

MONSTERS OF THE OLD WORLD



A COLLECTION OF CREATURES INSPIRED BY EUROPEAN FOLKLORE
FOR 5TH EDITION DUNGEONS & DRAGONS

CREDITS

This book was created by a multi-national team of writers, artists, and editors, originating from nearly a dozen different European countries. With this project, they hope to share a bit of their country's history, lore, and mythology with you for use in the world's greatest roleplaying game.

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INTRODUCTION

Did you study myths and legends in school? Did your parents tell you fairy tales? Have you ever heard a magical story from the man who lives at the end of the street?

Each of us is immersed in a culture that deeply influences our own identity. The stories we heard in our childhood taught us how to behave, which morals we should pursue, the difference between right and wrong.

Playing a roleplaying game is nothing more than telling stories, and our decisions about who are the heroes and who are the villains are strongly connected to our beliefs. This book provides more than fifty creatures inspired by the folklore of several European countries. It is our attempt to bring the stories that have shaped our culture to the world's greatest roleplaying game.

ANCIENT TALES

Stories about mythological monsters and magical creatures are as old as humankind. The lore condensed in these pages dates back centuries and is based on the folklore of different European countries. While writing about these monsters, we felt how, by travelling in space and time, stories develop important differences. Similar monsters have completely different characterizations in neighboring countries; the interpretation of mythical creatures from the Hellenistic or Celtic period was reshaped by the Romans and the advent of Catholicism.

We also discovered unexpected similarities. Each of these stories was created for a reason, and those reasons are the very first common ground we found. We are convinced that these same reasons may become the perfect trigger for adventuring in Dungeons and Dragons.

UNEXPLAINABLE EVENTS

A person from your village disappears mysteriously. Was it magic? A strong gust of wind blows during the night, awakening you. Was it supernatural? The town tower collapses because the earth moved: surely that's a curse!

Magic has always been the perfect explanation for unexpected or unusual phenomena. Many of the creatures described in this book are the main characters of stories which attempt to explain the cause of terrible (or merely unfortunate) events. For instance, *południca* is an explanation for the sudden deaths of unlucky farmers working at noon on hot, sunny days; the white folk are responsible for the spread of disease; men disappear while walking next to holes in the soil because of the *carcolh*; the *orcolat* is the cause of earthquakes; and *Charybdis* causes the death of crews sailing between high reefs.

CHILDREN SHOULD BEHAVE

The first addressees of stories (especially fairy tales) are children. Tales usually have a moral, a lesson, especially one concerning what is right or prudent in the culture in which

the story has its genesis. Evil or mischievous creatures are invented to frighten children in order to prevent bad behaviors.

Children shouldn't visit the ancient ruins because the orcus of *nuraghe* live there. It is better to remain in the house after the sun sets, or the *baffardelle* will prank you or the *bruxa* may kill your baby. When there is a dense fog outside, the *borda* could attack you, and the *ellefolk* tries to kidnap people.

Put these rumors in your game and see if your party is braver than we were when our parents told us these stories at bedtime.

NOT ONLY FOES

Several creatures populate the ancient stories from the Old World. Many of them are dangerous monsters: European folklore is full of terrible dragons, evil orcs and horrible monstrosities. However, adventurers can also meet benevolent magical creatures, living immersed in nature or sent by gods. While lost in savage forests, adventurers may use the help by *dobrochoczy*; *klabautermann* is a good ally for those sailing the sea; the end of a glorious battle may be affected by the arrival of the Valkyries on your side.

These are just a few hints for the countless possibilities that a Dungeon Master may find to introduce in their adventures the more than fifty Monsters of the Old World.



ADAR LLWCH GWIN

A gift from the fey to a noble king, and an unfortunate testament to the poor taste of fairy presents.

— Delyth ferch Ffion, bard & traveler

Adar llwch gwin are noble, fey creatures with features in common with griffons. Part hunting bird and part great cat, they are loyal to their chosen master, brave and bloodthirsty, and as intelligent as a man.

Battle-Hardened Steed. Adar llwch gwin choose the fiercest and most bloodthirsty warriors for their partners, to ensure they spend as much time in the heat of battle as they can.

Fey Heritage. As a gift to mortal men from the fey, the adar llwch gwin shrugs off all but the strongest magics and adds enchantments of its own to its wicked beak and claws.

ADAR LLWCH GWIN

Large fey, chaotic good

Armor Class 13

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	10 (+0)	13 (+1)	8 (-1)

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 2 (450 XP)

Keen Sight. The adar llwch gwin has advantage on Wisdom (Perception) checks that rely on sight.

Magic Resistance. The adar llwch gwin has advantage on saving throws against spells and other magical effects.

Magic Weapons. The adar llwch gwin's beak and talons attacks count as magical for the purposes of overcoming resistances.

ACTIONS

Multiattack. The adar llwch gwin makes two attacks: one with its beak and one with its claws.

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

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.



AFANC

A beaver, a crocodile, or a wicked dwarf; whatever form it may choose to take, trifling with the afanc is always a mistake.

— Delyth ferch Ffion, bard & traveler

The afanc makes its home in a lake or pool. It has a short temper and takes poorly to those who would intrude on its domain. In its beast form — with the head of a poison-spitting crocodile and the body of a beaver — it is savage. As a dwarf, it is both cruel and cunning.

Easily Charmed. The afanc is a fool for a pretty face. It has been known to lay its head down and sleep in a fair person's lap while their family and friends creep up to ambush it.

Bearer of Grudges. Nothing holds a grudge like an afanc. Legend holds that it once made enemies of three princes, whom it killed each day, allowing their courtiers to resurrect them each night.

AFANC

Large monstrosity, chaotic evil

Armor Class 13 (leather armor)

Hit Points 59 (7d10 + 21)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	14 (+2)	8 (-1)	7 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 9

Languages Common, Dwarvish

Challenge 3 (700 XP)

Shapeshifting. The afanc can use its action to polymorph into a Medium humanoid (dwarf), or into its true bestial form.

Grudge. As a bonus action, the afanc can designate a creature within 60 feet of it as the target of its grudge. The afanc deals an extra 1d6 weapon damage whenever it hits the target with a melee attack. As a bonus action, after the creature that the afanc designated as its grudge's target reaches 0 hit points, it can designate another creature within 60 feet of it to be the target of its grudge. Additionally, it has advantage on any Wisdom (Perception) or Wisdom (Survival) check it makes to find the target.

ACTIONS

Multiattack. The afanc can make two attacks. It can only use Poison Spit once during its attack action.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 7 (3d4) poison damage on a failed save, or half as much damage on a successful one.

Poison Spit. *Ranged Weapon Attack:* +3 to hit, range 15/30 ft. *Hit:* The target must make a DC 13 Constitution saving throw, taking 10 (4d4) poison damage on a failed save, or half as much damage on a successful one.



AMPHISTA

The amphista has a twin head - that is, one at the tail's end as well, as though it were not enough for poison to be poured out of only one mouth...

— Pliny the Elder

This venomous, dual-headed creature slithers across vast deserts. No larger than a chicken, its venom can kill a soldier in the blink of an eye. According to ancient texts, this monster is created when the blood of a gorgon is spilled on hot sand. Some time after the blood drips onto the desert sand, one amphista will be spawned for each drop of blood. amphista feed on corpses, but when no corpses can be found, it preys on ant-nests, granting it the title the common folk have given it: “Mother of Ants”.

A Useful Threat. While an amphista is indeed a dangerous creature, its magical origins can be used to cure ailments. Common folk and magisters believed that an expecting woman wearing a live amphista around her neck will have a safe pregnancy, while whoever wore the beast's skin would be cured of common ailments such as arthritis or a cold. By eating the meat of the amphista, one could supposedly attract many lovers, while slaying one during the full moon could give power to one who is pure of heart and mind. Woodcutters believe that by nailing its carcass or skin to a tree during winter, it makes the surrounding area warmer and the trees felled more easily.

AMPHISTA

Small monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 44 (8d6 + 16)

Speed 15 ft., fly 30 ft.

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

Skills Perception +3

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Chicken Flight. The amphista can't fly more than 10 feet above the ground.

Two Heads. The amphista has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the amphista's heads is asleep, its other head is awake.

ACTIONS

Multiattack. Amphista makes two bite attacks.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage and the target must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.



BAFFARDELLE

Small fey, chaotic neutral

Armor Class 13

Hit Points 18 (4d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	12 (+1)	14 (+2)	8 (-1)	10 (+0)

Saving Throws Wis +1

Skills Sleight of Hand +5, Stealth +5

Senses passive Perception 9

Languages Common, Sylvan

Challenge 1/4 (50 XP)

ACTIONS

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

Change Shape. The baffardelle magically polymorphs into a tiny beast that has a challenge rating equal to or less than 1/4, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or carried by the new form (the baffardelle's choice).

In a new form, the baffardelle retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses, are replaced by those of the new form, and it gains any statistics and capabilities that the new form has but that it lacks.

Wind Blowing. The baffardelle blows a 15-foot cone of strong wind from its mouth. Each creature in that area must succeed on a DC 13 Strength saving throw or be pushed back 15 feet. The wind disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area.

BAFFARDELLE

These rather annoying creatures take great pleasure in intertwining animals' manes in a tortuous knot, but it's said that they are much more interested in the hair of beautiful young women.

— *The legends of Lu Lauru*

Pointed ears, mischievous eyes, and a big smile. This is the description of a baffardelle as told by those few who have had the privilege of seeing one. Solitary baffardelles live in forests, but they often sneak into the villages of humanoids at night. Their aim is never to hurt people, but they love to play tricks on their unsuspecting victims. A baffardelle is never taller than three feet and usually wears pointed shoes and a pointed hat. Their favorite color is red, in all its different shades.

Sneaky Shapechanger. It is almost impossible to detect a baffardelle by sight because it can polymorph into small animals like foxes, cats, or badgers. They usually appear as one of their beloved wild animals but can choose the shape of urban beasts to sneak into inhabited places.

Serious Prankster. Pranks by baffardelles are usually innocent, like knotting a woman's hair while she sleeps, but that isn't always the case. They can send a strong wind to scatter all the items in a courtyard or to scare children in a house. One story tells of a farmer who found his cows hanging from the ceiling of their barn. After setting up a prank, baffardelles hide until it is discovered. Then they run away laughing loudly.

Short Attention Span. To defend their houses from baffardelles, farmers hang juniper berries on their doors. When the creature comes to play a prank, it sees the berries and rapidly forgets its plans, wasting its time counting the berries instead.





BELT

They giggle continuously to the point of infuriation. Since at this stage you can barely walk, there's no way you can catch one of them. As you stagger along, they'll continue to follow you, laughing and laughing endlessly.

— Myslimir, wilderness explorer

Belts, fur-covered individuals about knee-high to a human, take great pleasure in seeing people wandering around lost. They are not evil and mean no harm to others, but their nature forces them to play tricks on travelers and passersby. Belts live in small groups of up to six members who reside near roads and paths, where they can easily spot people and select victims for their innocent pranks. Interestingly, Belts also tend to live near inns and taverns, as if the customers were easier targets.

