderer of the seas is skilled at interpreting weather patterns and ocean currents, and has advantage on all Wisdom (Survival) skill checks.

Actions

Multiattack. The wanderer of the seas makes three bone spear attacks.

Bone Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 2 (1d4) slashing damage.

THE WANDERER OF THE SEA

Shallow coastal regions, reefs, and kelp forests are havens for an abundance of life. Mysterious sea creatures and sentient beings alike inhabit these regions. The wanderers of the sea are nomadic denizens of coastal shallows and follow ocean currents along migration paths of their food supply. They are mostly peaceful and may even aid victims of shipwrecks, but do not tolerate disrespect of creatures of the ocean and have no tolerance at all for pirates and bloodshed. Due to the fact that trade routes and shipping lanes often utilize ocean currents as well, there have been periodic reports of interactions with the wanderers of the sea, though conflict is for the most part avoided. If provoked, warriors armed with spears and blades crafted from the bones of their prey may form war parties under a chieftain, driving out creatures of ill repute.

Ocean Wanderer. The wanderers of the sea are superb navigators, able to interpret currents and weather patterns with ease. Merchants have been known to bargain with some tribes of these creatures, offering decorative materials and magical artifacts in exchange for knowledge of local currents, weather patterns, and favorable fishing grounds.



THE WAYFARING SAGE

Clad in robes of poor cloth and bearing a well-worn staff, the wayfaring sage travels the lands in search of knowledge. Rather than seeking wisdom for personal or material gain, the wayfaring sage is on a quest to document the knowledge of civilization and all that defines it - religion, medicine, philosophy, magic and history. Very learned in a variety of subjects, they are highly sought after for guidance, though they would seek knowledge in a like for like exchange. Inherently curious by nature, one had best be prepared to sit through a lengthy discussion on whatever topic piques the interest of a wayfaring sage.

Wealth of Knowledge. The wayfaring sage holds a wealth of knowledge, and has recorded all it knows in a series of tomes that are always carried with them. They will share their knowledge willingly, including their potent repertoire of spellcraft, perhaps for some coin or a fascinating conversation over a tankard of ale.

WAYFARING SAGE

Medium humanoid (any race), any alignment

Armor Class 10 (13 with mage armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	13 (+1)	17 (+3)	16 (+3)	11 (+0)

Skills Arcana +5, History +5, Insight +5, Medicine +5, Nature +5, Perception +5, Religion +5, Survival +5

Senses passive Perception 15

Languages any four languages

Challenge 1/2 (200 XP)

Experienced Caster. When the wayfaring sage casts a spell that forces the target to make a saving throw, the wayfaring sage can change the saving throw from one ability score to another of its choice.

Spellcasting. The wayfaring sage is a 4th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells.

Cantrips (at will): *light, mage hand, prestidigitation, sacred flame, thaumaturgy*

1st level (4 slots): *alarm, command, feather fall, identify, mage armor, protection from evil and good, thunderwave*

2nd level (3 slots): *augury, blindness/deafness, gentle repose, hold person, magic mouth, scorching ray, suggestion*

Traveled Scholar. If wayfaring sage is proficient in a skill, it has advantage on any checks with that skill.

Actions

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

Detect Motives (3/Day). The wayfaring sage targets one creature it can see within 60 feet of it. The target must make a DC 13 Wisdom saving throw. On a successful save, the target is immune to this effect for 24 hours. On a failed save, for 1 minute, the wayfaring sage can read the target's surface thoughts while it is within 60 feet of the wayfaring sage. A creature does not know when it is the target of the wayfaring sage's Detect Motives ability.



WASTELAND NOMAD

Medium humanoid (any race), any chaotic alignment

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft. while mounted

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	14 (+2)	14 (+2)	12 (+1)	15 (+3)	11 (0)
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Saving Throws Wis +5

Skills Survival +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Mount. The desert nomad rides atop a giant lizard (MM pg. 326). While mounted, it gains a climb speed of 30 feet (included above).

Survivalist. The desert nomad has advantage on Intelligence (Investigation) and Wisdom (Survival) checks made in a desert terrain.

Actions

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

Reactions

Whirling Sands (3/day). When the desert nomad is targeted with an attack while in desert terrain, it swirls its cloak through the sands, imposing disadvantage on the attack.

THE WASTELAND NOMAD

The deserts of the realm are unforgiving, barren wastelands in which only the hardest of souls can survive. Despite this, the mysterious wasteland nomads thrive under the glaring sun. These elusive nomads roam the barrens travelling amidst oases and trading amidst different clans. They never tarry too long in a single place, lest the elements, competing tribes, or savage creatures catch up with them. Nonetheless they eke out a modest living, often trading rare goods with those willing to barter.

Intrepid Survivalist. Wasteland nomads know the landscape of the desert perfectly with every dune, rock, oasis, and reference point committed to memory. They are skilled guides and trackers as well; knowledge to read the signs from the desert passed down through generations. Should travellers become lost in the mind-bending mirages of the desert, they would do well to heed the guidance of a wasteland nomad.

Distrust of the Arcane. Wasteland nomads tend to be wary of strangers, and also of anything they do not understand. They are particularly distrustful of magical powers.





THE WEREBAT

Werebats are cunning stalkers in the night. In their humanoid form, werebats have heightened hearing, blindsight, an elusive demeanor, and a yearning for dark, quiet places. Its bat form is an sly hunter that picks its prey intelligently, but its hybrid form is far more feral - a terrifying humanoid body with wings formed to its underarms, elongated claws with razor-sharp talons as fingers, and the face of a bat with protracted fangs and a penchant for blood. A werebat does not wield weapons in hybrid form, preferring instead to bite its foes for sustenance while lashing into its prey's back with its talons.

Masters of Stealth. These lycanthropes are only seen when they wish to be, typically found in their bat form under the guise of night. Seldom will they engage in open conflict, preferring instead to attack their targets when they are most vulnerable.

Like-minded Creatures. Werebats have been known to live alongside wererats and other creatures infected with lycanthropy, often serving and scouts and assassins. The cellars and catacombs that typically serve as a base of operations of these guilds suit werebats well, as they are naturally drawn to such places.

Spreading Lycanthropy. Werebats can infect humanoid creatures with the curse of lycanthropy through their bite, similarly to other lycanthropes. However, werebats have a particular fondness for spreading the curse, as biting prey is how they feed.

WEREBAT

Small humanoid (shapechanger), neutral evil

Armor Class 12 in humanoid form, 14 (natural armor) in bat or hybrid form

Hit Points 35 (10d6)

Speed 30 ft. (fly 60 ft. in bat or hybrid form)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	12 (+1)	15 (+2)	6 (-2)

Skills Acrobatics +4, Perception +4, Stealth +6

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Senses blindsight 60 ft., passive Perception 14

Languages Common (can't speak in bat form)

Challenge 3 (700 XP)

Echolocation. The werebat can't use its blindsight while deafened.

Keen Hearing. The werebat has advantage on Wisdom (Perception) checks that rely on hearing.

Shapechanger. The werebat can use its action to polymorph into a small bat-humanoid hybrid or into a bat, 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.

Sneak Attack (1/Turn). When in humanoid or hybrid form, the werebat deals an extra 7 (2d6) damage when it hits a target with an attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the werebat that isn't incapacitated and the werebat doesn't have disadvantage on the attack roll.

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

Actions

Multiattack (Humanoid or Hybrid Form Only.) The werebat makes two attacks: one with its bite and one with its claws or dagger.

Bite (Bat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. The werebat is healed for half of the damage done. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebat lycanthropy.

Claw (Hybrid Form Only) *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

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

WERESPARROW

Small humanoid (shapechanger), neutral

Armor Class 13 in humanoid form, 14 (natural armor) in sparrow or hybrid form

Hit Points 17 (7d6 - 7)

Speed 30 ft. (fly 50 ft. in sparrow and hybrid forms)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	9 (-1)	12 (+1)	16 (+3)	11 (+0)

Skills Insight +5, Perception +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 17

Languages Common (can't speak in sparrow form)

Challenge 1 (200 XP)

Innate Spellcasting. The weresparrow's spellcasting ability is Wisdom (spell save DC 13). It can cast the following spells innately without material components:

3/day each: *minor illusion*, *message*

1/day: *expeditious retreat*

Mimicry. The weresparrow 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.

Shapechanger. The weresparrow can use its action to polymorph into a sparrow-humanoid hybrid or into a sparrow, or back into its human form. Any equipment it is wearing or carrying isn't transformed. It reverts to its human form if it dies.

Actions

Beak (Sparrow or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage in raven form, or 5 (1d4 + 3) piercing damage in hybrid form. If the target is humanoid, it must succeed on a DC 8 Constitution saving throw or be cursed with wereraven lycanthropy.

Dagger (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

THE WERESPARROW

Lycanthropy is an affliction passed down from the bite of infected creatures or through hereditary bloodlines. Some rare bloodlines have learned to control their curse, and bond with a natural creature from infancy that they feel an affinity toward. This controlled lycanthropy has been to the emergence of new lycanthrope species such as the weresparrow.

The weresparrow has bonded with one of these curious and agile birds, perhaps drawn to its inquisitive spirit. In humanoid form, they are best described as runt-like, with beady eyes constantly darting about. They are often nervous and curious in nature, prone to distraction and in constant movement. They make excellent scouts and pickpockets, and can easily infiltrate even the most well guarded fortresses.

Mimic. The weresparrow can accurately mimic sounds it has heard previously, including sounds not made by creatures such as the sound of a blacksmith's hammer.



THE WILD MAGE

Wild mages are powerful sorcerers whose spellcasting can have chaotic and unpredictable results. Possessing an innate attunement to energies that are not well understood, even by themselves, they are typically shunned by fellow arcane casters due to their unstable nature. As a result, they try to hide their powers when travelling with new companions out of fear that they will become ostracized.

Devastating Untamed Magic. When a wild mage utilizes their arcane abilities, there is a chance that the casting will go awry with unpredictable and perhaps incredibly violent consequences. Through practice, some wild mages are able to suppress these effects through great dedication, but most never live long enough to do so.

Unknown Origins. How a wild mage gains its powers is one of the great mysteries of the realms. Influence from otherworldly beings are usually cited as the main cause for their chaotic abilities, while others believe these mages are tainted at birth. If anyone truly knew how wild magic sorcerers were created, purists would probably seek to limit their existence.



WILD MAGE

Medium humanoid (any race), any chaotic alignment

Armor Class 12 (15 with mage armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Con +5, Cha +6

Skills Arcana +2, Persuasion +5

Senses passive Perception 11

Languages Common plus any two languages

Challenge 7 (2,900 XP)

Spellcasting. The wild mage is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following sorcerer spells.

Cantrips (at will): *acid splash*, *firebolt*, *message*, *minor illusion*, *shocking grasp*

1st level (4 slots): *burning hands*, *chromatic orb*, *mage armor*

2nd level (3 slots): *acid arrow*, *scorching ray*

3rd level (3 slots): *fireball*, *haste*

4th level (2 slots): *polymorph*

Tides of Chaos (1/Day). The wild mage can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw.

Wild Magic Surge. The wild mage's spellcasting can unleash surges of untamed magic. Immediately after the wild mage casts a sorcerer spell of 1st level or higher, it rolls a d20. On a roll of 1, the wild mage rolls on the Wild Magic Surge table to create a random magical effect (*PHB* pg. 104).

Wild Metamagic (3/Day). The wild mage gains the ability to twist spells to suit its needs. When it casts a sorcerer spell of 1st level or higher, it can add one of the following effects:

- **Heightened Spell.** When the wild mage casts a spell that forces a creature to make a saving throw to resist its effects, the creature has disadvantage on its first saving throw made against the spell.
- **Twinned Spell.** When the wild mage casts a spell that targets only one creature and doesn't have a range of self, it can target a second creature in range with the same spell.

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands to make a melee attack.

Reactions

Bend Luck (Recharge 6). When another creature the wild mage can see makes an attack roll, an ability check, or a saving throw, the wild mage can use its reaction to roll 1d4 and apply the number rolled as a bonus or penalty (its choice) to the creature's roll. The wild mage can do so after the creature rolls but before any effects of the roll occur.



THE WILD MASTER

Deep within the humid, tangled jungle, savage predators, swarming insects, poisonous reptiles, virulent fevers and other threats make survival a daily struggle. Encroachment upon these jungle regions by civilization has led to contact with lost tribes and mysterious jungle dwellers, including the wild master. Those few who have interacted with the wild master describe them as aloof and somewhat disinterested despite a curious nature, but also particularly vain. While little is known about these mysterious beings, they appear to be highly territorial and are often accompanied by more of their feline brethren that appear to be drawn to the wild master. A wild master will escort outsiders away from its territory, conversing little in broken Common but making it clear that outsiders are not welcome.

Adept Stalkers. These secretive and stealthy beings are rumored to assume the form of feral jungle cats. In its feral form, the wild master is an expert and silent stalker, springing forth in complete silence to savage any who it deems a threat or prey.

WILD MASTER

Medium humanoid (shapechanger), any chaotic alignment

Armor Class 15 (natural armor)

Hit Points 157 (21d8 + 63)

Speed 30 ft. (40 ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Str +6, Dex +7, Wis +5

Skills Perception +5, Stealth +7

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

Senses darkvision 60 ft., passive Perception 15

Languages Common plus any one additional language (can't speak in tiger form)

Challenge 8 (3,900 XP)

Animal Companion. The wild master is accompanied by one (50%), two (40%), or three (10%) tigers (*MM* pg. 339)

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

Innate Spellcasting. The wild master's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells innately, requiring no material components:

At will: *animal friendship*, *druidcraft*, *hunter's mark*, *jump*

3/day each: *entangle*, *faerie fire*, *find traps*, *pass without trace*

1/day each: *enhance ability*, *moonbeam*

Shapechanger. The wild master can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, 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.

Stalker. The wild master has advantage on Dexterity (Stealth) checks while in forested or jungle environments.

Actions

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the wild master makes three spear or longbow attacks. In hybrid form, it can attack like a humanoid or make four claw attacks.

Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with tiger lycanthropy.

Claw (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. In tiger form, the wild master can make a Strength check to grapple its target. If unsuccessful, it uses its action for that round. If successful, it makes six melee attacks with advantage, mauling its opponent with its claws. Each successful attack hits for 7 (1d8 + 3) slashing damage.