Muddling Tricks. Belts cause their victims to lose focus on their surroundings. People under the influence of their magic have trouble performing even the simplest tasks and walk around aimlessly. Hence, travelers arrive late and often without a single copper piece, having lost everything. Fortunately, belts only laugh at their victims. Once spotted, they run away and hide.

BELT

Tiny humanoid, chaotic neutral

Armor Class 12

Hit Points 10 (4d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	8 (-1)	13 (+1)	8 (-1)

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 11

Languages Sylvan, Undercommon

Challenge 1/8 (25 XP)

ACTIONS

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

Delude. The belt picks a creature it can see within 60 feet and tries to confuse it. The target must succeed on a DC 12 Wisdom saving throw or be forced to use half of its movement to walk in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. Additionally, the affected creature is poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

BIES

*T'was the most horrid stench I've known for me whole life!
Dismembered bodies layin' all around us, rotting, disgusting!
I said my prayers, decided to go back. No gold was worth
enough to move further in that place. Then this hideous beast
jumped us! It tore through my companions as if they were
child's dolls! I made me run for it and I got out, but for the
life of me mamma, I don't remember anything else!*

— Arsonist's testimony

The deepest forests and inaccessible bogs are home to the embodiment of primal fear. In black thickets where even the bravest hunters never tread, live bieses. Breeding terror in the common folk, these monsters find pleasure in tormenting people. Even the sound of their name makes villagers anxious. Bieses don't wait for their prey to venture into dark woods; they attack remote settlements whenever they want. Legends say that every bie keeps remains of its victims as treasure in its lair.

Bieses are hulking and grotesque monsters. Quadrupedal, and at least twice as tall as humans, they have bodies covered by fur and bristles. Hooves on hind legs allow them to outrun most animals. Heads with deformed human faces are armed with long teeth, making short work of most armor, and its skull is adorned with horns.

Forest Scourges. Bieses are the enemy of all living creatures. While likely to attack a group of mercenaries wading through a swamp, they fight forest spirits and other creatures with the same unwavering ferocity. Though bieses are solitary monsters, the regions they live in are often desolate. Anyone who hears nothing but silence in a forest would do better to turn back and leave while they still can.

Vile Visions. Tormenting people isn't restricted to physical attacks. Bieses possess strong mind-controlling abilities and use them to sow confusion and dread. An influenced victim acts increasingly strangely as days go by, eventually becoming aggressive and setting fires

to homesteads and crops. The victim has recurring nightmares that drive them mad until they cannot fall asleep and die of exhaustion.

A BIES' LAIR

Bieses make their lairs in inaccessible groves and deep caverns. Anyone who enters it encounters a macabre sight: remains of the monster's victims lie scattered everywhere. A nauseating odor fills the air, making it hard to breathe. When a trespasser realizes what the place is, the time for escape has already run out.

A bie encountered in its lair has a challenge rating of 17 (18,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the bie can take one lair action to cause one of the following effects; the bie can't use the same effect two rounds in a row:

- A poisonous cloud with a 20-foot radius appears centered on a point that the bie can see within 90 feet of it. Each creature that starts its turn there must make a DC 14 Constitution saving throw. On a failure, a creature is poisoned until the end of its next turn and takes 13 (3d8) poison damage. The cloud dissipates when the bie uses this lair action again or when the bie dies.
- Vile whispers fill the mind of a creature the bie can see within 90 feet of it. The creature must succeed on a DC 14 Wisdom saving throw or be charmed by the bie until initiative count 20 on the next round.
- Any creature inside the lair other than the bie must make a DC 14 Wisdom saving throw or be frightened of the bie until the end of its next turn and must use its movement to run away from the bie.

The bie can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.





BIES

Huge monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 283 (27d12 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	14 (+2)	18 (+4)	11 (+0)

Saving Throws Str +10, Con +9, Wis +9

Skills Athletics +10, Insight +9, Perception +9

Damage Resistances acid, fire; bludgeoning, piercing and slashing damage from nonmagical attacks that aren't silvered.

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 19, darkvision 120 ft.

Languages understands Common and Sylvan, but can't speak

Challenge 16 (15,000 XP)

Breeding Nightmares (1/day). The bies chooses one creature it can see within 240 ft. of it to sow a seed of terror. The target must make a DC 18 Charisma saving throw. On a failure, the chosen creature's mind is tainted for 48 hours. If the target sleeps during this time, it suffers terrible nightmares and is subjected to the same saving throw. If the save is failed again, the duration extends for another 48 hours and the affected creature doesn't benefit from the long rest. After three failed saves in a row, the creature can no longer tell friends from enemies, as if it was under the effects of the confusion spell. If there are no other creatures nearby, the target starts setting fires. Breeding Nightmares ends after a single success on the saving throw and the target is immune to its effects for 3d10 days.

Fear Aura. Any creature hostile to the bies that starts its turn within 20 feet of the bies must make a DC 18 Wisdom saving throw, unless the bies is incapacitated. On a failed save, the creature is frightened of the bies until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the bies' Fear Aura for the next 24 hours.

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

REGIONAL EFFECTS

A region housing a bies's lair is affected by its presence, which creates one or more of the following effects:

- Birds and other animals leave the vicinity. No wildlife is present within 5 miles of the lair.
- Plants and water within 3 miles of the lair are contaminated. Eating or drinking from these natural resources can cause sewer plague. However, a DC 14 Constitution saving throw is required to fight off the infection.

If the bies dies, these effects fade over the course of 1d10 days.

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

ACTIONS

Multiattack. The bies makes three attacks: one with either its bite or horns, and two with its claws.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (5d6 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage plus 5 (2d4) poison damage. The target must succeed on a DC 18 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Horns. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 27 (5d8 + 5) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Nefarious Influence (Recharge 5-6). The bies gazes into the eyes of one creature within 60 feet of it. The target must succeed on a DC 18 Wisdom saving throw or be under the effect of the dominate monster spell.

REACTIONS

Alertness. When the bies takes damage from a creature that is within 10 ft. of it, it can use its reaction to make one claw attack or one horn attack.

LEGENDARY ACTIONS

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

Move. The bies moves up to its speed without provoking opportunity attacks.

Attack. The bies makes one claw attack or one bite attack.

Face Your Fear. One creature charmed by the bies that the bies can see must use its reaction to move up to its speed towards the bies.

BISSO GALETO

If you want a bisso galeto, just let a rooster nurse some snake eggs.

— Alfons, famous charlatan

A bisso galeto slithers on its snakelike tail, occasionally using its small, membranous wings to glide from one tree to another. It is possible to identify these creatures by the red wattles on their head and below the beak. Indeed, the bisso galeto appears much like a rooster with bat-like wings and a long, serpentine tail. They live in vast forests and mountainous areas and usually ambush their prey by dropping on them from a height. The bisso galeto makes its nest on the ground, usually within a circle of rocks. The female incubates the eggs until they hatch, then leaves the offspring to fend for themselves. This creature is usually solitary.

Beyond Venomous. The bisso galeto is one of the most poisonous creatures alive. If it bathes in a pool, the water is poisoned. Plants die in the area surrounding its nest. The venom is secreted from the skin of the animal and spreads across its claws and beak. If a melee attack hits a bisso galeto, the poison may later affect the wielder of the weapon.

Size Changer. Most of the time, a bisso galeto is a Medium creature. However, it can willingly change its stature. While waiting for its prey, the bisso galeto shrinks to a smaller size and hides inside a hole or in the branches of a tree. However, at the very moment the creature grasps its prey in its claws, it can expand to become Large. During the ensuing battle, it can also decide to remain larger in order to retain the strength associated with its larger size.

BISSO GALETO

Medium monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	6 (-2)	14 (+2)	8 (-1)

Saving Throws Wis +5

Skills Stealth +6, Perception +5

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 15

Languages —

Challenge 5 (1,800 XP)

Venomous Skin. A creature that touches the bisso galeto or hits it with a melee attack while within 5 feet of it must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ACTIONS

Multiattack. The bisso galeto makes two attacks. One of these must be a claw or beak attack.

Claw/Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) poison damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target not grappled by the bisso galeto. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) poison damage.

Change Size. The bisso galeto's size doubles or halves in all dimensions, and its weight is multiplied or divided by eight. This change increases or decreases its size by one category—from Medium to Large, for example. If there isn't enough room to double its size, the bisso galeto attains the maximum possible size in the space available. The bisso galeto's maximum size is Large and its minimum size is Small. When enlarged to Large size, the bisso galeto's attacks deal 3 (1d6) extra damage or 3 (1d6) less damage when it's smaller.



BORDA

Hear the lullaby it sings,

While it binds you with its strings,

Ties the knot and tugs the rope,

The air escapes and so does hope.

With tightened rope and evil will,

The borda sings; now watch it kill.

— Old cautionary lullaby

Bordas are nefarious fiends living in swamps and on foggy plains. They attack unsuspecting creatures by approaching in mist form, transforming to its true form, grabbing them, and then binding them with ropes. Once they catch a victim, they slowly strangle the creature with rope or string.

Lone Hunter. Bordas are frequently mistaken for hags due to their similar appearance. But their similarities end there.

Bordas live alone and never form bonds, even with creatures of the same species. Although they can speak Common and Abyssal, they rarely converse with other creatures, since their hostile and aggressive nature prompts them to attack anything that crosses their path.

Misty Nature. Bordas are dangerous creatures that hunt by altering their shape to form a cloud of mist. Using this technique, they hide in plain sight, waiting for unlucky prey to come near before launching an attack. On sunny days, when they cannot hide in the mist and escape the burning sun (to which they are vulnerable), they hide below the surface of the murky waters in which they lair, waiting for a more suitable opportunity to emerge.



BORDA

Medium fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	12 (+1)

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

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

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, Common

Challenge 5 (1,800 XP)

Shapechanger. If the borda isn't in sunlight, it can use its action to turn into a Medium cloud of mist or back into its true form. While in mist form, the borda can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing. While in mist form, the borda cannot pass through water, has advantage on Strength, Dexterity, and Constitution saving throws, and is immune to all nonmagical damage.

Misty Camouflage (Only in Mist Form). The borda can use the Hide action even if it is only obscured by mist.

Sunlight Hypersensitivity. The borda 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. The borda makes two attacks, only one of which can be a reel attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Rope. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. The target must succeed on a DC 15 Strength saving throw or become grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the borda can't use the rope on another target.

Reel. The borda pulls a creature grappled by it up to 10 feet straight toward it.



BRUXA

*'Tis now the very witching time of night,
When churchyards yawn and hell itself breathes out
Contagion to this world.*

— William Shakespeare, *Hamlet*

A bruxa is an extremely dangerous creature, somewhat resembling both a hag and a vampire. Immoral and evil, their primary goal is to gain power through the annihilation of life.

A bruxa doesn't care about people, and it enjoys the suffering of other creatures. This creature spends its whole life researching the secret powers embedded in death and blood, its favorite source of nourishment.

Stuffed Owl. Each bruxa bears a powerful magic item crafted by the creature after several years of study of the arts of taxidermy and magic. The stuffed owl gives the bruxa its power, the creature is bound to it, and a bruxa will do anything to protect it. Each stuffed owl is linked to the bruxa which created it, and it doesn't work for any other creature.

Baby Devourers. Children — newborns in particular — are a bruxa's favorite prey. Indeed, a bruxa loves the taste of a baby's blood; hence, during the night, they hunt for very young humanoids.

BRUXA

Medium fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

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

Skills Arcana +5, Perception +4, Religion +5, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Infernal, Sylvan

Challenge 4 (1,100 XP)

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

At will: *chill touch*, *minor illusion*

1/day each: *bane*, *inflict wounds*

Mimicry. The bruxa can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

Stuffed Owl. The bruxa has advantage on saving throws while it carries its stuffed owl.

Sunlight Hypersensitivity. The bruxa takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Illusory Appearance. The bruxa covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and humanoid shape.

The illusion ends if the bruxa takes a bonus action to end it or if it dies. The changes wrought by this effect fail to hold up to physical inspection. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 14 Intelligence (Investigation) check to discern that the bruxa is disguised.

Necrotic Curse (1/Day). The bruxa targets a creature it can see within 30 feet of it. Drawing its impious and corrupted power directly from the Plane of Shadows, the bruxa channels it in a gravelly whisper that insidiously penetrates the target, draining its energies. The target must make a DC 12 Constitution saving throw, taking 31 (7d8) necrotic damage on a failed save, or half as much damage on a successful one. This effect can't affect constructs or undead.

BUBAK

It took me several weeks to find my first bubak, but the extensive night walks finally paid off. The sensation was exactly as foretold, and my premature death was only prevented by the ringing bells of a nearby chapel.

— Markus Grimm, *Travel Diaries*

Bubaks are demonic shapechangers of the pressure-demon variety. During the night, they wait by the side of roads in various forms until a traveler passes by. Wayfarers may encounter a bubak anywhere, be it a bridge, a fork in the road, a rustic shelter, or a sunken lane. The bubak accompanies the traveler in the form of an old man or lost wanderer, and expands in size during the short walk. Finally, it jumps on the traveler's back and sits there until the traveler dies or the demon is banished. While the

bubak haunts a traveler in this way, it becomes heavier and heavier, until the traveler collapses. There is no higher purpose behind the bubak's behavior; it hungers only for chaos and death.

Oppressive Weight. While travelers won't realize that a demon sits on their back, they will feel anxious, begin to grow lame, and are unable to turn around. If travelers were previously weakened by sickness or malnutrition, the bubak may cause their death.

Begone, Demon. Learned travelers may know what kind of creature is haunting them and seek out help before it's too late. A simple prayer can banish a bubak, as well as the morning sun, or the ringing of church bells.

True Form. The true form of the bubak is hideous and virtually unknown since it doesn't revert to its true form upon death. It resembles an oversized demonic fly without wings.

BUBAK

Small fiend (demon, shapechanger), chaotic evil

Armor Class 13

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	13 (+1)	14 (+2)	15 (+2)

Skills Deception +4, Perception +4

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

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, Common

Challenge 4 (1,100 XP)

Shapechanger. The bubak can use its action to polymorph into a humanoid 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 doesn't revert to its true form if it dies.

ACTIONS

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

Haunt (Recharges after a Long Rest). The bubak targets one Large or smaller creature it can see within 5 ft. of it. The target must succeed on a DC 14 Charisma saving throw or become haunted by the bubak. The bubak jumps on the target's back, and while the target is haunted, it is unaware of the bubak's presence. The target can repeat the saving throw after taking damage from the bubak.

The bubak's haunt ends when the bubak uses a bonus action to end it, the target succeeds on the saving throw, the bubak is exposed to sunlight, hears the bells of a temple, or a creature succeeds on a DC 13 Intelligence (Religion) check and recites the proper prayer.

While the bubak haunts a creature, it can take short rests, is invisible, and nonmagical damage it takes is dealt to the haunted creature instead.

Burden (Recharges after a Short or Long Rest). While the bubak haunts a target, it can use its action to increase the burden for the haunted creature. Each time the bubak uses this ability, the target gains 1 level of exhaustion.





CARCOLH

What is certain, is that the filthy beast emerges suddenly from the hole when an imprudent man gets close. It grasps him with its horrible tentacles, and draws him deep within its shell before consuming it.

— Contes et Légendes des Landes

The carcolh is a giant creature that slithers on its belly, protected by an enormous snail-shell. The carcolh is a voracious meat-eater that inhabits the Underdark. It isn't particularly fast, but its mouth is large enough to swallow an entire person in a single gulp, making the carcolh a formidable encounter for most adventurers.

Cave Dweller. The carcolh is a solitary creature, meeting others of its species only to reproduce. These creatures prefer damp environments, allowing them to move more smoothly on their viscous secretions, in the same way snails do. It's easy to see when a carcolh has recently passed through a cave because its slime covers any surfaces it has passed over. Generally, these creatures are only found in the Underdark; they only emerge from this environment if they can't find anything to eat below.

Tenacious Grappler. Four tentacles surround a carcolh's huge mouth. When it finds something edible, it uses its tentacles to grapple its prey. Still holding the unlucky creature, the carcolh withdraws inside its shell, drawing its victim with it, before swallowing its prey whole (indeed, it has no teeth). Once an adventurer is grabbed by the carcolh, it is extremely difficult for others to free their ally: its scaled skin is well-armored and its shell is as hard as stone.

CARCOLH

Huge monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	22 (+6)	4 (-3)	14 (+2)	6 (-2)

Saving Throws Str +8, Wis +6

Skills Perception +6

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 16

Languages -

Challenge 9 (5,000 XP)

ACTIONS

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 26 (4d10 + 4) bludgeoning damage, and the target is also grappled (escape DC 16). If the target is Large or smaller,

it is also restrained until this grapple ends. While grappling the target, the carcolh has advantage on attack rolls against it and can't use this attack against other targets. When the carcolh moves, any Large or smaller target it is grappling moves with it.

Swallow. The carcolh makes a tentacle attack against a Large or smaller target it is grappling. If the attack hits, that creature is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the carcolh, and it takes 35 (10d6) acid damage at the start of each of the carcolh's turns.

If the carcolh takes 30 damage or more on a single turn from creatures inside it, the carcolh must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the carcolh. If the carcolh dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Shell Defense. When the carcolh withdraws into its shell, it gains a +4 bonus to its AC until it emerges. It also gains resistance against slashing and piercing attacks. While inside the shell, the carcolh can't move. It can emerge from the shell as a bonus action.

CEFFYL DŴR

Large elemental, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 60 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	7 (-2)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 13

Languages Aquan, Common (can only speak in humanoid form)

Challenge 4 (1,800 XP)

Shapeshifting. The ceffyl dŵr can use its action to polymorph into a Medium humanoid figure or a Large cloud of mist, or back into its true equine form.

While in mist form the ceffyl dŵr can't take actions, speak, or manipulate objects. It has a flying speed of 30 feet. It is weightless, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all non-magical damage.

While in humanoid form, the ceffyl dŵr is still clearly made of water. This is the only form in which it can speak Common.

Liquefy. While in mist form, the ceffyl dŵr can use its action to dissolve and become part of an existing body of water at least five feet deep and five feet in diameter. While it is liquid, the ceffyl dŵr retains the features of its mist form, but cannot move without first shifting back to its equine or humanoid form. The ceffyl dŵr regains 10 hit points each turn it spends in liquid form.

Trampling Charge (equine form only). If the ceffyl dŵr moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves (equine form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Unarmed Strike (humanoid form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 bludgeoning damage.

CEFFYL DŴR

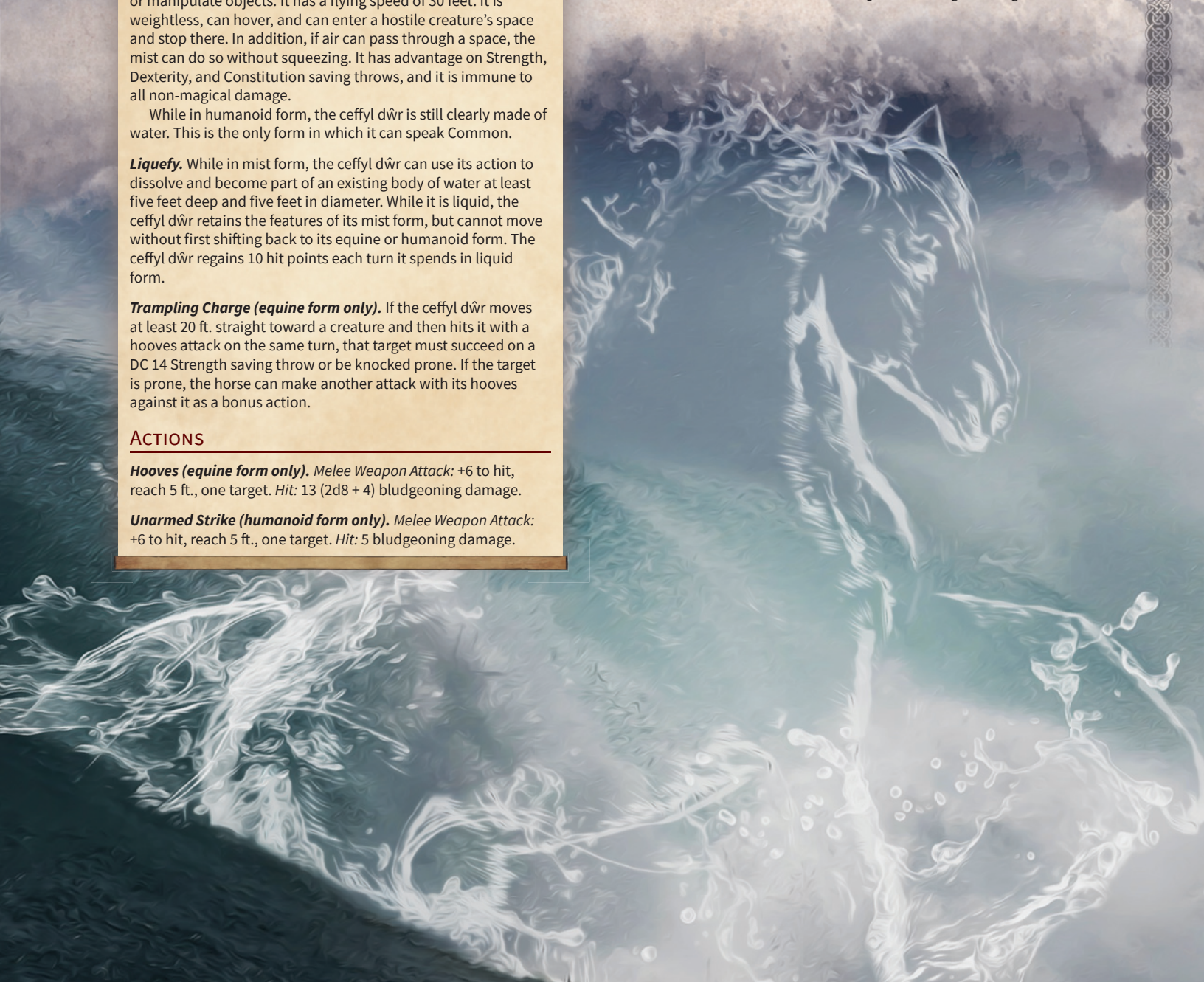
When the mist clings around you and the splashing of water surrounds you, stay sharp: you're in the realm of the ceffyl dŵr.