Greetspear (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

THE WIND ELEMENTAL

Beautiful wind elementals are stewards of gentle breezes and harsh storms alike. While they share much in common with their primordial air-based kin, wind elementals can change their shape to any form they wish; able to appear as more than just the semblance of a face in a funnel cloud. They use this tactic when interacting with other species, typically taking on their likeness.

Curious Nature. Like other elementals, wind elementals are bodiless life forces on their home plane. However, unlike their brethren that feel slighted when pulled away from their homes, wind elementals are curious to experience their new environment and those who reside there.

Calm Demeanor. Although their wrath may know no bounds, wind elementals are typically more patient than their breezy brethren. They have even been known to seek out those in need and offer aid.

Weather Control. Wind elementals have the ability to control the weather in localized areas, bringing rain to regions in need or blowing away toxic fumes. As such they are often revered by farmers and steadyholders who rely on good weather to nurture their crops.

Elemental Nature. An elemental doesn't require air, food, drink, or sleep.



WIND ELEMENTAL

Large elemental, neutral

Armor Class 17

Hit Points 105 (14d10 + 28)

Speed 0 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	24 (+7)	14 (+2)	8 (-1)	20 (+5)	7 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Auran

Challenge 8 (3,900 XP)

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

Illusive. Ranged attack rolls that target the elemental have disadvantage on the attack.

Innate Spellcasting. The elemental's spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells innately, requiring no material components:

At will: *feather fall*, *gust of wind*, *thunderclap*

3/day each: *call lightning*, *investiture of wind*, *sleet storm*, *wind wall*

1/day each: *cone of cold*, *control weather*

Legendary Resistance (1/Day). If the elemental fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The elemental makes one slam attack and can use either Arc Lightning or Cyclone.

Shocking Touch. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 7) lightning damage.

Arc Lightning. The elemental creates a bolt of lightning that arcs toward a target of its choice that it can see within 60 feet of it. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. A target must make a DC 16 Dexterity saving throw. The target takes 13 (3d8) lightning damage on a failed save, or half as much damage on a successful one.

Cyclone (Recharge 6). Each creature within 5 feet of the elemental must make a DC 16 Strength saving throw. On a failure, a target takes 36 (8d8) lightning damage and is flung up to 60 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 4 (1d8) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the lightning damage and isn't flung away or knocked prone.

WITHERED HOUND

small undead, neutral evil

Armor Class 13

Hit Points 39 (6d6 + 18)

Speed 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

17 (+3) 16 (+3) 16 (+3) 6 (-2) 18 (+4) 11 (+0)

Skills Perception +6

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 10 ft. (blind beyond this radius), passive Perception 16

Languages Understands the languages of its master but can't speak

Challenge 1/2 (100 XP)

Consumption. If the withered hound spends 1 minute feeding on the corpse of a creature that it has killed, it regains 10 hit points.

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

Turning Defiance. The withered hound has advantage on saving throws against effects that turn undead.

Actions

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

Eerie Howl (1/Day). The ominous howl of a withered hound echoes throughout the catacomb. Each creature of the withered hound's choosing within 30 feet of the withered hound and can hear it must succeed on a DC 13 Wisdom saving throw or become frightened of the hound 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.

THE WITHERED HOUND

Not even man's best friend is immune to undeath. Withered hounds have been warped and twisted into a more potent dog than their living brethren. Often found in tombs dark catacombs, the withered hounds have been mummified in the same manner as their former masters, but with one small caveat: the hounds were experimented on with transmutation magics during the mummification process. This has led to twisted alterations, in which their bones have been warped to form razored spines or hooks draping from other appendages.

Senses from the Crypt. Withered hounds lose their eyesight during the mummification process, as their eyes are replaced with gemstones at the onset; usually heirlooms belonging to their master in life. While blind, their sense of smell and hearing remaining intact, possibly heightened, from their living form. These beasts are able to detect the slightest movement within the stillness of the haunting crypts where they reside.

Undying Companion. What more could a master ask for when returning from beyond the grave than the same fate for their most loyal of companions in life? Withered hounds strive to serve their masters with the same obedience in undeath as they did in life.

Undead Nature. A withered hound doesn't require air, food, drink, or sleep.



THE WRATHFUL MONK

Most monks lead humble lives devoted to the pursuit of personal perfection and mastery of their inner forces. However, while disciplined and powerful warriors, some bear witness to horrifying events that serve may break even the most focused mind. A spiteful transformation occurs, giving way to the wrathful monk, who having witnessed such an event, can no longer fully contain their Ki. Due to their unbalance, they have now replaced discipline with fury, unlocking apocalyptic powers that are unpredictable at best.

Fists of Fury. When their fury overwhelms their better judgement, the wrathful monk becomes an unstoppable whirlwind of tightly condensed energy. Unlike their more disciplined brethren, these warriors strike devastating blows with their fists and feel no pain nor fear.

WRATHFUL MONK

Medium humanoid (any race), chaotic neutral (25%) or neutral evil (75%)

Armor Class 17

Hit Points 187 (22d8 + 88)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	18 (+4)	10 (+0)	16 (+3)	11 (0)

Skills Acrobatics +8, Perception +7

Condition Immunities frightened

Senses passive Perception 17

Languages any two languages

Challenge 10 (5,900 XP)

Ki Fists. The monk's unarmed strikes are magical, and deal an additional 10 (4d4) radiant damage (included in the attack).

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

Mastery of Death (1/Day). When the monk is reduced to 0 hit points and not killed outright, it can choose to drop to 1 hit point instead.

Unarmored Defense. While the monk isn't wearing armor, its armor class includes its Wisdom modifier.

Actions

Multiattack. The monk makes four unarmed strike attacks, one of which can include a stunning strike if it is available.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) magical bludgeoning damage, plus 10 (4d4) radiant damage

Stunning Strike (Recharge 6). The monk attempts to interfere with the flow of Ki in a creature's body. When the monk hits a creature with an unarmed strike, the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of the monk's next turn.

Actions

Redirect Attack. When a creature misses the monk with a melee attack roll, the monk can use its reaction make an unarmed strike against the attacking creature.



WYVERN RIDER

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)

Hit Points 221 (26d8 + 104)

Speed 30 ft., fly 80 ft. while mounted

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	19 (+4)	12 (+1)	14 (+2)	14 (+2)

Skills Acrobatics +7, Animal Handling +10,

Perception +6, Survival +6

Senses passive Perception 16

Languages Common plus one additional language

Challenge 10 (5,900 XP)

Impale. If the wyvern rider moves at least 60 feet straight toward a target and then hits it with a lance attack on the same turn, the attack deals maximum critical damage.

Mount. The wyvern rider rides atop a *Wyvern* (MM pg. 303). While mounted, it gains a flying movement speed of 80 feet (included above).

Mounted Combatant. While the wyvern rider is mounted and isn't incapacitated, it has advantage on melee attack rolls against unmounted creatures smaller than its mount, can force an attack targeted at its mount to attack it instead, and when its mount is subjected to an effect that allows it to make a Dexterity saving throw for half damage, the mount instead takes no damage on a successful save and only half damage on a failed save.

Savage Bond. If the wyvern rider's mount takes damage from a creature it can see within 10 feet of it while it is mounted by its rider, the mount can make a bite attack against the attacking creature using its reaction.

Actions

Multiattack. The wyvern rider makes four lance attacks.

Lance. *Melee Weapon Attack:* +8 to hit, ranged 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

THE WYVERN RIDER

Nomads of the desert live in perhaps the most unforgiving and brutal of conditions. Survival is never assured. These harsh conditions breed the most savage of warriors, the bravest of which choose to follow the path of the wyvern rider: a rite of passage whereby a warrior tracks a wyvern to its nest, kills it, and claims an egg or hatchling as their own. As one would expect, few warriors survive the attempt. Those that do earn the right to raise the most vicious and bestial of companions.

Death from Above As masters of the desert skies, the wyvern rider prefers to attack from above, diving down to impale their foes on a massive lance. Opponents best beware, as the stinger of the wyvern also strikes with force fit to pierce even the heaviest armor as a needle through cloth.

Unparalleled Aggression. The ferocity of the wyvern rider is matched only by the savagery of its mount. Having been raised from a hatchling with unwavering loyalty, the wyvern and its master will each fight to the death if their companion falls in battle.



PATHWAYS FOR ADVENTURE

SAMPLE ADVENTURES

The following section of this supplement includes four battle maps that are included as an additional download with the purchase of this supplement. While these maps can be used in any manner, sample adventures have been included in this supplement, giving an additional resource to introduce many of the NPCs contained within this book to your players.

Each sample adventure includes a map, adventure background information, a recommended party level range, room descriptions, and suggestions of Adaptable NPCs to include. These adventures have been designed to be used with minimal preparation, allowing them to be easily dropped into a grand campaign or run as a one-off adventure. To flesh them out further, contents of other 5th Edition publications are referenced.

Recommend Supplements:

- 5th Edition D&D Monster Manual
- 5th Edition D&D Dungeon Master's Guide

CLASSIFYING NPCs

Contained within the Pathways for Adventure are classifications of how the Adaptable NPCs are intended to interact with your players. However, the NPCs are *adaptable*, meaning that DMs can change their motivations to best fit into their campaign.

QUEST GIVERS

These NPCs typically ask something of the players and offer a reward. They usually do not accompany the players on their quest but could in times of dire need!

Examples: Celestial Messenger, Dignitary, Forest Mystic, Lady of the Court, and Matriarch.

COMPANIONS

These NPCs are designed to accompany the players on their quest. Typically, they should be controlled by the player in combat, but their motivations are governed by the DM.

Examples: Aging Hero, Dragon Whisperer, Expedition Leader, Lost Tribesman, and Rune Knight.

HELPERS

These NPCs would like to help your players, but should typically remain under the control of the DM.

Examples: Crystal Seer, Mage Hunter, Sacred Champion, and Unsettled Veteran.

HINDRANCES

These NPCs usually work against the players, but it may not appear that way at first. Usually they befriend a group of adventurers with the promise of information or treasure, but then end up betraying their former allies.

Examples: Everbound Revenant, Corrupted Djinni, Fairy Trickster, Undying Warlock, and Vagabond.

FOES

Actively working against the players, any Adaptable NPC whose motivations are in opposition can take on this role.

Examples: Aphotic Knight, Tethered Archfiend, Umbral Howler, and Vitriolic Serpent.



THE ABANDONED MINE

A nearby mountain range has recently been prospected by a band of dwarves and found to be rich in precious gems and platinum. Over the past year these same dwarves have begun delving deep into the mountain, following a particularly rich vein of platinum into a natural cavern. However, their riches have attracted the attention of less than savory creatures, ones who have come to deeper within the mine, and have staked a claim against the dwarves' hard-earned treasure.

ADVENTURE BACKGROUND

Attracted by the lure of treasure and the chance at driving out some of their dwarven kin, a warband of **Duergar** have tunneled into the mine from below. A lone dwarven survivor of the mine has taken refuge in a nearby village and seeks to enlist a band of adventurers to drive their dark kindred back into the depths of the underground.

Offering substantial compensation for their efforts, the dwarf has enlisted a **Soldier of Fortune** (pg.87) from the nearby tavern, an **Unsettled Veteran** (pg.96) from the village, and the adventuring party as well.

Additionally, the lure of riches has also brought forth an **Untamed Monstrosity** (pg.97) from its mountain haunt, who has greedily taken up residence in the mine. Several denizens of mountain caves are also lurking within the dark making it a perilous, albeit lucrative, adventure to embark upon.

Recommended Party: 4 - 6 players of 2nd to 4th level.

BATTLE MAP NPCs

The Dungeon Master may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this adventure are the following Adaptable NPCs:

- The Soldier of Fortune (Companion)
- The Unsettled Veteran (Companion)
- The Untamed Monstrosity (Hindrance)

NPCs included from other sources:

- Duergar (MM pg.122)
- Piercer (MM pg.252)
- Mimic (MM pg.220)
- Rust Monster (MM pg.262)
- Xorn (MM pg.304)

A mine is a dark and dangerous place, particularly if unwanted visitors take residence within. Several unaligned creatures (**Piercers**, **Rust Monster**, **Xorn**) may be found within the mine. These encounters may be adjusted depending on how the players are equipped. Particularly the **Untamed Monstrosity** might pose a particularly strong threat: its Rage ability makes it immune to nonmagical weapons. Perhaps the monstrosity can be persuaded with the promise of treasure found within the cave, should it aid the adventurers in clearing the mine.

BATTLE MAP LAYOUT

Area 1: The mine entrance. The stonework is roughly carved, with unlit torches held in sconces on the granite walls.

Area 2: The entrance opens into a large natural cavern, approximately 120 feet at its widest point. Stalactites dangle from the ceiling 40 feet above, the echo of dripping water bounces off the cavern walls. A pair of flickering torches are visible 70 feet to the East. **A:** A sturdy wooden ladder descends 20 feet down.

Area 3: A pair of lit torches in sconces flicker on either side of a sturdy wooden door. The murmur of voices can be heard from behind the door.

Area 4: Four **Duergar** are roasting meat over a fire and attack the adventurers on sight. The room is a mess that contains tables in bad repair and dirty bedrolls. (Optional) A **Mimic** has taken residence within this room as a chest. The other chest can be opened with a **DC 13 Dexterity (Thieves' Tools) check**, and contains unrefined gold and rock samples.

Area 5: The cavern upper ledge turns to the South. The faint toll of mining equipment can be heard from below. A pair of **Rust Monsters** are eating mining equipment.

Area 6: A foul stench begins to invade the nostrils of the adventuring party.

Area 7: An **Untamed Monstrosity** has made this chamber its own. Hides make up its bedroll and crudely shaped tools lie scattered throughout the room, along with the remains of wild game.

Area 8: 20 feet below the mines upper ledge, picks and shovels have been used to clear debris. **B & C:** Ladders descend a further 30 feet downward.

Area 9: Blood and gore stain the stone. From stalactites above, six **Piercers** drop down to attack the adventurers. A darkened tunnel leads to the Southeast.

Area 10: 30 feet below the mines second level, a **Xorn** is consuming a pile of platinum containing rocks. Several duergar corpses lie nearby.

Area 11: A small and deep hole, the rock on either side containing noticeable traces of gold veins.