— Delyth ferch Ffion, bard & traveler

A ceffyl dŵr (water horse; plural ceffylau dŵr) is a solitary creature, dwelling alone in waterfalls and mountain pools. There they stay, for the most part, unless an unwary traveller crosses their path or boredom strikes.

Ethereal Shapeshifter. Formed from the water in which it dwells, a ceffyl dŵr can change its form from horse to human, and evaporate into mist. A ceffyl dŵr sometimes changes its shape to hide from humans — and sometimes to give itself a voice to call out to them, tricking them into coming closer so that it can leap from its watery home and trample them.

Wicked Trickster. Ceffyl dŵr have a wicked sense of humor: they find it hilarious to persuade a humanoid to ride them, galloping up into the clouds only to transform into mist and leave their rider plummeting to the ground.



DOBROCHOCZY

*Venture into the forest not
without a grain of salt
or you'll lose more than
the justice you sought.*

— Local proverb

In the eyes of simple folk, forests are mysterious and terrifying places. They are a source of food and protection, yet at the same time danger might lurk behind any tree or bush. Wild animals, ferocious monsters, and even other people, make up a long list of potential enemies. Not everything, however, is there to kill you. Dobrochoczys are ancient, protective spirits of woodlands, watching over their domain in motionless silence. People are not sure whether each forest has its own dobrochoczy, or there is one powerful spirit overseeing them all.

Living Trees. Dobrochoczys are as high as the highest trees and people passing by them are often unaware of the spirits' presence. Once they move, they resemble giant

animals, taking forms of wolves or wild cats covered in bark and leaves. People tell stories that these spirits can cause whole forests to move, breathing life into the trees.

Grove Keepers. Dobrochoczys always sense danger in their forests. With their magic, they can move through their domain in the blink of an eye, to assess the damage and get rid of those who break the natural laws of the forest. While merciless to poachers or loggers, dobrochoczys are kind to the innocent. Even though they are slow to trust, they never refuse help to anyone lost in the forest. If asked, the spirits gladly guide a person to a safer place where neither they nor the trees can be hurt.

Neutral Judges. Folk consider dobrochoczys to be just and honest. Sometimes people seek them out to settle their disputes, but it's never a safe option. The spirits can become enraged if they judge someone dishonest or dangerous, bestowing sickness on the guilty. However, this punishment is never carried over to other family members or friends. The only known way of calming the angry dobrochoczy is with an offering of bread and salt.



DOBROCHOCZY

Huge fey, lawful neutral

Armor Class 18 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	12 (+1)	22 (+6)	15 (+2)

Saving Throws Str +10, Wis +10

Skills Insight +10, Perception +10

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Damage Immunities poison

Senses passive Perception 20

Languages Common, Druidic, Elvish, Sylvan

Challenge 10 (5,900 XP)

Eyes of Nature. The dobrochoczy has advantage on Wisdom (Insight) checks when judging someone innocent or guilty of breaking the Laws of the Forest.

False Appearance. While the dobrochoczy remains motionless, it is indistinguishable from a normal tree.

Law of the Forest. The dobrochoczy can immediately detect any danger within the forest it guards such as the unnatural killing of animals, a fire breaking out, etc., and can cast tree stride twice per day so that it can be quickly present at the scene.

Siege Monster. The dobrochoczy deals double damage to objects and structures.

ACTIONS

Multiattack. The dobrochoczy makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 4 (1d8) poison damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Entangling Vines (Recharge 5-6). The dobrochoczy releases vines in a line 30 feet long and 5 feet wide. Each creature in that area must make a DC 14 Dexterity saving throw, taking 14 (4d6) piercing damage and becoming restrained on a failed save, or half as much damage on a success. As an action, a restrained creature can make a DC 12 Strength check to free themselves of the vines. The vines can also be attacked and destroyed (AC 12; Hit Points 15; vulnerability to fire damage; resistance to bludgeoning, piercing and poison damage).

Force of Nature (1/Day). The dobrochoczy magically animates up to two trees it can see within 60 feet of it. These trees have the same statistics as a treant (MM page 289), except that they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam attack option. An animated tree acts as an ally of the dobrochoczy. The tree remains animated for 1 day or until it dies, until the dobrochoczy dies or is more than 120 feet from the tree, or until the dobrochoczy takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

DRAUGR

Draugr is the name given to a group of undead creatures in ancient times. In some places they are also called gengangere (literally, again-walkers) or aptrgangr. As opposed to many undead creatures, a draugr is not created by a necromancer but is instead the vengeful spirit still embodied in the corpse of an ancient warrior who was never given the honor of a proper burial. Most draugr died hundreds, if not thousands, of years ago, but what exactly causes a draugr to rise again is unknown.

War Against the Living. The defining trait of any draugr is its hatred of the living. No matter how much of the ancient warrior's personality or morality is left, their overarching goal will always be to destroy all living creatures.

Noble Warriors and Monsters. The mightier the warrior was in life, the more of his personality remains in death. The jarls of the draugr are intelligent creatures using weapons, cunning and strategies, while the foot soldiers are nothing but howling monsters comprised of claws and hate.

Creatures of Fear. Each draugr has the ability to change their size and they use this ability when they hunt the living. Each draugr is fully aware of the fear an undead enemy can instill in the living, and will try to take advantage of it as often as possible. Watching a draugr grow into a giant right beyond the walls of the village, then proceed to kill the cows grazing around it, and spend the next week throwing bloody parts of the unfortunate creatures over the walls until they get bored, can put fear into any villagers heart.

ONCE-DESTROYED DRAUGR

The least of its kind, but do not mistake that for weakness. Its claws will kill you just as well as any of its greater brethren.

— Runestone warning against the draugr

Rotting, and with no other weapon than its teeth and claws, this draugr is still ready to attack any living thing it comes across. Almost no traces remain of this once proud warrior, only its misshapen body fuelled by hatred.

DRAUGR CHANTER

I am not familiar with that kind of magic. Be careful.

— Mage Mefilistas, moments before his death.

Just like warriors, spellcasters can also rise again as draugr. These draugr utilize an ancient form of spellcasting called galdr which imposes the spellcasters will on the world around them by chanting their spells over and over. This ancient form of magic do have one glaring weakness which more modern schools of spellcasting has for the most part done away with, if the spellcasters chanting is interrupted for even an instant, the entire spell will crumble to dust and the spellcaster has to begin over from scratch.



DRAUGR MONSTROSITY

The most monstrous of the draugr. With fang and claw they will hunt the living to the end of the world.

— Runestone warning against the draugr

The draugr monstrosity has embraced the monstrous parts of undeath. Using their hatred as fuel, they have grown significantly, discarding such weak weapons as axes or swords in favor of claws and fangs.

Disappear Beneath the Earth. Their claws give them the ability to dig into the earth so quickly, it appears as if they have teleported away. They use this ability to attack enemies from unexpected angles, and can tunnel under walls, fences, and other fortifications meant to keep enemies out.

DRAUGR JARL

People became aware that Glámr was not resting in peace. He wrought such havoc that some people fainted at the sight of him, while others went out of their minds.

— Grettis saga

A draugr jarl is the mightiest of the draugr. They awaken along with their retinue, ready to once again take possession of everything they owned in life and kill any interlopers who have dared to set up residence where they used to live, just because the old lord has been dead for a couple of hundred years!

Exuding Madness. Every draugr is jealous of the living to the point of madness, but a draugr jarl drapes that madness around him like a cloak, using it as a weapon in combat and infecting others with it. Even the dead are not immune.

A DRAUGR JARL'S LAIR

When a jarl awakens, one of the first things they do is search for a burial mound. As soon as they find one, they will perform a ritual inside the mound, turning it into a gateway to the Underworld. It is quite easy to see if a burial mound has been claimed by the draugr, since ghostly cold flames are burning inside, which can clearly be seen from the entrance to the mound.

LAIR EFFECTS

On initiative count 20 (losing initiative ties), the draugr jarl can take one lair action to cause one of the following effects:

- A once-destroyed draugr who has been killed within 500 feet of the mound is revived at the entrance of the burial mound.
- The flames inside the mound flare up. Each creature within 50 ft. of the entrance must succeed on a DC 16 Dexterity saving throw or take 13 (2d6+6) cold damage.
- The draugr jarl chooses a single creature within 50 ft. That creature must make a DC 16 Wisdom saving throw. If it fails the saving throw, it thinks it can hear the voices of departed friends or family

members through the gateway. The creature cannot use an action this turn as it is searching for the departed.

The draugr jarl can't repeat an effect until they have all been used once and cannot use the same effect twice in a row.

REGIONAL EFFECTS

The region housing the draugr's burial mound is affected by its presence, which creates one or more of the following effects:

- A cold wind, as if from the gates of the Underworld blows through the entire area, reducing the temperature to extreme cold within 1 mile of the burial mound.
- All fires within 1 mile of the draugr's burial mound burn with a blue tint, and the area they illuminate is reduced by 5 feet.

If the draugr jarl dies, these effects fade over the course of 1d4 days.

ONCE-DESTROYED DRAUGR

Medium undead, chaotic evil

Armor Class 14 (rusty chainmail)

Hit Points 1

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	6 (-2)	8 (-1)	12 (+1)

Saving Throws Wis +1

Skills Perception +1

Condition Immunities exhaustion, paralyzed, poisoned

Damage Resistances necrotic, poison

Senses darkvision 60 ft., passive Perception 11.

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

Challenge 1 (200 XP)

Hard to Kill. If an attack reduces the once-destroyed draugr to 0 hit points, if it succeeds on a DC 13 Constitution saving throw it rises again on its initiative next round with 1 hit point. On a failure, it dies. The once-destroyed draugr does not get to make a Constitution saving throw if the damage that reduced it to 0 hit points was from a critical hit or radiant damage.

Stench of the Grave. The stench the draugr emanates is so foul that creatures within 5 feet of it suffer a -1 to their attack rolls. This effect is not cumulative with other instances of this feature or with the Stench and Madness of the Grave feature.

ACTIONS

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) necrotic damage and the draugr gets temporary hit points equal to the necrotic damage dealt.

Enlarge/Reduce (1/Day). The once-destroyed draugr casts the spell *enlarge/reduce* on itself without expending spell slots or material components.