Area 12: Through a dark and low tunnel delved by the **Duergar**, a trail of blood and drag marks leads to the piled bodies of a several dwarves. The sounds of mining tools and voices can be heard coming from the South.

Area 13: Five **Duergar** are talking amongst themselves and attempting to divert a flooded section of tunnel. A successful **DC 15 Charisma (Intimidation) check** will have them reveal that they have been cut off from the depths below by a collapsed aquifer that flooded this section of the mine.

Area 14: Debris and collapsed wooden supports have sealed the **Duergar's** tunnel. The steady flow of water has flooded this section of the cavern.



THE BLACK STRONGHOLD

High amongst the peaks of a storm-shrouded mountain range, a sinister presence dominates the surrounding foothills, bringing fear and woe among the terrified steadholders. At the desperate urging of a nearby hamlet, a group of adventurers along with a group of armed, but inexperienced, steadholders decide to end the mysterious threat once and for all.

ADVENTURE BACKGROUND

Legions of savage and foul beasts have descended from the mountains. Brutal **Ogres**, **Ogrillions**, **Orcs**, and **Orogs** have been spotted assaulting and razing nearby farmlands. Unlike normal squabbles with orish clans, these raids are unified in purpose. A few have locals have escaped, and the tell tale of organized battle tactics from beasts that descended the mountainside, coming from a stronghold believed to be abandoned for years.

Unbeknownst to all, these monsters have been unified by the iron fist of a powerful **Orcish Warlord** (pg.72), who previously assumed the mountain stronghold as its own.

In response, a number of hesitant, largely unskilled, **Conscripts** (pg.18) and **Steadholders** (pg.90) have armed themselves against these foes, and have decided to assault a rumored fortress high among the peaks of a nearby mountain range. The desperate settlers plead with the more battle-hardened adventurers to come to their aid in this most dire of hour.

Recommended Party: 4-6 players of 3rd to 5th level.

BATTLE MAP NPCs

The Dungeon Master may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this adventure are the following Adaptable NPCs:

- The Conscript (Companions)
- The Steadholder (Companions)
- The Orcish Warlord (Foe)

NPCs included from other sources:

- Ogre (*MM* pg.237)
- Ogrillion (*MM* pg.238)
- Orc (*MM* pg.246)
- Orog (*MM* pg.247)

This scenario may be designed as one large combat effort should the Dungeon Master choose. The Dungeon Master may send wave after wave of combatants against the adventurers and their companions until they confront the **Orcish Warlord**. Alternatively, the adventurers may opt for a more subtle, stealth-based approach to avoid direct confrontation until necessary, or even utilize the **Conscripts** and **Steadholders** as a distraction.

The foes residing in the stronghold are accustomed to assaulting, not being assaulted. Would an **Orcish** patrol raise the alarm? What level of aid would desperate **Conscripts** and **Steadholders** provide?

BATTLE MAP LAYOUT

Area 1: Stairways leading into a gatehouse from a mountain pass into the black stronghold.

Areas 2 & 4: Passageways lined with flickering torches.

Area 3: An armory, with weapon racks lining the walls. Guarded by a trio of **Orcs** and an **Orog** armsmaster.

Area 5: A hall lined with statues of nobility that have been defaced by the inhabitants of the Black Stronghold.

Area 6: A room containing a fountain, along with a bookshelf.

Area 7: A corridor leading to **Area 8:** A destroyed room where an **Ogre** has made itself comfortable.

Area 9: A great hall patrolled by several **Ogrillions**, with a pair of doors leading to **Area 13:** A smithy, in which a number of **Orcs** are busy forging crude weapons, fletching arrows, and repairing armor.

Area 10: A passageway lined with torches leading to **Area 11:** A mess hall, in which a number of **Orcs** and **Orogs** are eating, as well as **Area 12:** a larder containing food.

Area 14: A sturdy wooden bridge leading over a gaping chasm, guarded by **Ogrillions** and **Orcs**. Large stone gargoyles hold lit braziers across the bridge.

Area 15: A corridor lit with torches and patrolled by an **Ogre**.

Area 16: A room shimmering with magical energy, and an undisturbed fountain that gives 7 (2d6) temporary hit points to those who drink from it.

Area 17: A room in containing a statue. A DC 13 **Intelligence (History or Religion) check** gives recognition of an orc deity.

Area 18: A craftsman's halls, in which two **Ogres** are hauling slabs of stone to **Area 17** at the behest of 1d4 **Orcs**.

Area 19: A room containing three partially destroyed tombs, whose covers bear the defaced carvings of nobles.

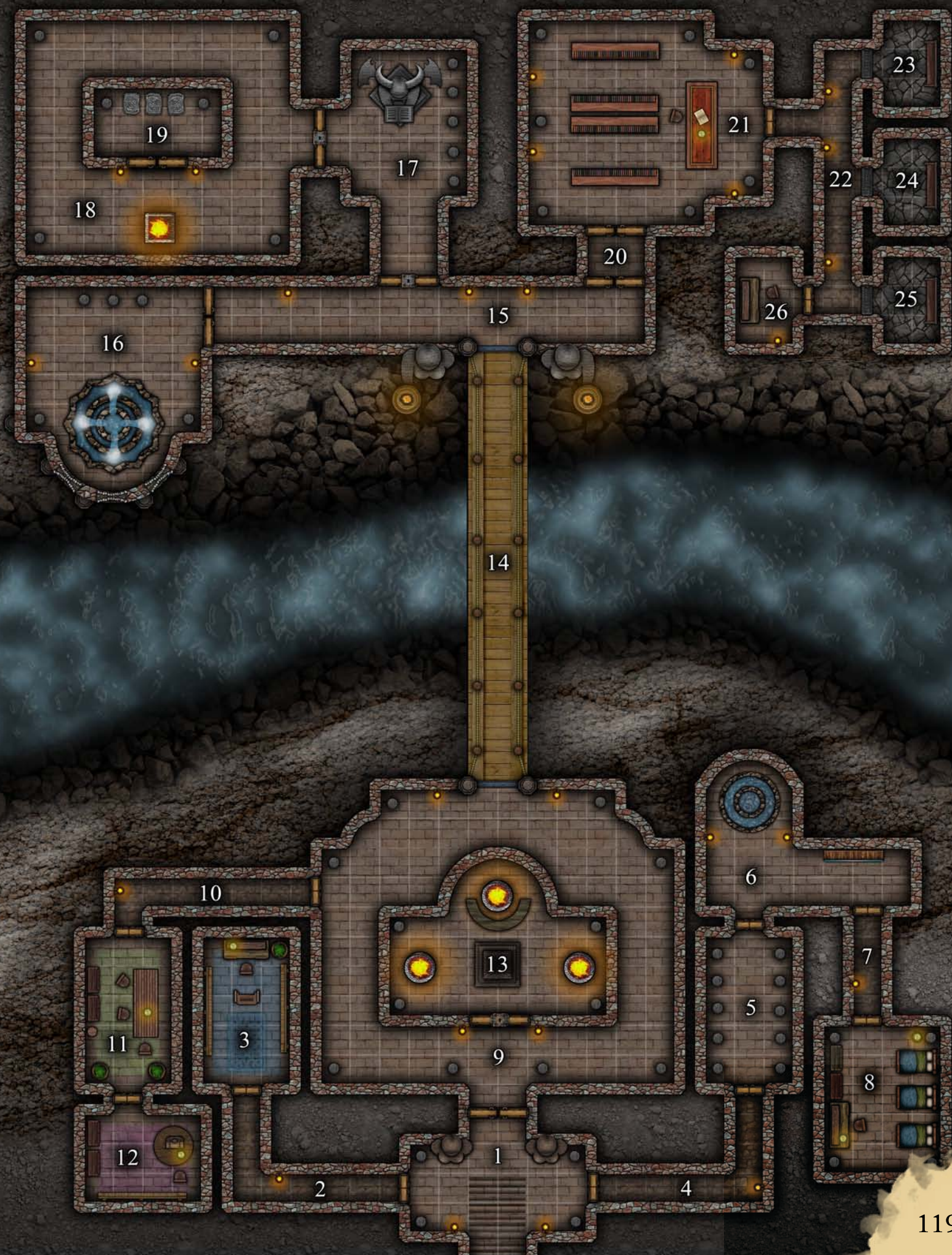
Area 20: A short double doored hallway leading to **Area 21:** A library, where bookshelves have been torn asunder and rifled through, and where a crudely constructed throne sits behind a long desk. Closer inspection may yield scrolls of arcane knowledge. Upon the throne, the **Orcish Warlord** pores over a tome, flanked by several **Orc** guards.

Area 22: A hallway leading to several chambers converted into dungeon cells.

Area 23, 24, & 25: Dungeon cells. Each may contain steadholders from the local area thought dead.

Area 26: The personal chamber of the **Orcish Warlord**, containing a treasure chest of ill-begotten treasure: 125 gp, 250 sp, 550 cp, and crude orcish artifacts worth 600 gp to the right buyer.

Additional thought: Once the stronghold has been cleared, who does it belong to?



THE CELESTIAL INVASION

Many tales of noble sacrifice and valor exist throughout the realms, telling of heroes who defend the vulnerable from certain destruction at the hands of invading demonic forces. But where are the tales of holy beings taking the fight to the legions of the damned instead? No more will celestial hosts sit by idly in the realms of mortals; rather they now intend to drive fiends back into the hellish caverns from whence they came.

To assist in assaulting the legions of the abyss, celestial beings have enlisted the aid of a band of powerful mortals. An initial strike at an underground outpost acts as a staging point to assemble. Within this outpost, cunning and powerful demons lie in wait, and will defend their outpost with the fury of hell.

ADVENTURE BACKGROUND

The adventure begins with a party of adventurers being approached in a dream by a **Benevolent Deity** (pg. 10). Urging the adventurers to hear aid in an assault on a staging post for a demonic invasion, the deity will teleport the party to the entrance to the outpost if they accept her request. The adventurers will be accompanied by an invasion force of heavenly beings: an **Empyrean Guardian** (pg. 38) and several **Seraphim Warriors** (pg.84).

The strike force will delve deeper into the outpost carved deep within the earth. They will encounter numerous powerful creatures, including several **Demon Butchers** (pg.26), **Buer Warriors** (pg.13), and culminating in the confrontation of a **Tethered Archfiend** (pg.92), commander of the demonic outpost, that is harvesting the blood of celestial beings in an attempt to break the chains that bind it.

Recommended Party: 4 - 6 players of 13th to 15th level.

The Dungeon Master may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this adventure are the following Adaptable NPCs:

- The Benevolent Deity (Quest Giver)
- The Empyrean Guardian (Companion)
- The Seraphim Warrior (Companion)
- The Buer Warrior (Foe)
- The Demon Butcher (Foe)
- The Tethered Archfiend (Foe)

NPCs included from other sources:

- Deva (*MM* pg.16)
- Nalfeshnee (*MM* pg.62)

Note: This adventure may also be played in reverse: perhaps the **Tethered Archfiend** has contacted a band of evil characters, demanding their aid in retaking an outpost overrun by celestials. The adventure can be made progressively more or less difficult by adding or removing NPCs such as **Buer Warriors**, **Seraphim Warriors**, **Deva**, or **Nalfeshnee**. Wave after wave of NPCs may be sent by the **Tethered Archfiend** or **Benevolent Deity** as the Dungeon Master sees fit.

BATTLE MAP LAYOUT

Area 1: The entrance to the demonic outpost. Almost unbearable temperatures greet the party.

Area 2: Staging grounds for the strike force. A trio of **Seraphim Warriors** and an **Empyrean Guardian** await the party.

Area 3: A short passage leading to **Area 4:** a weapon rack stocked with magical weapons depending upon the makeup of the adventuring party and according to the DM's discretion. For example, +2 weapons imbued with radiant energy could populate this room.

Area 5: A short hallway leading to **Area 6:** A deserted room.

Area 7: A short hallway leading to **Area 8:** A large room with three **Buer Warriors** await attack the party.

Area 11: A short hallway leading to **Area 12:** A room with a statue depicting a massive fiend crushing smaller mortals in its grasp. A successful **DC 14 Intelligence (Religion) check** reveals the fiend's identity.

Area 9: A short hallway leading to **Area 10:** A room in which two **Buer Warriors** are setting up fortifications to slow the strike team.

Area 13: Past a barricade, the fortifications lead to **Area 14:** A massive underground chasm, 60 feet wide and 180 deep, at the bottom of which a river of molten rock flow. The reek of sulfur greets the party. Two **Nalfeshnee** patrol the chasm by air.

Area 15: A narrow staircase leads to **Area 16:** A room in which three **Demon Butchers** are awaiting battle, along with two **Buer Warriors**.

Area 17: Behind barricaded doors, another demon statue depicting a massive fiend in **Area 18**.

Area 19: Behind a secret passage, a stone tomb contains the remains of a horned demon, clutching a *mace of terror*.