Draugrs appear to have been the go-to evil monsters for many old icelandic sagas and myths. Depending on which story you read, their power, skills, and abilities change significantly. Here we chose to divide their powers into different creatures. However, in the original tales, a draugr might have any or all of the powers that the monsters presented in these pages have, or even more.



DRAUGR CHANTER

Medium undead, chaotic evil

Armor Class 11 (rotting robes)

Hit Points 34 (5d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	18 (+4)	10 (+0)	8 (-1)

Saving Throws Int +6, Wis +2

Skills Arcana +8, Perception +2

Damage Resistances cold, necrotic, poison

Condition Immunities exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 4 (1800 XP)

Stench of the Grave. The stench the draugr emanates is so foul that creatures within 5 feet of it suffer a -1 to their attack rolls. This effect is not cumulative with other instances of this feature or with the Stench and Madness of the Grave feature.

Weapons of the Fallen. The draugr chanter's weapons count as magical when the draugr chanter wields them.

What Is Already Dead. When this creature is reduced to 0 hit points, if it succeeds on a DC 14 Constitution saving throw it rises again as a once-destroyed draugr on its initiative next round. The draugr chanter does not make a Constitution saving throw if the damage that reduced it to 0 hit points was radiant or from a critical hit.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 3) piercing damage plus 2 (1d4) psychic damage.

Chant of Burning Hatred (1/Day). The draugr chanter begins the chant of burning hatred. The weapons of each allied creature within 30 ft. of the draugr chanter erupt in semi-transparent blue flames, dealing an additional 5 (2d4) fire damage on a hit for as long as the chanter is concentrating. The draugr chanter must use its action to concentrate on the chant or the effect ceases.

Chant of Graven Frost (1/Day). The draugr chanter begins the chant of graven frost. Cold emanates from the caster, making all terrain in a 60 ft. radius around the draugr chanter difficult terrain for all enemy creatures as long as the draugr chanter is concentrating. The draugr chanter must use its action to concentrate on the chant.

Chant of Monstrous Resilience (1/Day). The draugr chanter begins the chant of monstrous resilience. A palpable wave of hatred emanates from the draugr chanter, infusing his allies with power. Each ally of the draugr chanter within 30 feet gains 8 temporary hit points at the start of each of their turns as long as the draugr chanter is concentrating. The draugr chanter must use its action to concentrate on the chant or the effect ceases.

Enlarge/Reduce (2/Day). The draugr chanter casts the spell *enlarge/reduce* on itself without expending spell slots or material components.

DRAUGR MONSTROSITY

Large undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 35 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	6 (-2)	8 (-1)	10 (+0)

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

Damage Resistances cold, necrotic, poison, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 7 (2900 XP)

Stench of the Grave. The stench the draugr emanates is so foul that creatures within 5 feet of it suffer a -1 to their attack rolls. This effect is not cumulative with other instances of this feature or with the Stench and Madness of the Grave feature.

What Is Already Dead. When this creature is reduced to 0 hit points, if it succeeds on a DC 14 Constitution saving throw it rises again as a once-destroyed draugr on its initiative next round. The draugr monstrosity does not make a Constitution saving throw if the damage that reduced it to 0 hit points was radiant or from a critical hit.

ACTIONS

Multiattack. The draugr monstrosity makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 +5) slashing damage plus 2 (1d4) psychic damage.

Devourer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d10) necrotic damage plus 5 (2d4) psychic damage. If this attack reduces a creature that is smaller in size than the



draugr monstrosity to 0 hit points, the draugr monstrosity gains 7 temporary hit points and swallows the target. A swallowed creature is blinded and restrained, and has total cover against attacks and other effects outside the draugr monstrosity.

If the draugr monstrosity takes 15 damage or more on a single turn from the same creature or source, the draugr monstrosity must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the draugr monstrosity.

Enlarge/Reduce (1/Day). The draugr monstrosity casts the *enlarge/reduce* spell on itself without expending spell slots or material components.

DRAUGR JARL

Medium undead, chaotic evil

Armor Class 16 (rusty chainmail and shield)

Hit Points 114 (12d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	9 (-1)	6 (-2)	12 (+1)

Saving Throws Str +11, Cha +5

Skills Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, paralyzed, poisoned

Damage Immunities cold, necrotic, poison

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 10 (5,900 XP)

Stench and Madness of the Grave. The draugr emanates a horrible stench. The stench also carries an infectious madness, which affects everyone near it. At the beginning of the draugr jarl's turn, any creature within 15 feet of it takes 5 psychic damage and suffers a -2 to attack rolls until the beginning of the

draugr jarl's next turn. If this reduces a creature to 0 hit points, that creature is raised again as a once-destroyed draugr at the beginning of that creature's next turn. This effect does not stack with the Stench of the Grave feature.

Weapons of the Fallen. The draugr jarl's weapons counts as magical when the draugr jarls wields them. They deal an additional 1d4 psychic damage on a hit (included in the attack).

What Is Already Dead. When this creature is reduced to 0 Hit Points, at the beginning of its next turn, it will rise again as a once-destroyed draugr.

ACTIONS

Multiattack. The draugr jarl makes three attacks.

Battleaxe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) magical slashing damage plus 2 (1d4) psychic damage.

Infect the Dead with Madness. The draugr jarl raises an adjacent dead creature within 5 feet of it as a once-destroyed draugr.

Enlarge/Reduce (3/Day). The draugr jarl casts the *enlarge/reduce* spell on itself without expending spell slots or material components.

EINHERJAR

Medium celestial, lawful good

Armor Class 18 (chainmail & shield)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

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

Saving Throws Wis +7, Cha +7

Skills Athletics +8, Perception +7

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

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 17

Languages Common

Challenge 9 (5,000 XP)

Divine Restoration. Each day at sunset, the einherjar are magically healed and restored by the power of their god as if targeted by true resurrection.

Divine Weapons. The einherjar's weapon attacks are magical. When the einherjar hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

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

Those Who Fight Alone. Einherjar have advantage on attack rolls if there are no allies within 15 ft.

ACTIONS

Multiattack. The einherjar makes two attacks.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft. or range 20/60, one target. *Hit:* 7 (1d6 + 4) piercing damage plus 9 (2d8) radiant damage, or 8 (1d8 + 4) plus 9 (2d8) radiant damage when used with two hands in a melee attack.

Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 9 (2d8) radiant damage.

EINHERJAR

All the Einherjar fight in Odin's courts every day; they choose the slain and ride from battle; then they sit more at peace together.

— Vafþrúðnismál /Poetic Edda

Warriors that fall in battle are brought by the valkyries to the afterlife in the realm of the gods. There they stay in the Hall of the Slain. By night they eat and drink their fill of mead, feasting alongside their forefathers and the gods.

Warrior's Entertainment. When not feasting the einherjar don their wargear and go out into the courtyards of the Hall of the Slain. There they fight and slay each other until it is time to feast again. Then the day's fallen rise, their wounds healed, and the einherjar returns to feast in the hall.

Divine Host. The einherjar fight and train for a purpose. They are the army of their god. It is prophesied that they will be called upon to fight and die alongside the gods in a great battle at the end times.

In Norse mythology, the einherjar are fallen warriors brought to the afterlife in Valhalla by the valkyries. There they fight each day, training in preparation for Ragnarök when they will be called upon to fight alongside the gods. At night they feast in Odin's great hall Valhalla, served meat and mead by the valkyries.



ELLEFOLK

The ellefolk is a race of fey who are masters of charm, magic, illusions, and secrets. Their interaction with other races is limited, except in very specific cases. These interactions appear to stem from a complete disregard of the affairs of the planes. Whatever occupies the ellefolk, no mortal has ever managed to guess. Physically they are all beautiful, both male and female. They wear clothes made of mist, which means it drifts around them, making them especially hard to see when they stand in fog. From behind, you can see that they literally have no back. Instead, a gaping hole leads into endless darkness.

A World of Fog and Illusions. Where the ellefolk go, fog appears. This fog helps them hide their secret palaces, which move at the whim of an ellekonge and their court. Each palace is uniquely and richly decorated to suit its inhabitants. It is impossible to tell how much of it is real and how much is illusion. There are stories of people entering their palaces and leaving with untold riches, whilst other stories tell of people entering and, as soon as they leave the palace finding that, what they thought was gold and jewels, was nothing more than dried leaves and rocks.

Invited to the Ellekonge's Palace. Sometimes a notable creature receives a formal invitation by the ellefolk. These invitations appear out of nowhere and are extremely courteous, written with gold ink and addressed to a specific person. The recipient of an invitation is invited to attend an ellekonge's ball. Ellefolks' balls have a mythical reputation amongst the more powerful beings of the planes. Creatures of every alignment, religion, and disposition accept such invitations, and a truce is imposed during the entire event. Any intentional physical harm done without the host's express permission, will swiftly be punished, and the perpetrator will never be invited again into a palace of the ellefolk again. No matter what led to the altercation, the rule is: "whoever struck the first blow, is at fault". At these events, it is possible to see liches conversing with trolls, or clerics of different religions having a glass of wine together; even dragons have been known to accept invitations. While physical harm is out of the question, scheming and figurative backstabbing is still very much a possibility and, in fact, ellefolk appear to relish inviting rivals to these events, only to see where it might lead.

Dancing in the Forest. The second way ellefolk might be encountered is when the moon is full on a misty summer night. They dance under the moon, inviting passersby to join in their dance. Here there are no rules of conduct, and their intent is to kidnap as many mortals as possible with their illusions and promises of richness or power. Anybody kidnapped in this way will be forever lost to the magic of the ellefolk unless they're rescued on the same night.

ELLEKONGE

Ellekonge stood, and with a gesture the tables disappeared and the sweetest music could be heard.

— Javeb Brande/Ellekonge's Ball

"Ellekonge" translates roughly to "king of the ellefolk". There are multiple ellekonger, each one ruling their own palace. Each ellekonge looks like an elderly man, with an air of authority about him. He is clad in beautiful robes made from mist and enough jewelry to pay the ransom of a mighty jarl or king. He is always courteous to his guests and furious towards any thief or intruder in his realm.

Sports and Games. The rules of conduct at ellekonge gatherings are clear, but there are always exceptions. Almost anything can be allowed if express permission is requested. While simply attacking somebody will almost always be censured, a request for a formal duel will be granted if the challenged party is willing to accept the duel.

ELLEPIGE

Forth walked men and women, each one beautiful. Each asked a guest for a dance. Nobody could refuse.

— Javeb Brande/Ellekonge's Ball

Ellepige roughly translates to woman or girl of the ellefolk. While this suggests that it is only used refers to females, this is not the case. It appears to be more of a rank which any ellefolk can attain. Ellepiger are just like every other member of the ellefolk, clad in clothes made of fog or mist. Unlike other ellefolk, ellepiger can be found outside of the palaces of the ellekonge. They live in the deep forests of the world, where they will befriend and magically charm any being who passes by with song, dance and enchanted honey.