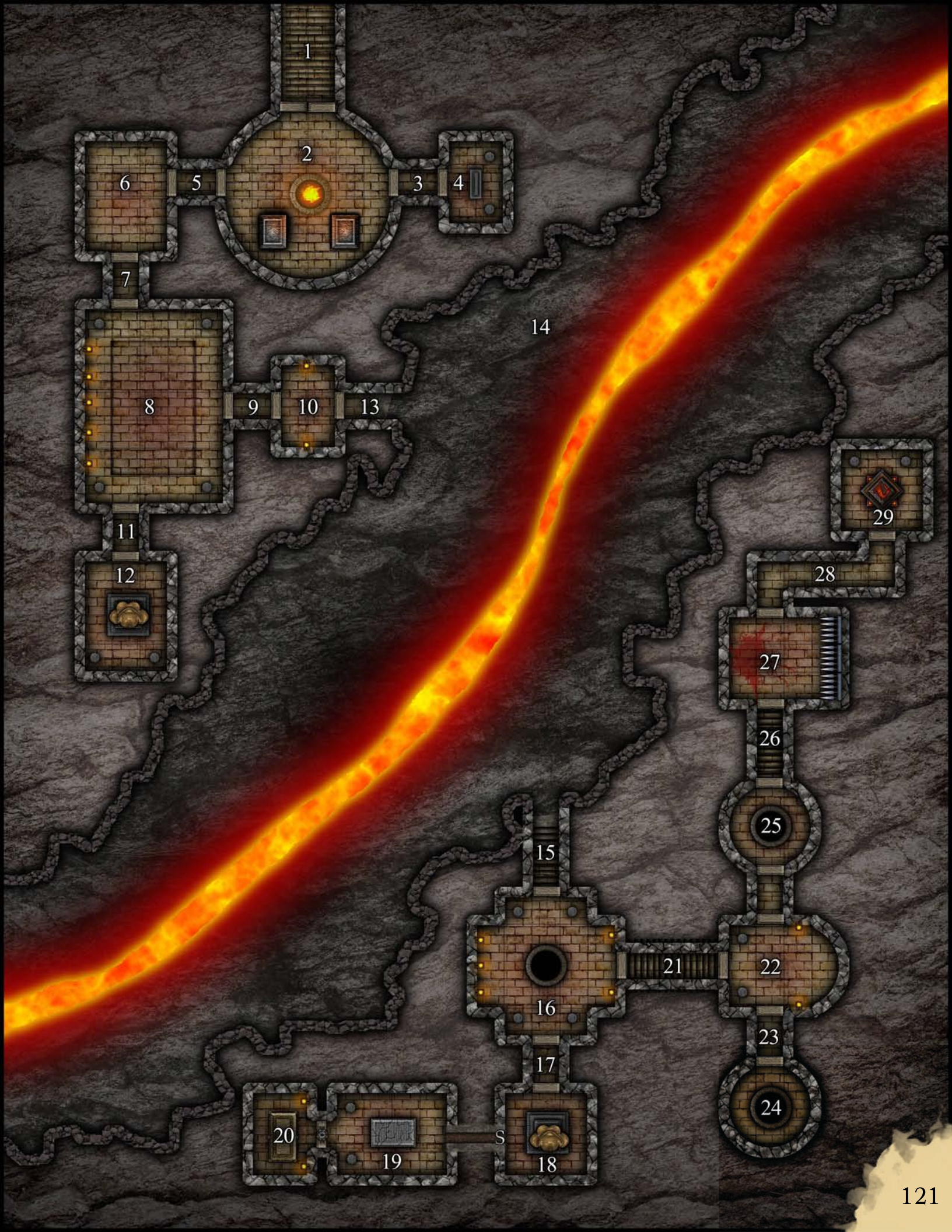
Area 20: A small room filled with demonic tomes and scriptures, as well as invasion plans for both the realms of mortals and the higher planes where celestials dwell.

Area 21: A staircase leading to **Area 22:** An empty room in which a pair of braziers crackle ominously.

Area 23: A short passage leading to **Area 24:** A small room with a seemingly bottomless pit (same in **Area 25**).

Area 26: A staircase leading up to **Area 27:** A torture room, in which a **Deva's** corpse lays bloodied on the floor. A successful **DC 19 Wisdom (Medicine) check** reveals the deva is completely devoid of blood: more than what lines the floor.

Area 28: A passageway leading to **Area 29:** The **Tethered Archfiend's** chamber. It is currently bound to the pedestal in the center of the room. The archfiend will converse with the party so long as it is amused but attack once bored.



THE DEN OF CORPSES

A mysterious visitor is frequenting a nearby village that is beset by an obscure illness. Many have succumbed to the illness as it has rapidly set through the village.

ADVENTURE BACKGROUND

During their travels along the road, an adventuring party happens upon a village overcome with grief. A grim shadow now cast over what was once a thriving community. Freshly dug graves litter the outskirts of the village, and mourners weep for those they've lost. A **Death Whisperer** (pg.25) passing through the region, much like the adventuring party, has heard of the dead being buried, but some time in the dead of night the corpse disappears. The terrified villagers speak of the creak of wheels and the stench of death but have been too fearful to open their doors lest they welcome death themselves.

The adventurers happen upon the final breaths of one who bravely stood watch the night before, they bear witness to his death, as the cloaked traveller pushes past them towards the freshly dead. Speaking in an unfamiliar tongue, the party watches as a visage of the corpse is animated. After a few moments the visage disappears, and the traveller turns back towards the party: "Come. I know where we might find the answers the demanded by the dead.."

Upon the death whisperer speaking with the dead watchman as to what he saw, a wagon drawn by a black horse led by a **Corpse Collector** (pg.19). Tracking the wagon's wheels to the South for a day's trek, the adventurers come upon the Den of Corpses. But is the **Corpse Collector** truly to blame, or is it the work a more sinister presence: a **Plague Bearer** (pg.74).

Recommended Party: 4 - 6 players of 4th to 6th level.

BATTLE MAP NPCs

The Dungeon Master may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this adventure are the following Adaptable NPCs:

- The Death Whisperer (Quest Giver and Companion)
- The Corpse Collector (Hindrance)
- Plague Bearer (Foe)

NPCs included from other sources:

- Carrion Crawler (*MM* pg.37)
- Ghast (*MM* pg.148)
- Ghoul (*MM* pg.148)
- Skeleton (*MM* pg.272)
- Zombie (*MM* pg.316)

This adventure allows the Dungeon Master to role play as any of the Adaptable NPCs. Is the **Corpse Collector** acting as an agent for the **Plague Bearer** or of its own accord? What kind of intents do each of the NPCs have toward the party?

BATTLE MAP LAYOUT

Areas 1, 2A 2B, 3, 4: Entrance to the Den of Corpses. A wide cavernous area with a sandy floor and rough walls. Blood splatters the floor seemingly at random. Four **Ghouls** watch the area and attack the adventurers at an opportune time.

Areas 5, 6, 7: The stench of death surrounds the party. Passageways through the cavern system.

Areas 8, 9, 10: A **Carrion Crawler** lurks in this area.

Areas 11 and 12: Heavy stone doors leading into a tomb. A successful **DC 14 Dexterity (Thieves' Tools) check** can unlock the doors or **DC 18 Strength (Athletics) check** can slide the doors open.

Areas 13A and 13B: A crackling fire greets the adventurers. Roasting meat is being slowly turned on a spit, as the **Corpse Collector** tends to his foul steed, the horse chewing on a human limb. If the adventurers antagonize the collector or appear hostile, it will attack. The collector possesses a **shortsword +1**, **four silver-tipped arrows**, and 30 sp.

Area 14: Past heavy stone doors, a crypt lies behind. Six stone tombs are watched over by a grim-faced statue. Tombs contain an assortment of copper and silver, totalling 40 sp. Blood and gore spattered throughout the room, and it is patrolled by four **Zombies**.

Area 15: A large black stone sepulcher, upon which the name of the deceased is inscribed. Opening reveals only dust.

Area 16: Identical to **Area 14**, but with a pair of **Ghasts**.

Areas 17, 20, 21, 23, 25, and 27: Rough-hewn passageways within the carved burial vaults.

Areas 18 and 22: Each area has stone sepulcher with a villager's corpse atop. A **DC 15 Wisdom (Medicine) check** reveals diseased bowels splayed open as though experimented upon.

Area 19: A series of tombs that have been cracked open. Watched over by a baleful statue with its arms raised and spread as though in prayer. Twelve **Skeletons** will rise and attack the party once they have entered the room. Booming laughter emanates from the stature as the skeletons animate.

Area 24: A room in which a pale golden fungus stands upon a pillar in the center, emitting noxious purple fumes that cause the adventurers to gag. Those who enter the room must succeed on a **DC 16 Constitution saving throw** or be poisoned for 1 minute. The fungus may be destroyed by a fire.

Area 26: A room with occupied tombs and a **Plague Bearer** experimenting with noxious fungi and the disemboweled corpse of a villager upon a table. The corpses animate as seven **Zombies** if the plague bearer is attacked.

Area 28: An ornately decorated room, with a golden statue of a praying priestess watching over a tomb. If the players smash the statue, they find treasure. Roll on the **Treasure Hoard: Challenge 5 - 10 table** (*DMG* pg.137).



THE FLOODED TEMPLE

A dashing and daring adventurer encountered in a tavern has told of a flooded temple nestled in a nearby coastline. Regaling the players with a tale of wondrous treasures and escape from a number of mysterious pirate-like figures, he entices a party to accompany him on a daring raid.

ADVENTURE BACKGROUND

A **Rowdy Seafarer** (pg.79) has convinced a group of adventurers to accompany him on a daring raid to plunder a partially submerged temple that is located in a concealed cove approximately two days hard march to the south. The rowdy seafarer has told tales of mysterious pirates bearing rusted blades and hideously disfigured features known as **Reavers** (pg.76). These figures killed several of his fellow raiders; only he escaped. The reavers delight in torturing their opponents prior to dispatching them, and appear fearless and impervious to pain.

As the adventurers progress through the flooded temple, it becomes clear that the reavers are guided by a much more sinister presence: a **Priestess of the Deep** (pg.75). This adventure is set up as an exploration of the abandoned temple, in which ambushes by reavers occur. The party may also encounter **Merfolk** (who might be persuaded to aid the party, depending on their interaction).

Recommended Party: 4 - 6 players of 5th to 7th level.

BATTLE MAP NPCs

The Dungeon Master may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this adventure are the following Adaptable NPCs:

- The Rowdy Seafarer (Quest Giver, Companion)
- The Priestess of the Deep (Foe)
- The Reaver (Foes)

NPCs included from other sources:

- Hunter Shark (*MM* pg.330)
- Merfolk (*MM* pg.218)
- Water Weird (*MM* pg.299)

This scenario includes random encounters with packs of **Reavers**, reanimated by a mysterious **Priestess of the Deep**. The Dungeon Master can decide how many to include depending upon the status of the party or the difficulty with encounters. A recommendation would be to have potentially several patrols of four **Reavers** each, that fight to the death. The **Merfolk** in this adventure have been under siege by the **Reavers** and the **Priestess of the Deep**, and will warily engage with the adventurers, perhaps even providing aid if it is to their benefit.

Quick thoughts: The **Reavers** are bloodthirsty undead pirates who take glee in tormenting their quarry. Could they set cunning traps, luring the adventurers into a trap with a **Hunter Shark**? Or might they isolate and kidnap one of the players? Are the merfolk benign or aggressive upon first encounter?

BATTLE MAP LAYOUT

Areas 1 & 2: Entry to the temple, down a hidden stairway carved into a cliff. A statue of a sea goddess eerily welcomes the adventurers. (*Optional*) The statue is magical, and casts *underwater breathing* upon the adventurers.

Area 3: Another statue, of a male sea god bearing a barbed spear.

Area 4: A seastone sarcophagus, containing a waterlogged corpse wearing a golden crown (50 gp).

Area 5: A passage leading to **Area 6:** a room with six **Reaver**.

Area 7: A passage leading to **Area 8:** a partially underwater galley (2.5" deep water), with several decomposing corpses.

Areas 16 & 17: Partially flooded passageways.

The following areas have 10-foot ceilings and are completely underwater:

Area 9: A long passage sloping downward underwater, leading to **Area 10:** a treasure room containing chests bearing the bounty obtained by reavers from their raids. Roll on the **Treasure Hoard: Challenge 0 - 4 table** (*DMG* pg.137).

Areas 11 & 12: Passages leading to deeper into the temple.

Area 13: A room in which a number of **Merfolk** have barricaded a door leading to **Area 14:** a passage and **Area 15:** a partially submerged room in which another **Reaver** patrol lurks.

Area 18: A room with rotting remains.

Area 19: A passage to **Area 20:** a submerged room in which a pair of **Water Weirds** lurk.

Area 21: A passageway leading to **Area 22:** A room with an eloquently carved tomb that contains a figure bearing an untarnished *longsword +1*.

Area 23: A passage leading to **Area 24:** A room with two **Hunter Sharks** feeding on the remains of the **Rowdy Seafarer's** companions.

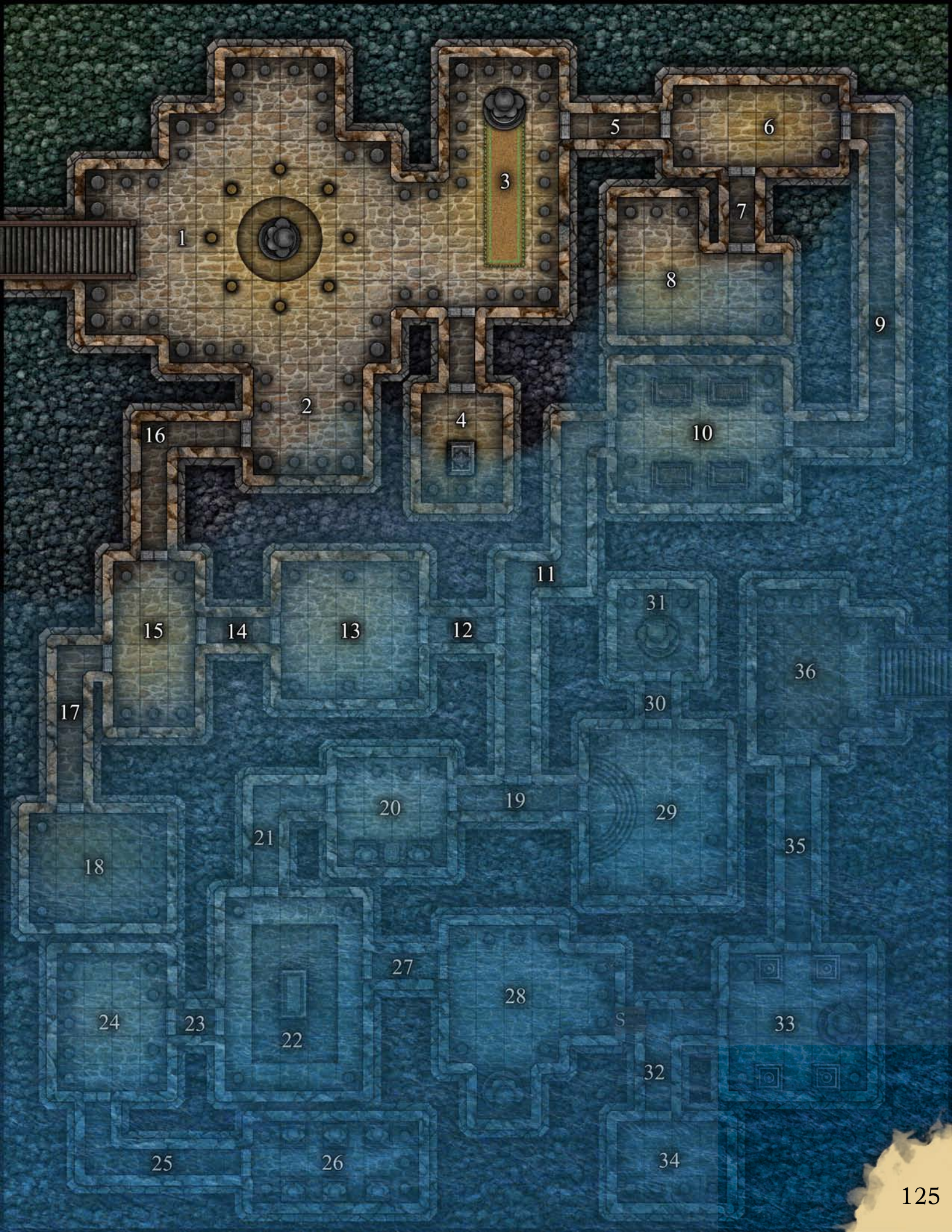
Area 25: A passage leading to **Area 26:** A room containing several chests of precious items along with the **Priestess of the Deep** and her latest tortured victims; four **Reavers** being animated if she is attacked. Roll on the **Treasure Hoard: Challenge 5 - 10 table** (*DMG* pg.137) to determine the treasure.

Area 27: A passageway leading to **Area 28:** A room for meditation, sealed by a collapsed passage (to **Area 32**).

Area 29: A congregation room, through **Area 20** which leads to **Area 31:** another statue of the goddess found in **Area 1**.

Area 32: A passage to **Area 34 & 35**, which contain crates bearing rusted weapons.

Area 35: A passage leading to **Area 36:** a room which has steps leading out into the ocean.



THE HELLION'S SANCTUM

A boisterous fellow has approached a party of adventurers with bold rumors about a summoner taking up residence in a nearby deserted monastery. Foul fiends have since been sighted in the area.

ADVENTURE BACKGROUND

The adventure begins when a party of adventurers, lounging in a local tavern, hear the boisterous voice of a **Bungling Burglar** (pg.14). The annoying burglar takes an instant liking to the party and tells of his exploits. As the ale flows and the night deepens, he tells of rumors he has heard that a mysterious summoner has taken up residence in a nearby abandoned and dilapidated monastery. The burglar, interested in whatever bounty may be found within, but is too important (*read: cowardly*) to enter alone and so enlists the party's aid.

Hidden beneath a tattered carpet within the dilapidated monastery, the adventurers find a staircase leading to the sanctum of a **Hellion** (pg.54), who is studying demonic magics, as well as his servants. However, the hellion is under the sadistic influence of his patron. He has summoned, and is attempting to control, a **Chained Demon** (pg.17) who will not hesitate to destroy the sanctum and all those within if released.

Optional: Drawn to the tavern conversation, a figure mentions they have seen demonic forces in their visions, and has vowed to seek out the truth. This **Knight of Valor** (pg.60) has sworn to seek out and destroy those who practice forbidden arts.

Recommended Party: 4 - 6 players of 4th to 6th level.

The Dungeon Master may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this adventure are the following Adaptable NPCs:

- The Bungling Burglar (Quest Giver and Companion)
- The Knight of Valor (Companion)
- The Hellion (Hindrancer)
- The Chained Demon (Foe)

NPCs included from other sources:

- Acolyte (*MM* pg.342)
- Ettercap (*MM* pg.131)
- Imp (*MM* pg.76)
- Gray Ooze (*MM* pg.243)
- Quasit (*MM* pg.63)
- Shadow Demon (*MM* pg.64)

Depending on how difficult the Dungeon Master wishes to make this scenario, additional acolytes of the **Hellion** may be added throughout the dungeon.

BATTLE MAP LAYOUT

Area 1: A rickety staircase leads into a well-lit room. Mysterious devices are scattered throughout, a lit fireplace in the North near the staircase. A pair of **Imp** familiars, invisible, immediately begins to observe and follow the party.

Area 2: Wooden floorboards are clean and neatly swept, candle-lit scones spaced along the walls within the hallway.

Area 3: A library, packed full of religious and arcane tomes. A **DC 15 Intelligence (Investigation) check** will find a wizard's spell book with 11 (2d10) spells inked in blood.

Area 4: A small study, in which alchemist supplies, herbs, and preserved body parts of creatures are found upon a desk. A **Shadow Demon** lurks within.

Areas 5 & 6: A communal bedroom. Four chests of personal effects line the walls, eagerly set upon by the **Bungling Burglar**. A **DC 16 Dexterity (Thieves' Tools) check** opens each chest. Roll on the **Individual Treasure: Challenge 0 - 4 table** (*DMG* pg.136).

Area 7: Food remains on the plates. Four **Acolytes** attack the party.

Area 8: The communal bath house. A large communal tub sits on the East side of the room, freshly laundered towels on the racks. A **Quasit** familiar, startled, attacks the adventurers.

Area 9: Another hallway, leading to **Area 10:** Within a converted study, the **Hellion** struggles to control a **Chained Demon** bound by spectral chains. Both may attack the party, or the DM may role play the **Hellion** if under the influence of his patron. The **Imps** will aid the **Hellion** if they've remained undetected.

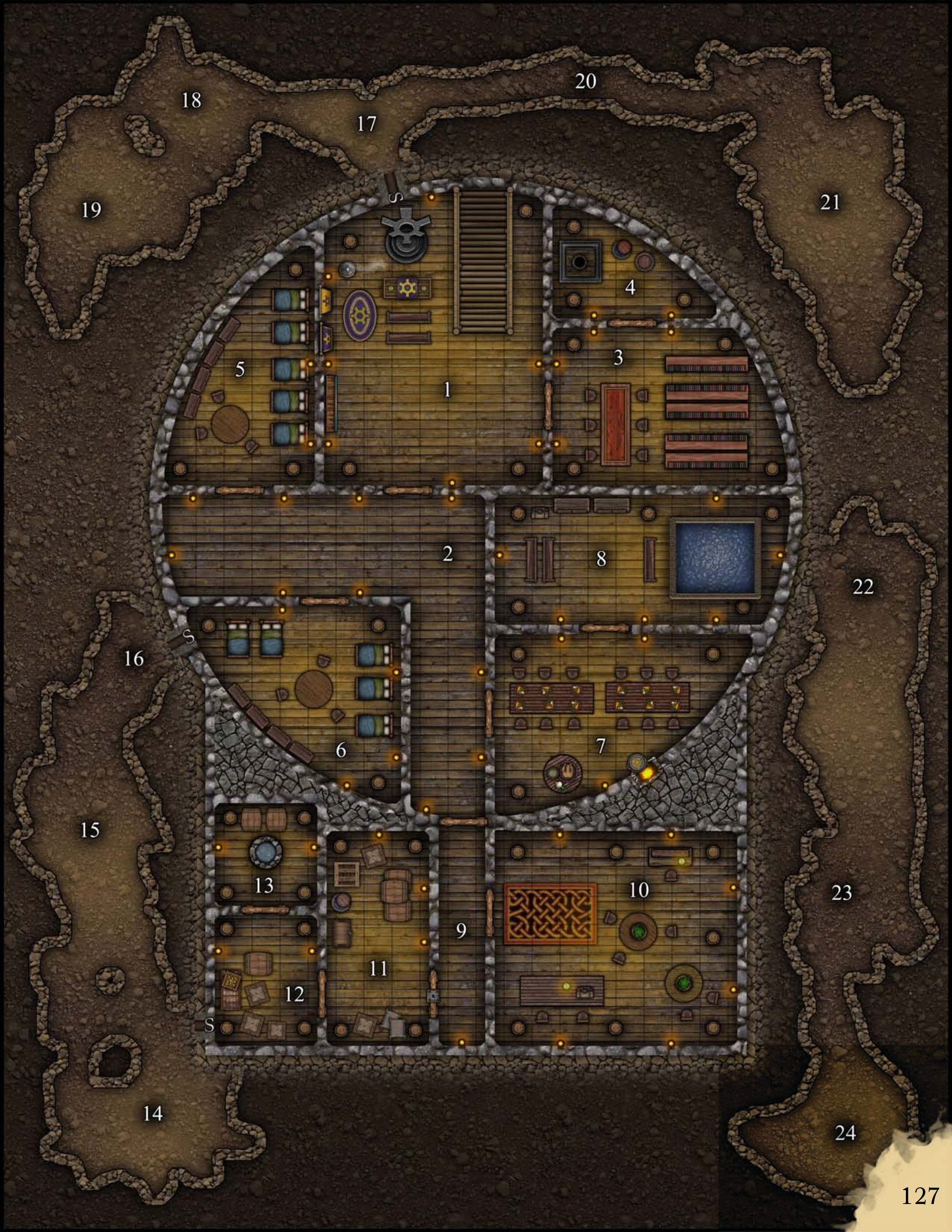
Areas 11, 12, and 13: A larder with flour, dried goods, and preserved meats are neatly organized. A small well is found in **Area 13**, providing fresh water, a pair of wine casks are stored here as well. A **Gray Ooze** seeps into **Area 12**, taking the adventuring party unawares.

Area 14: Hidden behind sacks of legumes and beans, a hidden door leads to **Areas 14, 15, and 16**, which in turn link to a hidden door into **Area 6**.

Areas 17, 18, and 19: Behind the fireplace, a hidden passage leads to a low earthen tunnel system. A pair of **Ettercaps** patrol a spiderweb infested tunnel.

Area 20: A spider-infested low passage leads to **Area 21:** the **Ettercap's** lair. The remains of several humanoids as well as several small horned and tailed remains are covered in cobwebs and gnawed upon. Several gems worth 150 gp are found, as well as a *longsword +1*.

Areas 22, 23, and 24: Behind the communal bath (**Area 8**), a crudely excavated and abandoned tunnel system. Nothing of value, but the corroded remains of mining and excavating tools suggest this was an abandoned expansion to the sanctum.



THE HOLLOW OF THE DEFILER

A mysterious figure senses a corrupting force in a nearby swamp; the fouling of balance between life and death. The ranks of the undead grow with every fallen victim: the undead horde must be stopped before nearby settlements are completely overwhelmed. There is no time to waste!

ADVENTURE BACKGROUND

Along their travels, a group of adventurers encounter a shadowy and mysterious character who tells of an unending horde of undead creatures assaulting nearby townships. The party, entering a cavern hidden within a nearby swampy marshland accompanied by a **Bringer of Mercy** (pg.12), who resents that the dead are being desecrated.

Tracking a path littered with shambling footprints, the adventurers come across the entrance. Within the cavern the party will encounter the reanimated remains of nearby settlers and soldiers: **Cursed Footmen** (pg.22) and **Rotten Soldiers** (pg.78).

As the adventurers venture deeper, they can also encounter **Umber Hulks** who have tunneled within the cavern. **Wraiths** lurk in the darkness, watching over a **Hollowed Soul** (pg.57).

Within the Hollow of the Defiler, numerous undead creatures lie in wait for more victims while their master prays at the altar of a sinister deity. The adventuring party must overcome the presence within responsible for raising the dead before they are overwhelmed.

Recommended Party: 4 - 6 players of 4th to 6th level.

The Dungeon Master may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this adventure are the following Adaptable NPCs:

- The Bringer of Mercy (Quest Giver and Companion)
- The Cursed Footman (Hindrance)
- The Hollowed Soul (Hindrance)
- The Rotten Soldier (Hindrance)

NPCs included from other sources:

- Minotaur Skeleton (*MM* pg.273)
- Sea Hag (*MM* pg.179)
- Skeleton (*MM* pg.272)
- Umber Hulk (*MM* pg.292)
- Wraith (*MM* pg.302)

This adventure is designed to be progressively more difficult as relentless waves of animated undead creatures attack the adventuring party. Destroying either the **Hollowed Soul** or the altar before which he prays will stop the flow of undead creatures. The **Bringer of Mercy** will focus on the **Hollowed Soul** in an engagement, and will destroy the altar of representing a deity of death.

Additionally, a **Sea Hag** inhabits a nearby alcove. It knows of the hollowed soul's activity, but seems unconcerned as the undead legion provides protection for the grotto.

BATTLE MAP LAYOUT

Area 1: The entrance to the swampy cavern. Shuffling humanoid footprints are found among drag marks, as though corpses were being dragged through the cavern.

Areas 2, 3, and 4: Branches through the cavern. Scattered broken blades are found discarded within, and the smell of blood begins to grow within the nostrils of the adventurers.

Area 5: Four **Cursed Footmen** guard a narrow choke point in the cavern.

Area 6: The cavern opens into a flooded grotto. Stalactites drip water from above, interrupting an unnatural stillness within the cavern.

Area 7: Waist-deep brackish water lies in a large stagnant pool. Six **Rotten Soldiers** rise from the brackish water to attack the party.

Areas 8 & 9: A rocky island, slightly raised above the waters of the underground lake. Three stone doors are carved with depictions of a hooded figure ruling over undead. The **Area 8** door is unlocked, but the other two doors require a **DC 17 Dexterity (Thieves' Tools) check** to unlock.

Area 10: A rocky outcropping of the island that contains a huge pile of bones. If the adventurers disturb the bones, two **Minotaur Skeletons** animate and attack the party.

Area 11: Knee-deep water leads to **Area 12:** a hidden grotto, in which numerous bloated corpses are stashed. Rusted shortswords are found upon the corpses, as well as 25 gp should the corpses be searched.

Area 12: A small alcove where a **Sea Hag** resides. The hag will attack the party if they investigate this area.

Area 13: A small rocky island. A pair of **Wraiths** will watch the adventures from this location and attack them if they attempt to open the main door (**Area 8**).

Area 14: A hidden grotto, safe for a rest if required.