ELLEKONGEN'S LAIR

The ellekonge's ballroom is a huge room with vaulted ceilings. Braziers are spaced out around the room and in the middle is a big bonfire. Tables are positioned around the bonfire, unless they're cleared to make room for dancing. Music can be heard as if a ballroom orchestra is just behind each person. During conversations, the music is lowered as to be almost imperceptible, whilst during the dancing it gets louder and fills the entire ballroom with sweeping notes. If the tables are set, one can find an overwhelming amount of food, hand-picked to suit the tastes of the races in attendance.

LAIR EFFECTS

At the start of initiative order, before any creature has taken a turn, choose one of the lair effects below. Each effect lasts until the beginning of the next round. Whenever an effect has been used, all other effects must have been used before it can be used again. All creatures on the battlefield are affected, unless otherwise stated.

While a fight is going on, the enchanting music still plays, compelling everybody who hears it to dance. The



ellekonge decides which music is played at the ball, and therefore decides which dance everybody dances. If an adventurer can play a musical instrument, as a reaction they can take a contested performance roll against the ellekonge when this effect is chosen. If the adventurer wins the contested roll, they get to pick the effect instead of ellekongen.

- The music takes on a eerie quality, sounding slightly discordant. Each creature deals an additional 1d6 psychic damage on their first successful attack this round.
- The music becomes more regimented, with a set and steady beat. At the beginning of each creature's turn, the creature can only move as the knight or the bishop in a game of chess. During this round, the creature can only move diagonally if the bishop is chosen, or two squares in one direction followed by one square in another direction if the knight is chosen. One square of the chess board counts as 5 feet of movement.
- The music takes on a quicker beat, forcing faster movements. Each creature must use its full movement this turn, is not allowed to step on the

same square twice, and can move through other creatures as though they were not there. A creature cannot end its movement if it occupies the same space as another creature.

Ellekongen can't repeat an effect until they have all been used once and cannot use the same effect twice in a row.

REGIONAL EFFECTS

Any region which houses a palace of the ellefolk experiences the following effects.

- The land within half a mile of the palace is filled with a thick fog that rolls in at night. Curiously, it will leave roads clear but make fields, graveyards, and other open spaces in the area, dangerous to travel.
- In an area up to a mile away from the palace, the number of fey creatures and *will-o'-wisps* (Monster Manual, p. 301) will increase.. Whether the ellefolk bring them with them or fey creatures are just drawn to them is unknown.

If the ellekonge dies, or moves the palace, these effects fade over the course of 1d6+1 days.

ELLEKONGE

Medium fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 72 (16d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Wis +4, Cha +7

Skills Perception +4, Performance +7, Insight +4, Stealth +5

Condition Immunities charmed, frightened

Damage Immunities psychic

Damage Vulnerabilities bludgeoning, piercing and slashing

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

Languages can speak and understand all languages

Challenge 2 (450 XP)

Alien Mind. The ellekonge's thoughts can't be read by telepathy or other means unless they allow it. They also have advantage on Wisdom saving throws.

Exposed Back. If the ellekonge is hit by a melee attack, it is vulnerable to the next melee attack that hits it. This effect ends at the start of the ellekonge's next turn.

Fog-Cloaked. The ellekonge has advantage on Stealth checks when located in fog or mist.

Fogwalk. As a bonus action, when in fog, the ellekonge can teleport to any other location covered in fog within 40 feet. This movement doesn't provoke attacks of opportunity.

Innate Spellcasting. The ellekonge's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no components:

At will: *fog cloud* (as a 3rd level spell)

ACTIONS

Multiattack. The ellekonge makes two rapier or frostshard attacks. If dancing master is available, the ellekonge can use it before or after these attacks.

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

Frostshard. *Ranged Spell Attack:* +7 to hit, range 50 ft., one target. *Hit:* 9 (2d8) cold damage and the target has their speed reduced by 10 feet until the beginning of the ellekonge's next turn.

Dancing Master (Recharge 5-6). With a gesture of authority, the ellekonge leads the dance. Each creature within 40 feet of the ellekonge must succeed on a DC 13 Wisdom saving throw or be pushed 15 feet in a direction chosen by the ellekonge. All creatures affected are pushed in the same direction. Other ellefolk can choose to pass the saving throw automatically.

ELLEPIGE

Medium fey, chaotic neutral

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Wis +3, Cha +5

Skills Perception+3, Performance+5, Stealth +5

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 13

Languages can speak and understand all languages

Challenge 1/2 (100 XP)

Alien Mind. The ellepige's thoughts can't be read by telepathy or other means unless they allow it. They also have advantage on Wisdom saving throws.

Exposed Back. If the ellepige is hit by a melee attack, it is vulnerable to the next melee attack that hits it. This effect ends at the start of Ellekonge's next turn.

Fog-Cloaked. The ellepige has advantage on Stealth checks when located in fog or mist.

Fogwalk. As a bonus action, when in fog, the ellepige can teleport to any other location covered in fog within 40 feet. This movement doesn't provoke attacks of opportunity.

Innate Spellcasting. The ellepige's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no components:

At will: *fog cloud* (as a 3rd level spell)

ACTIONS

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

A Drop of Honey (Recharge 5-6). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* With a quick movement, the ellepige tries to force a drop of honey into the mouth of the target. If the attack hits, the target must make a DC 13 Wisdom saving throw or be charmed by the ellepige. While charmed by an ellepige, any ellepige can use a bonus action to cause the charmed creature to perform a melee or ranged attack against a creature within range. A target can repeat the saving throw at the end of its turn, ending the effect on a success.

REACTIONS

Follow, Not Lead. When a creature attempts to leave its reach, the ellepige can move up to its speed to follow the creature without provoking opportunity attacks.



FENRIS

If you bind me so that I am unable to release myself, then you will be standing by in such a way that I should have to wait a long time before I got any help from you. I am reluctant to have this band put on me. But rather than that you question my courage, let someone put his hand in my mouth as a pledge that this is done in good faith.

— Fenris, before he was bound and bit off the arm of a god

Born from the blood of the gods, Fenris is the greatest of all wolves. He is larger than an ancient dragon, has fur the color of ashes, and fangs sharper than the sharpest sword. He was spawned from the same line as the otherworldly titans Jormungandr and Hel, and the three are considered siblings in various myths and legends told within the material world.

Bound by Chains. The gods created Fenris to be a strong defender of their divine halls, but as he continued to grow in both strength and size, they sought to bind him. By saying it was a test of his strength, the gods convinced him to try to break the chains they presented him with. Twice he was bound with chains of iron and steel, and twice he shattered them with just a shrug of his shoulders. The third time, ancient magics were used to create a chain finer than

any made before. Called gleipner, the chain was made from the breath of a fish, the sound of a cat's paws, and the very roots of the mountains.

This chain was smaller and appeared more frail than the previous two, so Fenris became suspicious. Before allowing them to bind him, he demanded one of the deities place their arm in his mouth. Should they be unwilling to free him or should he not be able to break the chain, he would eat the arm whole. One deity agreed, placing their arm within the maw of the wolf, and Fenris was chained. When gleipner grew taught and still did not break, no matter how hard Fenris fought against it, he tightened his jaw and severed the arm from the god's body forever. Now bound by both fate and chains, Fenris is imprisoned within his lair where he shall remain until the world's end. Only then will gleipner break and the wrath of the wolf be felt upon all the worlds of the multiverse.

Blade of the God King. To ensure Fenris would never harm another god, a blade was placed in his mouth, forcing it open. The tip of the blade pierces the roof of his mouth while the pommel presses against his tongue, preventing him from closing his mouth.

Godly Nature. Fenris doesn't require food, drink, or sleep.

BLADE OF THE GOD KING

Weapon (longsword), legendary (requires attunement)

This blade is not meant for you and its true attributes are unfathomable to mortal minds.

When you make an attack using this magic weapon, instead of the normal weapon damage, on a successful hit it deals 2d6 slashing damage and 6d6 radiant damage. Regardless of whether the attack hits or not, you take 6d6 radiant damage. Any damage from this weapon cannot be reduced in any way, and it ignores resistances and immunities.

After taking this radiant damage, you must succeed on a DC 25 Constitution saving throw or immediately drop the weapon.

FENRIS'S LAIR

The prison where he was chained has become Fenris's lair. At the end of a grand cave, the chain gleipner bind Fenris to the heart of a mighty mountain. The chain is long enough that Fenris can move around inside the cave without hindrance, but he cannot leave it. A stream of saliva runs from his mouth, trickling out of the cave and turning into a river that runs down the mountain. If Fenris is encountered in his lair he has a challenge rating of 27 (105,000 XP).

GREATER DIRE WOLF

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 3 (700 XP)

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

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

ACTIONS

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Fenris can take one lair action to cause one of the following effects:

- The saliva from Fenris's mouth flows like a strong river. Each creature in a line between Fenris and the cave entrance must succeed on a DC 16 Strength saving throw or be pushed 15 feet towards the mouth of the cave. The line is as long as the distance between Fenris and the cave entrance, and it is 10 feet wide.
- Fenris magically calls two greater dire wolves to join the battle. They appear at a point of Fenris's choosing within his lair, acting as allies to Fenris, and they share Fenris's initiative.
- Part of the ceiling collapses above one creature that Fenris can see within its lair. The creature must succeed on a DC 16 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe. A creature can use its action to make a DC 10 Strength check, ending the buried state on a success.

Fenris can't repeat an effect until they have all been used, and he can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region housing Fenris's lair is affected by its presence, which creates one or more of the following effects:

- Multiple packs of greater dire wolves patrol the area within 6 miles of the lair.
- The ground within 1 mile of the lair has been turned into mud by the water flowing from Fenris' cave, making the area difficult terrain.

If Fenris dies, these effects fade over the course of 2d10 days.



FENRIS

Gargantuan monstrosity (titan), neutral evil

Armor Class 21 (natural armor)

Hit Points 656 (32d20 + 320)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+11)	20 (+5)	30 (+10)	18 (+4)	14 (+2)	11 (+0)

Saving Throws Str +19, Dex +13, Con +18, Cha +8

Skills Athletics +19, Perception +10, Stealth +13

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities frightened, exhaustion, grappled, paralyzed, petrified, stunned

Senses passive Perception 20, truesight 120 ft.

Languages all

Challenge 26 (90,000 XP)

Chainbound. As long as Fenris is bound by the chain gleipner, it cannot move more than 120 feet away from where it is bound. If Fenris starts its turn with half its maximum hit points or fewer, the chain breaks.

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

Legendary Resistances (3/Day). If Fenris fails a saving throw, it can choose to succeed instead.

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

ACTIONS

Multiattack. Fenris can use its Frightful Presence. It then makes three attacks: one with its Blade of the God King and two with its claws. If its Thunderous Roar is available, it can substitute the Blade attack with a Thunderous Roar attack.

Blade of the God King. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. *Hit:* 7 (2d6) slashing damage and 21 (6d6) radiant damage.

Claws. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. *Hit:* 18 (2d6 + 11) slashing damage.

Frightful Presence. Each creature of Fenris's choice within 120 feet of Fenris and aware of it must succeed on a DC 21 Wisdom saving throw or be frightened of him 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 Fenris's Frightful Presence for the next 24 hours.