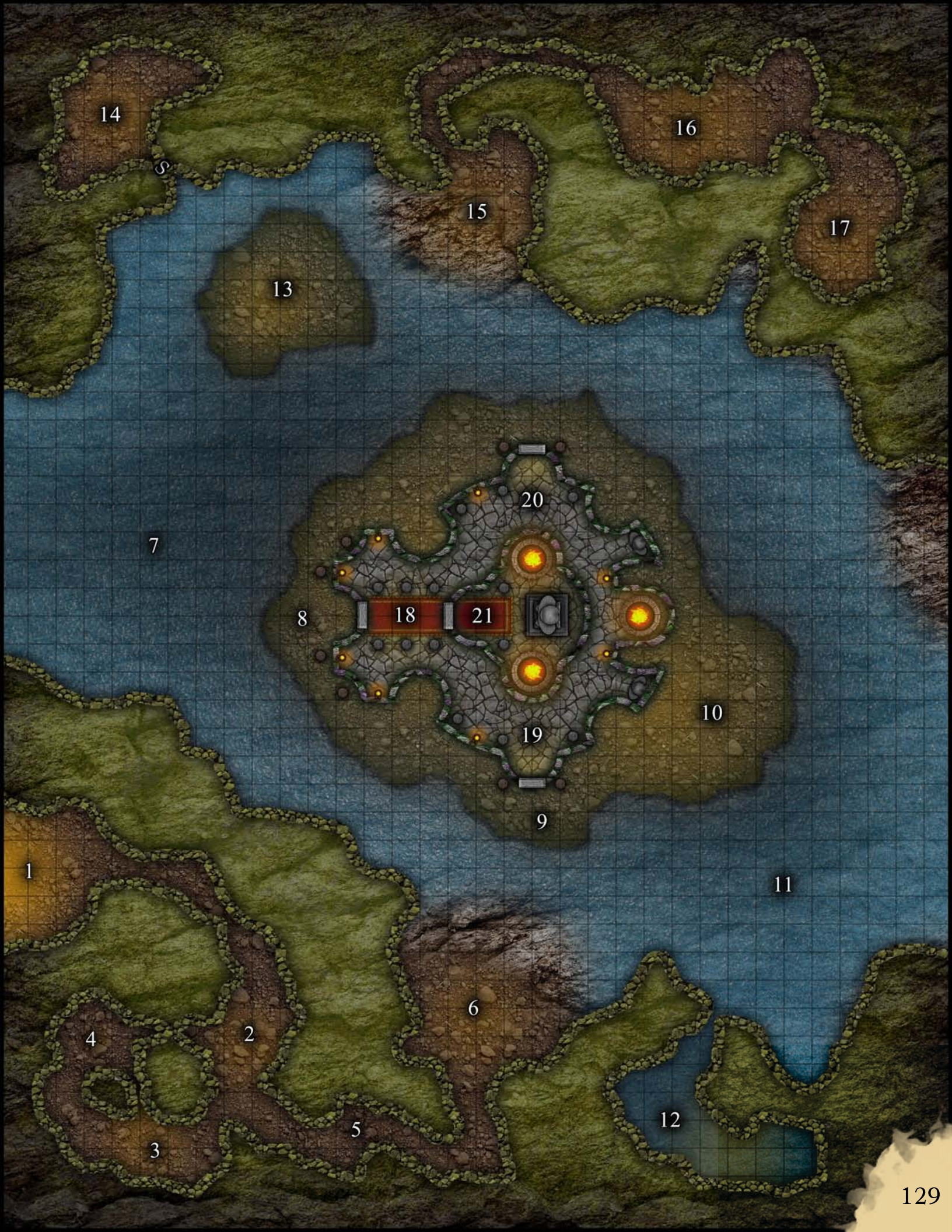
Area 15: An entrance to another cavern system. The walls of the cavern are scored with deep claw marks, and lead to

Areas 16 and 17: A tunnel system dug by a pair of **Umber Hulks** that attack the adventurers.

Area 18: Rich red carpets greet visitors, separated by stone doors opening inward, are laid out. Stone pillars upon which sacrificial figures are carved greet the adventurers. A second set of doors lead to **Area 21**. Flickering torches are lit within the stone walls, and the adventurers are attacked by four **Rotten Soldiers** and four **Cursed Footmen**.

Areas 19 & 20: North and South entrances into **Area 18**. Murals on the walls depict ritual sacrifices of innocents. A lit brazier, fed by large logs harvested from nearby forests, illuminates the outer halls of the sanctum.

Area 21: Numerous corpses lie stacked before an altar depicting a hooded and cloaked figure. Praying to it, a **Hollowed Soul**, who will attack the party with eight **Skeletons** that animate from the bone pile.



THE MAD BULLYWUG WARREN

While exploring a nearby region, many of the denizens of a small town have become gravely ill. An eccentric herbalist has been able to diagnose the affliction but finding someone capable of obtaining a cure has not been easy.

ADVENTURE BACKGROUND

During their adventures, the party comes across a **Herbalist** (pg.55), who diagnoses the affliction, but has been unable to enlist anyone to retrieve the cure. The party must travel to a nearby warren, one that contains a unique fungus from which a poultice can be made to treat the disease. While exploring the warren, the adventurers encounter a still burning campfire, which leads to a potential rescue of a **Vagabond** (pg.98).

Under the tutelage of the herbalist, the party reaches a specific fungus that may be harvested as the other growths are not yet mature. As the adventurers progress through the warren, they must drive off a swarm of **Stirges**, an encounter with a **Grey Slime**, and will encounter a colony of ill-tempered **Bullywugs** as they attempt to retrieve the cure.

Recommended Party: 4 - 6 players of 1st to 3rd level.

BATTLE MAP NPCs

The Dungeon Master may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this adventure are the following Adaptable NPCs:

- The Herbalist (Quest Giver and Companion)
- The Vagabond (Hindrance or Helper)

NPCs included from other sources:

- Bullywug (*MM* pg.35)
- Giant Frog (*MM* pg.325)
- Grey Ooze (*MM* pg.243)
- Stirge (*MM* pg.284)

This scenario contains several potential encounters with members of the **Bullywug** warren. Their crudely constructed homes are found throughout the swampy cavern. The Dungeon Master can also decide to incorporate random encounters with **Stirges**, potentially a large number or swarm depending on the challenge required for the party. A still-burning campfire with signs of a struggle may lead the players deeper into the warren, allowing for the rescue of a **Vagabond** who took shelter in the warren and set up camp; his companions recently slain by the bullywugs that did not take kindly to trespassers entering their warren.

Quick thoughts: The bullywugs are ill-tempered and prefer to capture intruders. They can be bribed and are susceptible to flattery, allowing some flexibility in roleplaying during this introductory adventure. The Dungeon Master may choose a more powerful **Bullywug** king as a final encounter.

BATTLE MAP LAYOUT

Area 1: Entrance to the bullywug warren, leading to **Area 2:** a cavern illuminated by a faintly glowing fungus growing on the walls of the warren. A **DC 14 Intelligence (Investigation) check** reveals humanoid footprints leading into the warren.

Area 3: A still-burning campfire, with several bedrolls of the **Vagabond** and his companions and a pair of rabbits roasting over the flame. There are signs of a recent struggle.

Area 4: A nook containing a few piles of personal belongings, a few inferior shortbows, daggers, cooking utensils etc.

Areas 5 & 6: Caverns leading into waist-deep fetid water. A character that starts its turn in the water must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours or until the poison is neutralized.

Areas 7, 8, 9 & 10: A series of crudely constructed **Bullywug** structures, guarded by two **Bullywugs**. They will attack the adventurers, aiming to take prisoners.

Area 11: A cavern leading to **Area 12:** several **Bullywug** structures. The walls in this area are lined with a mature fungus that the **Herbalist** requires to craft a cure to the affliction. Four **Bullywugs** are in this area, which the adventurers can bribe to obtain the fungus with a **DC 16 Charisma (Persuasion) check** or **DC 14 Charisma (Intimidation) check**. One of the bullywug is riding a **Giant Frog**, and serves as the bullywug king of the warren.

Area 13 & 14: Fetid, musty water from which six **Stirges** arise and attack the party. A character that starts its turn in the water must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours or until the poison is neutralized.

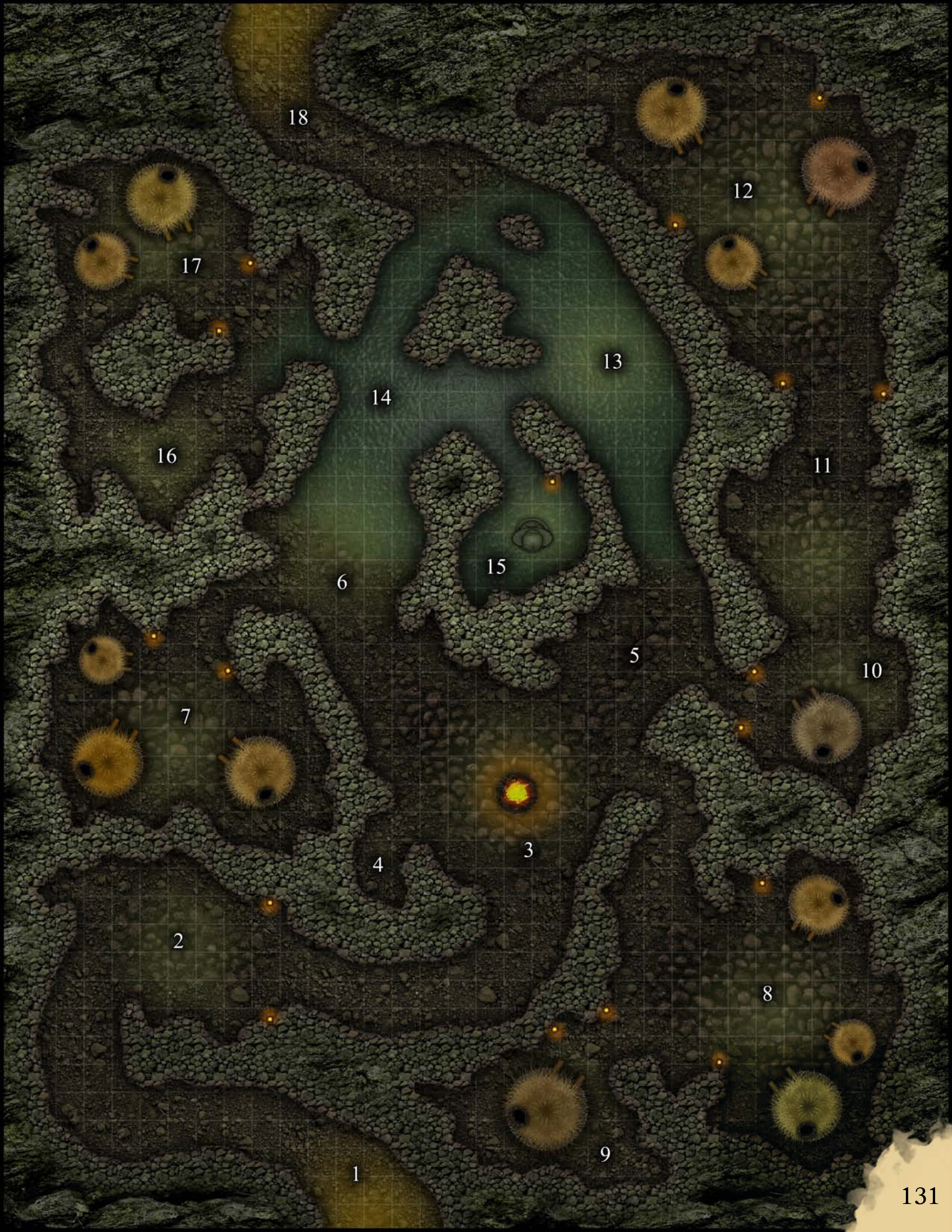
Area 15: A partially submerged statue, covered by a **Grey Ooze**.

Area 16: A tunnel in which a **Vagabond** is attempting to defend itself against a **Bullywug**, deeming that they are responsible for the killing of his companions.

Area 17: Several remaining bullywug structures, guarded by three **Bullywugs**. Two of the **Vagabond's** companions are held captive in the larger structure and may be freed.

Area 18: An exit out of or entrance into of the bullywug warren.

Optional Encounters: If the adventurers enter into combat with any of the bullywugs, the sound of combat may alert additional bullywug's. On the third round of a combat encounter, roll a 20-sided die. On a roll of 1, an additional 2 **Bullywugs** arrive and join their brethren.



THE MONASTERY OF ICE

Losing their way in a ferocious mountain blizzard, a band of adventurers happens upon a monastery of ice, courtesy of a stranger who seems almost impervious to the cold. The hardened granite walls are coated with a thick layer of ice. Foot-long icicles dangle precariously from the battlements, and yet it is the only shelter for miles

ADVENTURE BACKGROUND

Mountain paths are treacherous places for the unwary traveller. When a company of adventurers seeks passage through a dangerous pass, it is best to have a knowledgeable guide, one who is familiar with survival and can read ever-changing and fickle weather patterns. However, even the most hardened and experienced of guides may be caught unaware by a fast-moving storm.

The adventure begins with a party setting forth through a nearby mountain pass. Preparations have been made, but the pass before them is treacherous, and the mayor recommends the party be accompanied by an **Expedition Leader** (pg.44). A hard two days hike into their journey, a savage blizzard, the likes of which none have seen, overwhelms the party and causes even the hardy expedition leader seek shelter, though he knows not where to find it.

Seemingly undisturbed by the cold, the party is found by a **Frozen Disciple** (pg.48) walking in the blizzard. Giving the guidance of welcome news to frozen ears, it tells of a monastery seen in past travels, but knows not what lies within.

Unfortunately, the monastery is home to a **Frigid Abysswalker** (pg.47). These uninviting rule as lords over the mountains and are responsible for the countless travellers not reaching their destination. With few other options, do the adventurers dare to enter the monastery of ice?

Recommended Party: 4 - 6 players of 6th to 8th level

The Dungeon Master may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this adventure are the following Adaptable NPCs:

- The Expedition Leader (Companion)
- The Frozen Disciple (Companion)
- The Frigid Abysswalker (Foe)

NPCs included from other sources:

- Mimic (*MM* pg.220)
- Vrock (*MM* pg.64)
- Young Remorhaz (*MM* pg.258)
- Wight (*MM* pg.300)

The Monastery of Ice is a treacherous place, where treasures and danger abound. At the Dungeon Masters' discretion, the party may suffer from exhaustion due to the blizzard, adding an element of difficulty if desired. Additional fiends or devils, summoned by the **Frigid Abysswalker** may be added into the adventure, as required.

BATTLE MAP LAYOUT

Area 1: The ice-covered surfaces of the causeway lead into the monastery. The entire monastery is considered difficult terrain.

Areas 2 & 3: Guardhouses to the East and West of the causeway have deep drifts of snow blown in through arrow slits. Preserved weapon racks contain spears covered in ice.

Area 4: A stairway into the monastery is flanked by granite pillars. A pair of **Young Remorhaz** stalk the entryway and attack.

Areas 5-10: Through icy doors, a series of silver-gilded reliquaries sit upon stone daisies, containing various holy relics. These include a finger bone that when held casts the *light* spell, a *glowing mace + 1*, a *holy symbol*, a *cloak of protection +1*, and a *staff of healing*. The sixth reliquary, in **Area 7**, is a **Mimic** that attacks the party.

Area 11: The room contains a statue of a hooded and praying figure. An eerie silence permeates the room, not even the raging blizzard outside can be heard. A safe resting place.

Area 12: A hooded and praying statue, covered in ice.

Area 13: A room containing a chest. A **Vrock** guards the chest and attacks the party. The chest contains 200 gp.

Area 14: A room containing a chest that has been shattered, its contents removed.

Area 15: A room with a locked chest, only able to be opened by magical means. It contains a *potion of heroism*.

Area 16: A room with a trapped chest. Opening the chest causes a blast of ice to blow forth, covering the ground in the room in slick ice as per the *sleet storm* spell. The chest is empty.

Area 17: A room containing a chest with a wizard spellbook, which contains 11 (2d10) spells.

Area 18: A room containing an empty chest.

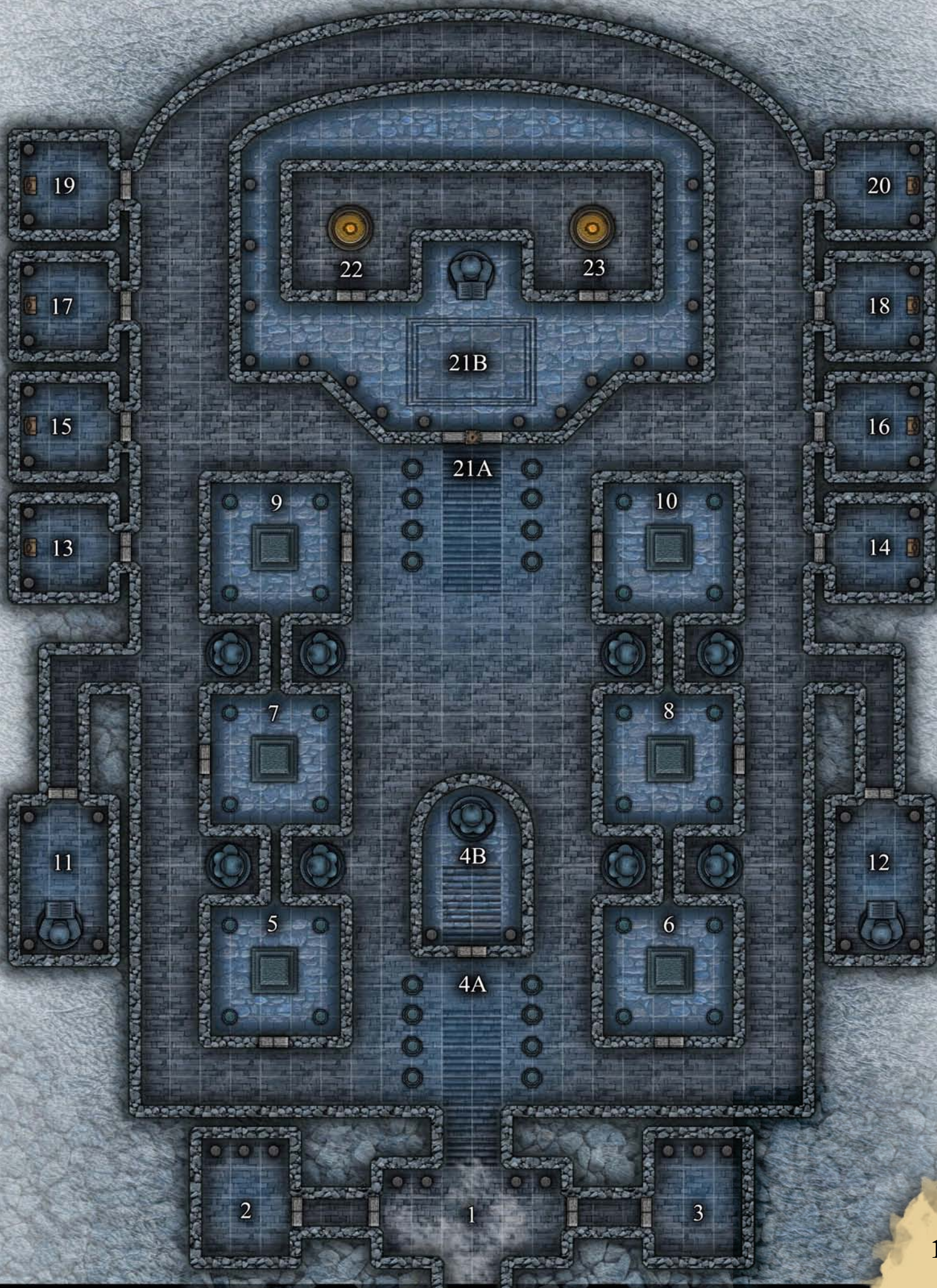
Area 19: A room in which a pair of **Wights** guard a locked chest, containing two *greater healing potions*.

Area 20: A room containing a chest filled with personal effects of a holy pilgrim: a travelling robe, blankets, comb and holy symbol.

Area 21A: A pair of **Wights** stand among pillars leading up to elaborately carved double doors, guarding the entrance to the presbytery. The pillars are carved with depictions of holy men in prayer, while benevolent gods smile upon them.

Area 21B: The **Frigid Abysswalker** stands in prayer before a large statue and attacks the party, guarded by a **Vrock**. Additionally, two **Wights** may join the encounter for an extra layer of difficulty.

Areas 22 & 23: A pair of lit braziers welcome the adventurers. Requiring no fuel, the braziers are a welcome and warm relief for the weary travellers.



THE QUEEN'S COURT

After a series of noble deeds and accomplishments, and at the invitation of the royal family, a band of adventurers have been invited to the summer residence of the Queen. With a heroes' welcome and much fanfare, the adventurers are treated to what would appear to be a much-needed rest with all the comforts the royal family can bestow.

ADVENTURE BACKGROUND

The adventure begins with a heroes' welcome by a royal family. Glittering banners and the clarion call of silver trumpets greet the adventurers as a reward for their service to the realm. But not all is what it seems. The Queen is actually a **Depraved Queen** (pg.28) by night, prowling her residence. Her advisor, a **Demonic Envoy** (pg.27) in disguise, has been subtly manipulating her, plotting to take control of the kingdom.

However, other nefarious plots are afoot! Nobles plots against one another, as a would-be assassins lay in wait: it seems some of the attendees have their own agendas. A **Master Illusionist** (pg.67) has been hired to entertain the Queen's guests. A **Wrathful Monk** (pg.112) has been employed by a rival kingdom and awaits an opportunity to strike down the Queen. A **Lady of the Court** (pg.61) attempts to manipulate the situation to her advantage, all while a **Dignitary** (pg.32) warily watches over its Queen and her court.

In their first night in the residence, an unsuccessful attempt is made upon the life of the Queen's dignitary, with the attacker selected by the Dungeon Master, turning this adventure into a mystery for the adventurers to unravel. Can they determine who made the assassination attempt on the Queen's protector, and what dark secrets will be uncovered?

Recommended Party: 4 - 6 players of 7th to 9th level.

The Dungeon Master may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this adventure are the following Adaptable NPCs:

- The Depraved Queen (Quest Giver)
- The Dignitary (Helper or Hindrance)
- The Lady of the Court (Helper or Hindrance)
- The Master Illusionist (Helper or Hindrance)
- The Wrathful Monk (Hindrance)
- The Demonic Envoy (Hindrance and Foe)

NPCs included from other sources:

- Banshee (MM pg.23)

This adventure will involve a significant amount of role playing. The Dungeon Master should have a general idea of each NPC's motivations - the **Depraved Queen** may be good by nature but struggling against the malignant manipulations of the **Demonic Envoy**. The **Lady of the Court** or the **Master Illusionist** may be in league with the **Wrathful Monk** and attempt to convince the adventurers to overthrow the **Depraved Queen**. As night falls and the attempt is made on the **Depraved Queen's** life, the adventurers must act quickly.

BATTLE MAP LAYOUT

Area 1: Banners displaying the royal emblem greet the adventurers. Trumpeters signal the adventurer's arrival as they are welcomed into the royal summer residence.

Area 2: A narrow cobblestone path between two buildings leads into **Area 3:** an elegant courtyard with a carved stone fountain on a raised dais. Servants bustle about.

Area 4: The servant's quarters. Cots line the perimeter of the small, but comfortable room. Several off duty servants lounge near the fire, or sleep at night.

Area 5: The larder. Kegs of beer and wine, sacks of flour, crates of dried goods, spices, and vegetables from nearby steadholts are neatly organized within the larder.

Area 6: A public house, serving the guards and any who visit the summer residence. Several guards play at games of chance while enjoying a tankard of ale off duty. The **Lady of the Court** is found within as the **Master Illusionist** entertains.

Area 7: The summer residence's kitchen. Cooks bustle about preparing an elegant feast by day, or clean by night.

Area 8: The guardhouse. The guard's beds are neatly made, and locked chests at the foot of each bed contain personal effects, trinkets, and 40 gp in total.

Area 9: The **Depraved Queen's** chamber. Rich tapestries cover the walls, an elegantly carved hardwood bed is perfectly made, and a large bearskin rug lies on the floor. The desk across from the bed bears a diary that describes the inner turmoil of the **Depraved Queen**.

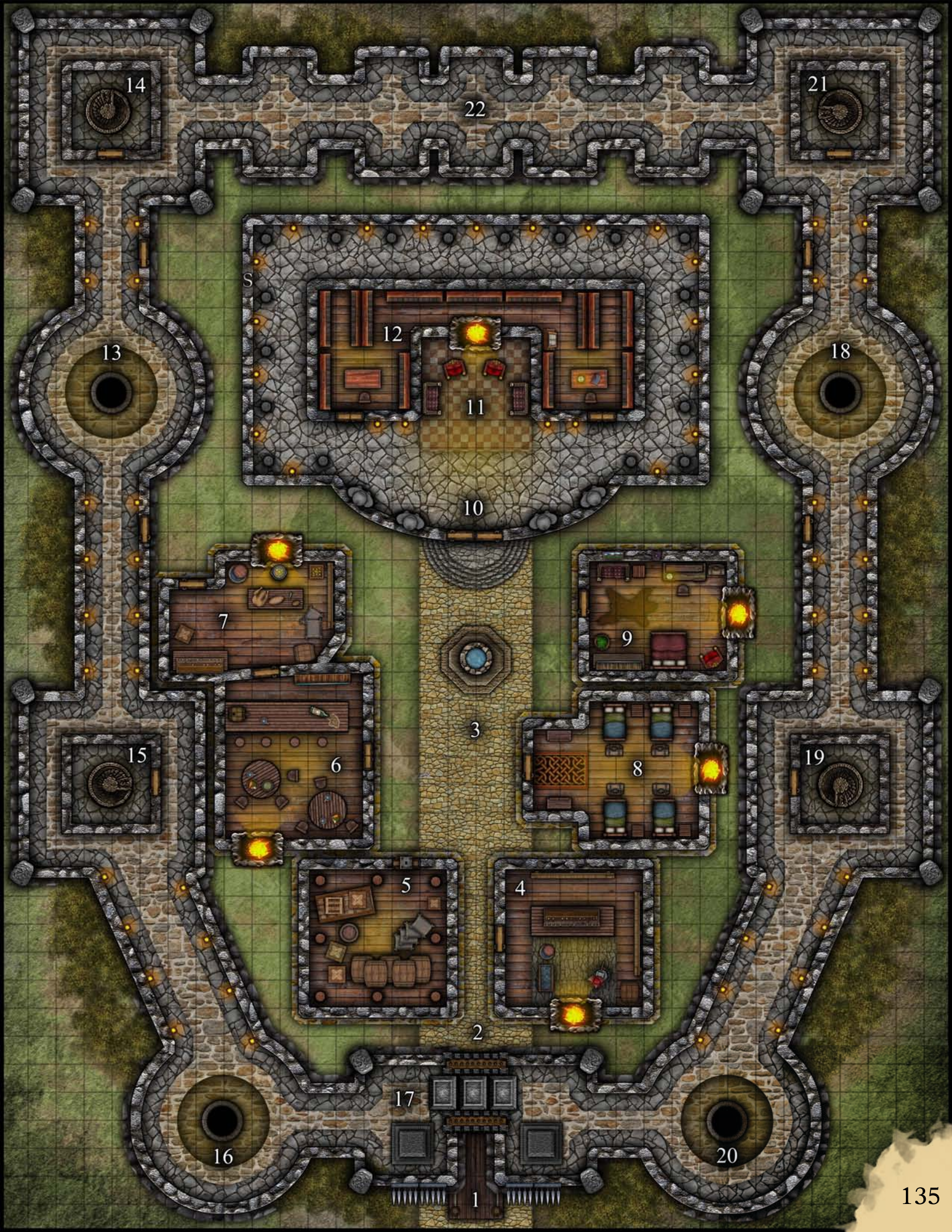
Area 10: Beautifully carved heavy wooden doors empty into **Area 11:** a receiving room. The **Depraved Queen**, in the company of her advisor (the **Demonic Envoy**). The **Dignitary** stoically watches their liege.

Area 12: The summer residence's library. Tall shelves are lined with books on philosophy, art, medicine, and history. If inspected carefully, tomes containing magic scrolls may be found (Dungeon Master's discretion).

Areas 13, 16, 18, and 20: Spiral staircases lead to the ramparts of the summer residence, patrolled by guards. At random during the night, the **Depraved Queen** is attacked by the **Wrathful Monk**. At night the adventurers may encounter the **Depraved Queen's** nightly attendants, a pair of **Banshees**.

Areas 14, 15, 19, & 21: Guard spiral staircases lead to watchtowers overlooking the surrounding region. Each is manned by a guard bearing a longbow.

Area 17: The mechanism to raise the portcullis.