Thunderous Roar (Recharge 5-6). Fenris lets out a mighty bark that echoes through the area and which is audible out to 300 feet. Each creature in a 60-foot cone must make a DC 21 Constitution saving throw. On a failure, a creature takes 77 (22d6) thunder damage, is pushed 15 feet, and is knocked prone. On a success, the creature takes half damage and is not knocked prone. In addition, unsecured objects that are completely within the area of effect are automatically pushed 30 feet away.

LEGENDARY ACTIONS

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

Detect. Fenris makes a Wisdom (Perception) check.

Claw Attack. Fenris makes a claw attack.

Mighty Leap. Fenris leaps into the air away from its foes without provoking opportunity attacks. Fenris lands at a point of its choice within 60 feet of where it started.



FOSSEGRIMEN

Medium fey, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 35 (6d10 + 5)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	11 (+0)	9 (-1)	16 (+3)

Skills Performance +5, Persuasion +5

Senses darkvision 60 ft., passive Perception 9

Languages Common

Challenge 1/2 (100 XP)

Waterspirit. Fossegrimen can breathe air and water and has advantage on attack rolls against any creature in water.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage and 5 (1d8 + 1) bludgeoning damage.

FOSSEGRIMEN

Eg skal læra deg leikjen stille, men inkje på dem slå, fe du ga meg det bânåbeinet som inkje kjøt va 'på.

I will teach you to tune, but not to play, because you gave me the legbone without any meat on it.

— Fossegrimen

Fossegrimen is a male water spirit that lives in rivers, near waterfalls and mills. Like his more sinister relative nøkken, fossegrimen is a master of the violin. He plays the mighty tunes of nature. The sound of the forest, the wind, and the waterfall can be heard when fossegrimen plays his violin.

Teacher. Fossegrimen is willing to teach his arts or in some cases tune the instrument of someone who has given a suitable payment. In some tales, fossegrimen gives the person a violin. More than one famous bard is said to have learned the arts of fossegrimen by offering his very soul.

FOSSEGRIMEN'S FELE

Wondrous item, rare

Fossegrimen's fele is a violin or harp gifted or tuned by fossegrimen. Fossegrimen's fele has the following properties:

- Is a magical instrument. The strings never break, no matter of highly tuned.
- Can be used as an arcane focus.
- Anyone playing on fossegrimen's fele is considered proficient with it. If you're already proficient in that instrument you add double your proficiency bonus to ability checks you make with it.

The music of fossegrimen's fele is magical. There is a chance for anyone playing it or listening to be spellbound by it.

- If you roll a natural 20 on a Charisma (Performance) check you make with it, you're magically compelled to keep playing unless you succeed on a DC 20 Wisdom saving throw.
- A creature which can hear the music is magically compelled to dance unless they succeed on a DC 15 Wisdom saving throw.
- A creature compelled to play or dance can repeat the saving throw at the start of each of their turns, ending the effect on itself on a success.

Fossegrimen is willing to teach his arts, in some cases tune, or even give an instrument in exchange for a suitable payment that satisfies the following requirements:

On the same night, three weeks in a row the would-be student must bring payment to fossegrimen's waterfall.

Suitable payments can be a fenalår, a dried and cured leg of lamb, or any other fine piece of meat. It must have been stolen. Your soul is also considered suitable payment.

The payment must be thrown in the waterfall, and the would-be student must then sit by the waterfall and play his instrument all night.

If he is satisfied, fossegrimen will come on the third night and rub the student's hand along the strings of the violin until their fingers bleed. When this is done fossegrimen has bestowed his gift.

HEL

You can run; try to hide from me; consult the deepest magics or the highest god. It matters not. Everyone comes to me in the end. Everyone.

— Hel, to a recent visitor to her halls

As sinister a visage as Hel presents, her purpose is just as wicked. Like other titans, she was created by the gods to fulfill a singular purpose: to lead the armies of the dead when the end of the world comes. Created from the same line as Fenris and Jormungandr, she awaits the time when fate will call on her and her mythical siblings to bring about the world's end.

Living and Dead. Hel's body is divided between a living half that enables her to freely cross between the realms of the living and the dead, and a dead half that grants her command over her undead minions. This dual nature is represented physically upon her body. While her right side looks like a beautiful woman, her left side is a frame of decaying and rotting flesh.

Queen of the Dead. When the time is nigh for the world to end, Hel will lead her army of undead minions

on a crusade against the mortal realms, and along with her siblings she will bring chaos and destruction to the multiverse.

Godly Nature. Hel doesn't require food, drink, or sleep.

HEL'S LAIR

Hel requires a hall from which to rule over her subjects. As such, Hel's lair resembles a building more than a naturally-occurring structure found within the Lower Planes of Existence. A monumental building of gray stone, walls chill from the passing dead who wander its halls, is the home of the Queen of the Dead. If Hel is encountered in her lair she has a challenge rating of 27 (105,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Hel can take one lair action to cause one of the following effects:

- A freezing wind cuts across the battlefield in a line that is 30 feet long and 10 feet wide. Each creature in the area must succeed on a DC 16 Constitution saving throw or have their movement speed



reduced by 10 feet until the end of their next turn. Any torches or open flames in the area are also extinguished.

- Two **draugr monstrosities** (found in this manual) rise from the ground to join the fight, acting as allies to Hel. These draugr monstrosities only have 20 hit points and they share Hel's initiative.
- Magical darkness spreads from a point Hel chooses within 60 feet of her, filling a 15-foot-radius sphere until she dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Hel can't repeat an effect until they have all been used, and she can't use the same effect two rounds in a row.

REGIONAL EFFECTS

A region housing Hel's lair is affected by her presence, which creates one or more of the following effects:

- All sources of light, including magical light, within 6 miles of Hel's Lair burn with a blue hue and the amount of area they illuminate is reduced by 10 feet.
- Cold winds whip through the area within 6 miles of the lair. Creatures in that area suffer the effects of extreme cold.
- Several groups of zombies, skeletons, and draugr, can be found wandering the area within 6 miles of the lair.

If Hel dies, these effects fade over the course of 2d10 days.

HEL

Medium undead (titan), lawful evil

Armor Class 17 (natural armor)

Hit Points 575 (46d8 + 368)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	25 (+7)	26 (+8)	31 (+10)	28 (+9)	29 (+9)

Saving Throws Con +16, Int +18, Wis +17, Cha +17

Skills Arcana +18, History +18, Insight +17, Medicine +17, Religion +18

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

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

Senses passive Perception 27, truesight 120 ft.

Languages all spoken and written

Challenge 26 (90,000 XP)

Legendary Resistances (3/Day). If Hel fails a saving throw, she can choose to succeed instead.

Queen of the Dead. Allied undead creatures within 300 feet of Hel are immune to effects that turn undead, and all undead creatures up to CR 10, within the same range, obey her spoken commands.

ACTIONS

Multiattack. Hel uses her Gifts of the Queen. She then makes two necrotic ray attacks.

Necrotic Ray. *Ranged Spell Attack:* +17 to hit, range 120 ft., one target. *Hit:* 27 (6d8) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest outside of the Lower Planes of Existence. The target dies if this effect reduces its hit point maximum to 0.

Gifts of the Queen. Hel chooses three different targets she can see within 120 feet. The chosen creatures are blessed with a random gift of Hel (reroll duplicates), which lasts until the beginning of Hel's next turn:

1. *Gift of Fatigue.* The creature can use either an action or a bonus action on its turn but not both, and it can't take reactions.
2. *Gift of Submission.* The creature is prone and can't stand up.
3. *Gift of Misfortune.* The creature has disadvantage on saving throws.
4. *Gift of Inertia.* The creature becomes immobile.
5. *Gift of Negligence.* The creature can't make weapon attacks or activate items.
6. *Gift of Feebleness.* All damage from the creature's attacks and spells is reduced by half.
7. *Gift of Disease.* The creature loses all temporary hit points and can't regain hit points.
8. *Gift of Fragility.* The creature's AC is lowered by 3.
9. *Gift of Ineptitude.* The creature can't add its proficiency bonus to ability checks or attack rolls.
10. *Gifts Aplenty.* The target is given two gifts. Roll twice more, rerolling duplicates and any 10.

Whenever a creature under the effect of one of the Gifts of the Queen dies, it becomes a *once-destroyed draugr* (found in this manual) under Hel's command. The dead creature retains its place in the initiative order and animates at the start of its next turn, provided that its body hasn't been completely destroyed.

Raise the Queensguard (1/Day). Hel magically calls 4 wights (Monster Manual, p. 300) to her side. The wights appear at a point of Hel's choosing within 60 feet of her, acting as allies to Hel, and they share Hel's initiative.

LEGENDARY ACTIONS

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

Detect. Hel makes a Wisdom (Perception) check.

Necrotic Ray Attack. Hel makes a necrotic ray attack.

Bolster the Troops (Costs 3 Actions). Each creature of Hel's choice within 60 feet of her is magically rejuvenated, gaining 20 temporary hit points.

HELHEST

If you ever find yourself walking along a road at night and you hear the sound of a three-legged horse approaching, close your eyes and keep them that way. Don't open them. No matter what you hear.

— Annita Carnies, graveyard keeper

As an omen of death, sickness, and decay, any sign of a helhest's presence is a warning to the residents of an area that destruction will soon fall upon their homes. A helhest is created from the soul of a horse that has been buried alive and now walks the world as a servant of death itself. Its hide is torn and partially rotted away. It walks on three legs, one having been lost to decay, which gives off a distinct sound that warns of its approach.

Grave Walker. The helhest often patrols the area near graveyards or similar places meant for humanoid burial. It is a guardian of sorts, though its purpose is twisted and cruel. It wanders only at night, searching for more creatures to join the ranks of the dead. Near dawn, it returns to the grave from which it rose, to rest until the night calls upon it once again.

Bringer of Death. The helhest is the embodiment of death and decay. Wherever it goes, death follows. It is said that death is so connected to the helhest that any humanoid who sets eyes on the creature is fate-bound to die within a very short period of time. The sound of the helhest's distinct walk has become an omen of death as a result, and it would be within the best interests of those who hear it to close their eyes and flee the area as fast as they can.



HELHEST

Large undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	21 (+5)	6 (-2)	14 (+2)	9 (-1)

Saving Throws Con +9, Wis +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages -

Challenge 10 (5,900 XP)

Aura of Death. Creatures that are within 60 feet of the helhest have disadvantage on death saving throws, and creatures that are within 5 feet of the helhest can't regain hit points.

Charge. If the helhest moves at least 10 feet straight toward a target and then hits it with its hooves attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed 10 feet away and be knocked prone.

Visage of Death. When a creature that can see the helhest starts its turn within 60 feet of the helhest, the helhest can force it to make a DC 14 Constitution saving throw if the helhest isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points unless it is immune to the frightened condition. Otherwise, a creature takes 26 (4d12) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the helhest until the start of its next turn. If the creature looks at the helhest in the meantime, it must immediately make the saving throw.