THE SWAMPED RUINS

Hidden deep within a festering marshland, amidst the crumbling ruins of a long-forgotten ruin, mysterious treasures await a band of adventurers seeking their fortune. Foul creatures lurk within the swamped ruins, claiming it as their own retched lair.

ADVENTURE BACKGROUND

A wandering **Forest Mystic** (pg.46) has told a party of adventurers of a ruin containing powerful artifacts, lost deep within the tangles of a festering swamp. While the origins of the ruin are lost in the echoes of the past, the mystique of the swamped ruins remain: tales that tell of treasure and mystical artifacts. Those who venture into the swamp and are able to emerge become twisted: wild-eyed rambling beings, barely representative of their former selves.

Deep within the swamped ruin, a pair of **Aphotic Knights** (pg.6) have stood guard for countless ages, watching over a powerful artifact, a *Rod of Resurrection*. A **Hollowed Soul** (pg.57) also lurks within the ruins, seeking an artifact in his thirst for dominion over the dead. A **Hydra** stalks the swamp, and two twin **Medusas** also lurk within one of the ruins. Several **Ghosts**, the souls of the former inhabitants of the ruin, wander throughout the swamp and are destined to forever lure the unsuspecting to their dooms.

Recommended Party: 4 - 6 players of 9th to 11th level.

BATTLE MAP NPCs

The Dungeon Master may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this adventure are the following Adaptable NPCs:

- The Forest Mystic (Quest Giver)
- The Hollowed Soul (Hindrancer)
- The Aphotic Knight (Foe)

NPCs included from other sources:

- Ghosts (*MM* pg. 147)
- Hydra (*MM* pg. 190)
- Medusa (*MM* pg. 214)

This adventure is designed as a treasure hunt, rewarding adventurers with a *Rod of Resurrection*, and a *Sword of Life Stealing* (*DMG* pg.150). The swamp surrounding the ruined buildings is waist deep, allowing for movement through the swamp but is considered difficult terrain.

The **Hollowed Soul** may be enticed into aiding the party but is motivated solely by obtaining the rumored treasure (*Rod of Resurrection*) and will betray the adventurers in order to possess it. All paths within the ruins are 3 feet wide, big enough for a Medium humanoid to enter (by squeezing).

BATTLE MAP LAYOUT

Area 1: Entrance to the swamp from the surrounding jungle.

Area 2: Fetid, 5 foot-deep marshland. Thick, stinking mud sticks to the boots of the party - difficult terrain.

Areas 3, 10, 15, 19, and 26: Rotten wooden landings leading into crumbling but once elegantly carved stone structures.

Area 4: A room containing the statue of a beautiful woman with long hair, holding a blade.

Area 5: A small room with a fountain fed from the swamp.

Area 6: A **Ghost** encounter (2-3). A tomb contains dust and also a *Sword of Life Stealing*.

Areas 7 & 8: Empty Rooms containing rotted furniture.

Area 9: A **Hydra** lives in the middle of the swamp and attacks the adventurers.

Area 11: Another statue of a woman, holding a mirror in one hand with a coiled serpent around her shoulder.

Area 12: A room with some rebuilt furniture, leading to **Area 13:** a room containing piles of bones that have been gnawed.

Area 14: The bedchamber of a pair of **Medusas** who immediately attack the party. The chamber also contains a small chest with four jewels (each worth 250 gp).

Area 16: A vessel containing bones with cut marks due to creatures being offered as sacrifices.

Area 17: A tomb containing nothing but dust.

Area 18: A statue of a woman standing over a sacrificial victim, bearing a staff over her head. In the room, the **Hollowed Soul** studies the statue, attempting to decipher its meaning. The **Hollowed Soul** will reveal little but will offer knowledge of the remaining ruins and accompany the adventurers, using them to overcome the **Aphotic Knights** guarding the *Rod of Resurrection*.

Area 20: A room in which a pair of **Aphotic Knights** stand guard, shrouded in darkness. They attack on sight.

Area 21: A trapped room, leading to **Area 22:** Another sacrificial vessel.

Area 23: A tomb containing the dust of a corpse, as well as the *Rod of Resurrection*.

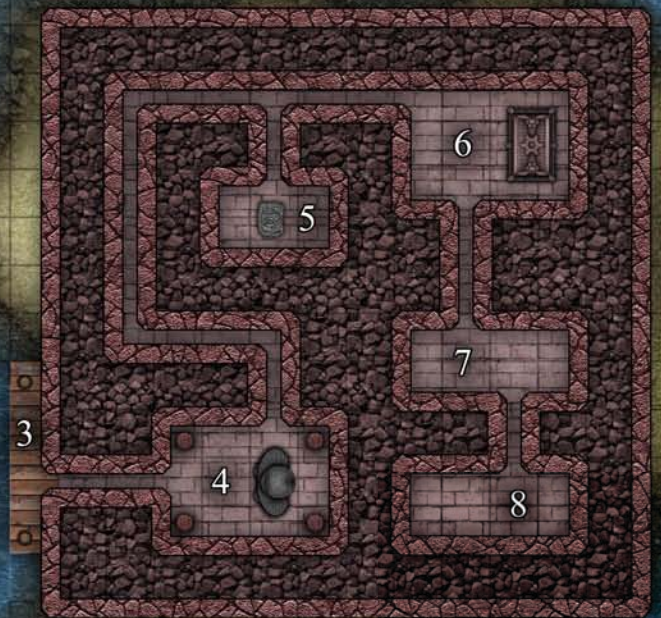
Area 24: A small, partially carved tomb with rusted tools surrounding it.

Area 25: A landing, on which piles of stone used for building construction are found, as well as littered chisels.

Area 27: A statue of a woman disemboweling an animal

Area 28: A tomb, containing several glass vials of liquid - a *Potion of Frost Giant Strength* and *Potion of Heroism*.

Area 29: An empty room.



THE TEMPLE OF THE CURSED

Escaping the horrors of the conflict, a wounded deserter tells of a savage battle: atrocities committed by both sides of battle to obtain ownership of a sacred temple. The mercenaries who fought became overwhelmed with bloodlust, killing each other without remorse and tainting the very temple they sought to claim. In an act of defiance from the deity for which the temple worshiped, the ground was cursed and now stands as a blight; its only residents are the dead who roam its halls.

Due to the atrocities committed by both sides, the dead have begun to rise and seek vengeance against the living. However, its strategic location overlooking nearby farmlands makes it an important prize in the conflict. Additionally, the deserter tells of whispered rumors of magical artifacts hidden within the crumbling walls of the temple.

A band of adventurers happen upon a wounded soldier along their travels. The region has been torn asunder by conflict between two nobles disputing fertile farmlands.

ADVENTURE BACKGROUND

The Temple of the Cursed lies at a strategic junction overlooking fertile farmlands contested by two warring noble families. A wounded **Deserter** (pg.29) fleeing from the conflict is the only known survivor. Having hidden in the nearby forest and witnessing companions and enemies alike slaughter each other, the deserter tells the adventurers of an unholy radiance envelop the temple. Corpses rose in turn to slay any that remained. These risen warriors, however seemed sentient and aware.

Within the temple, restless but sentient risen warriors patrol, a **Grave Knight** (pg.53) and numerous **Cursed Footmen** (pg.22) seek revenge for their needless deaths. As the adventurers being to explore the area, a band of **Avaricious Sellswords** (pg.8) approach from the West, intent on plundering the temple. As the party explores the temple, they will also be challenged by undead risen creatures before they examine the relics within.

Recommended Party: 4 - 6 players of 5th to 7th level.

The Dungeon Master may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this adventure are the following Adaptable NPCs:

- The Deserter (Quest Giver and Companion)
- The Avaricious Sellsword (Helper or Foe)
- The Cursed Footman (Helper or Foe)
- The Grave Knight (Helper or Hindrance)

NPCs included from other sources:

- Helmed Horror (*MM* pg.183)
- Wraith (*MM* pg.302)

This adventure allows the adventuring party to determine how to claim the relic. The risen **Cursed Footmen** and **Grave Knight** are protecting the sanctuary in which they were slain - do the adventurers aid them in hopes of earning their favor against other more powerful foes within?

BATTLE MAP LAYOUT

Area 1: A pathway out of the forest leading to the temple.

Area 2: A gatehouse leading into the temple. Behind ornately carved doors, a lit brazier illuminates a flight of stairs (**Area 3**).

Area 4: An outlying building. A stone sarcophagus has been shattered, remains within strewn about. Blood spatters the walls, and a trio of **Cursed Footmen** patrol the area.

Area 5: An inner chamber, its roof collapsed. A pair of plate armored **Helmed Horrors** lie crushed beneath the roof.

Area 6: An unplundered sarcophagus. The remains within bear a *greataxe* across its chest and has 30 gp.

Area 7: An inner chamber with a pair of **Helmed Horrors**, which reanimate and attack the party.

Area 8: Entry to the temple. Stone pillars carved with deities performing various miracles line the temple perimeter.

Area 9: Lit by a small brazier, a **Grave Knight** prays before a benevolent deity. Tasked with defending the temple, it will engage with the adventurers to provide justice for the dead.

Areas 10, 11, & 12: Hallways throughout the temple, patrolled by 8 **Cursed Footmen**.

Areas 13 and 16: Small rooms containing partially constructed sepulchers. Nothing of interest within.

Area 14: A stone sarcophagus. Opening it reveals a dusty skeleton wearing an ornate *ring of protection +1*

Area 15: A stone sarcophagus. Opening it reveals a dusty skeleton clasping a silvered *longsword*.

Area 17: A stone sarcophagus, trapped, causing a cloud of poison too fill the room. Any creature in the room must succeed on a **DC 17 Constitution saving throw** or be poisoned for 1 minute. The sarcophagus is empty.

Area 18: A stone sarcophagus with a faint *glyph of warding* rune scribed on top. Inside, a skeleton wears an ornate *breastplate*, and bears a *shield +1* and *mace +1*. A **Wraith** guards this room.

Area 19: A stone sarcophagus, containing naught but bones.

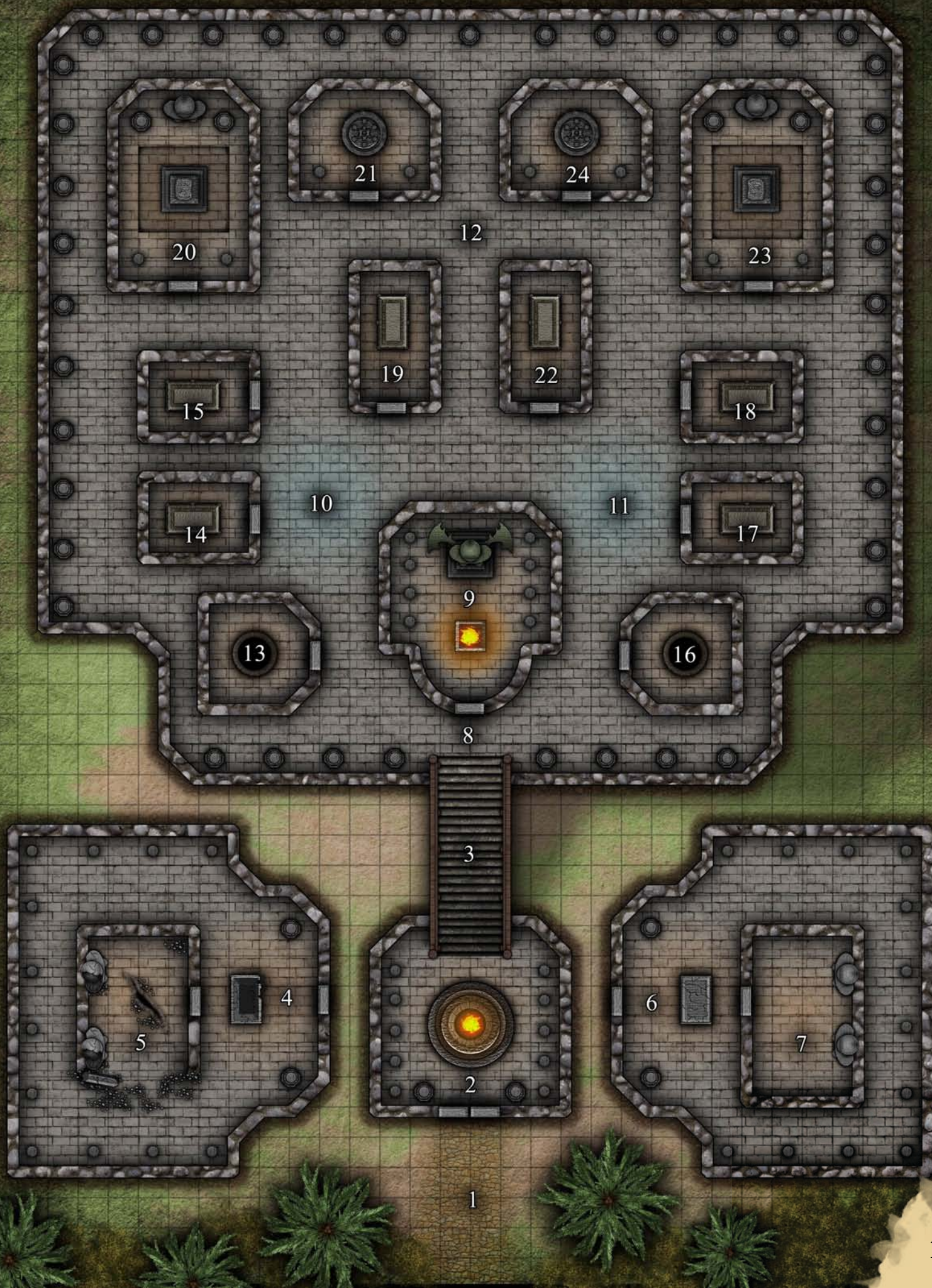
Area 20: An intricately carved obelisk. It emits a faint light, and a pair of **Cursed Footmen** are entranced before it. A pious-looking statue overlooks the obelisk.

Area 21: A completed sepulcher. Opening it releases a **Helmed Horror**.

Area 22: A stone sarcophagus. A small chest at the feet of the skeleton within contains three gems (each worth 200 gp).

Area 23: An intricately carved obelisk, overlooked by a statue of a hooded monk in prayer.

Area 24: A completed sepulcher. The skeleton wears ornate jewelry (worth 600 gp) and holds a holy symbol.



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