ACTIONS

Multiattack. The helhest makes two attacks with its hooves.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning plus 7 (2d6) necrotic damage.

Calling of the Grave (1/Day). The helhest can curse a target within 30 feet of it with sickness. The target must make a DC 14 Wisdom saving throw. On a failure, the target suffers an extra 1d8 necrotic damage from the helhest's attacks. The target's Constitution score decreases by 1 for each day that the curse persists. If the target's Constitution score reaches 0, they die. The curse lasts until removed by the *remove curse* spell or other magic.

HUGINN & MUNINN

Tiny celestial, lawful good

Armor Class 12

Hit Points 35 (10d4 + 10)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Insight +3, Perception +3

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

Condition Immunities charmed, frightened, petrified

Senses passive Perception 13

Languages all, telepathy 120 ft.

Challenge 1/2 (100 XP)

Divine Awareness. Huginn and Muninn know if they hear a lie.

Gift of Speech. Huginn and Muninn has been given the ability to speak and understand all languages by their patron deity.

Innate Spellcasting. Huginn and Muninn's spellcasting ability is Charisma (spell save DC 11). Huginn & Muninn can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*, *commune*, *sending*, *plane shift* (self only)

ACTIONS

Beaks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage plus 3 (1d6) radiant damage.

HUGINN & MUNINN

Huginn and Muninn fly each day over the spacious earth. I fear for Huginn, that he come not back, yet more anxious am I for Muninn.

— *Grímnismál, Poetic Edda*

Huginn and Muninn are a pair of ravens that serve as the spies of gods of law, war and magic. Each day they fly over all the planes of the multiverse before the return to their deity and report all they have seen and heard.

Gift of Speech. To better serve their purpose, Huginn and Muninn have been given the ability to speak and understand all languages by their patron deity.

In Norse mythology, Huginn and Muninn are a pair of ravens that serve the king of the Æsir gods, Odin. Every day they fly over the nine worlds of the cosmos before they return to Asgard and report all they have seen and heard to Odin.



HULDRÄ

Let all that is hidden, remain hidden.

— Unknown deity

Huldra is a beautiful female fey creature that lives in the forest. At first glance, a huldra looks like a beautiful blonde woman with blue eyes. A closer look reveals a cow's tail. A huldra's enmity is swiftly earned by anyone that mentions the tail.

Huldrewife. Huldra is stunningly beautiful and seductive. A huldra often seeks to marry mortal men. If a huldra is married to a man in a church, it will turn into

a human. A huldra is a kind and loyal wife, as long as her husband behaves well. If not, punishment comes quickly.

Forest Guardian. Huldra is a skogsrå, a warden of the forest. Huldra has power over the forces of nature and animals. It can cause both good and bad luck for people that interfere with it.

Troll Strength. Huldra is far stronger than it appears at first glance. A huldra is able to straighten a horseshoe and bend it back into shape with its bare hands.



HULDRÄ

Medium fey, neutral

Armor Class 14 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	13 (+1)	13 (+1)	17 (+3)

Skills Nature +3, Perception +3, Stealth +6, Survival +3

Senses passive Perception 13

Languages Common, Sylvan

Challenge 2 (1,100 XP)

Invisible. Huldra can use an action to turn Invisible for up to 1 hour. It can turn Invisible this way twice before it must take a long rest.

Innate Spellcasting. A huldra's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *animal friendship*, *charm person*, *cure wounds*, *dancing lights*, *druidcraft*

3/day: *conjure animals*, *find the path*

1/day: *commune with nature*, *control weather*

Speak with Beasts. Huldra can communicate with beasts as if they shared a language.

ACTIONS

Multiattack. Huldra makes two dagger attacks.

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



JORMUNGANDR

Let me get this right... You're saying that there's a big ol' snake in the oceans, so big in fact that it wraps all the way around the world. Huge enough that even krakens are fearful of it. And you want to go fishing for it using a dinghy and a bull's head?

— Hymer the Angler to a fellow fisherman

Of the three titan siblings that are Fenris, Hel, and Jormungandr, the oceanic world serpent is by far the greatest. Molded by divine hands to be larger and more powerful than any other living thing, Jormungandr's purpose is not known by mortal minds. Its reason for existence is known only by the gods and it will not become apparent until the world ends in a collision of fire and ice.

World Serpent. Jormungandr is the greatest draconic being in existence. Its form is so large that it can wrap around the entirety of the material plane and bite its own tail should it wish to. When it rests and parts of its body

Jormungandr is so unimaginably huge that the stat block presented for it here doesn't really do it justice. This stat block represents the head of Jormungandr, not its entire body. When reduced to 0 hit points, it retracts its heads and removes itself from the battlefield.

break the surface of the ocean, they are often mistaken for organic landmasses. When Jormungandr rises from the ocean, its tail can be seen disappearing off beyond the horizon and its maw is big enough to swallow entire cities in a single bite.

Ruler of the Deep. Jormungandr finds its home in the oceans of the multiverse. Its sovereignty while beneath the waves is undisputed and other great sea monsters are aware of this fact. Jormungandr is not satisfied with feeding on prey such as fish and whales. Instead, it hunts gargantuan sea creatures such as krakens, stalking the depths of the material seas as well as the oceans found in other planes of existence.

Godly Nature. Jormungandr doesn't require food, drink, or sleep.

JORMUNGANDR

Gargantuan dragon (titan), neutral

Armor Class 25 (natural armor)

Hit Points 731 (34d20 + 374)

Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
34 (+12)	24 (+7)	32 (+11)	20 (+5)	18 (+4)	15 (+2)

Saving Throws Str +21, Con +20

Damage Resistances acid, cold, fire

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

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

Senses truesight 300 ft., passive Perception 14

Languages can understand all languages but doesn't speak

Challenge 30 (155,000 XP)

Amphibious. Jormungandr can breathe air and water.

Fear Aura. Any creature that starts its turn within 120 feet of Jormungandr and is aware of its presence must make a DC 20 Wisdom saving throw unless Jormungandr is incapacitated. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, 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 aura for the next 24 hours.

Legendary Resistances (3/Day). If Jormungandr fails a saving throw, it can choose to succeed instead.

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

Siege Monster. Jormungandr deals double damage to objects and structures.

ACTIONS

Bite. *Melee Weapon Attack:* +21 to hit, reach 40 ft., one target. *Hit:* 75 (6d20 + 12) piercing damage. If the target is a Huge or smaller creature, it must succeed at a DC 23 Dexterity saving throw or be swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Jormungandr, and it takes 42 (12d6) acid damage at the start of each of Jormungandr's turns.

If Jormungandr takes 80 damage or more on a single turn from a swallowed creature, Jormungandr must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Jormungandr. If Jormungandr is defeated, a swallowed creature is no longer restrained by it and can escape from the corpse using 20 feet of movement, exiting prone.

Crush. Jormungandr drops its body down to crush its enemies. Each creature in a line that is 40 feet long by 20 feet wide, starting from a square adjacent to Jormungandr, must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 117 (10d20 + 12) bludgeoning damage and is knocked prone. On a successful save, a creature takes half damage and isn't knocked prone. Creatures that are more than 5 feet away from the edge of the line and within the area of effect have disadvantage on the Dexterity saving throw.

Breath of Death (Recharge 5-6). Jormungandr exudes a thick poison from its maw in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw. On a failed save, the creature takes 63 (18d6) poison damage and is poisoned. While it is poisoned, the creature takes 17 (5d6) necrotic damage at the start of each of its turns. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Oceanic Shift (2/Day). While in a body of water large enough to contain its submerged form, as an action Jormungandr can transport itself to another body of water anywhere in the multiverse. The body of water it is transporting itself to must be large enough to contain its submerged form.

LEGENDARY ACTIONS

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

Detect. Jormungandr makes a Wisdom (Perception) check.

Move. Jormungandr moves up to its speed without provoking opportunity attacks.

Bite (Costs 2 Actions). Jormungandr makes a bite attack.

Tsunami (Cost 3 Actions) (Once per Long Rest). Jormungandr casts the spell *tsunami*. Jormungandr uses Charisma as its spellcasting ability. Jormungandr's spell save DC is 20.

KERBEROS

*Over the souls of those submerged beneath
that mess, is an outlandish, vicious beast,
his three throats barking, doglike: Cerberus.
His eyes are bloodred; greasy, black, his beard;
his belly bulges, and his hands are claws;
his talons tear and flay and rend the shades.*

— Dante Alighieri, *Inferno*

Kerberos is a large and terrible dog with three heads. It has a long reptilian tail like that of some dragons. Along the back of this creature there are several heads of snakes, of different kinds. When Kerberos walks through the dark paths of the Nine Hells, it is almost impossible to see it because its skin is black as the darkest night. When souls meet this scary fiend, six brilliant scarlet eyes are the only thing they can discern in the shadows.

Hell's Gatekeeper. Kerberos lives at the entrance of the Nine Hells, in Avernus. The enormous creature, able to bark from its three heads, surveys these realms, lying in its immensity in front of the entryway to a ruined fortress. Any creature trying to get close to the river Styx must face Kerberos, and the irascible gatekeeper is never prone to let anyone pass over. Kerberos often barks against lemures and other lesser devils just for the pleasure of instilling fear.

Unexpected Gourmand. When someone gets close to its lair in the Nine Hells, Kerberos stirs: the snakes on its back arise and its muscles become tense. If the passing creature gives some honey to Kerberos, then it becomes slightly more friendly while consuming the delicacy.



KERBEROS'S LAIR

In ages past, there were cities in Avernus, but the long war between devils and demons brought destruction everywhere. Now, only a few buildings survive between the high rocks, and they're covered by red sand. Kerberos makes its lair behind the gate of a ruined fortress or at the entrance of large caves. While Kerberos spends its time in a place, it instills an aura of fear in every single stone. When Kerberos is encountered in its lair it has a challenge rating of 15 (13,000 XP)

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Kerberos can take one lair action to cause one of the following effects:

- The lair trembles as huge parts of the ceiling detach and fall upon Kerberos's enemies. Each creature in Kerberos' lair must succeed on a DC 15 Dexterity saving throw or take 19 (6d6) bludgeoning damage.
- The ground cracks, and fumes from the first circle of Hell enter the lair. Two 15-foot-radius clouds of poisonous gas appear within 120 feet of Kerberos. The clouds spread around corners and remain until Kerberos dismisses them as an action, uses this lair action again, or dies. The area within the clouds is lightly obscured. Any creature in the clouds when they appear, moves into the area for the first time on a turn, or ends its turn there, must succeed on a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.
- Undead creatures strike from the ground to attack one creature that Kerberos can see within 60 feet of it. The target must make a DC 14 Dexterity saving throw. On a failure, a creature takes 9 (2d8) necrotic damage and is restrained until initiative count 20 on the next round. On a success, a creature takes half as much damage and isn't restrained.

Kerberos can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.



KERBEROS

Large fiend, lawful evil

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	21 (+5)	8 (-1)	13 (+1)	16 (+3)

Saving Throws Str +11, Dex +7, Con +10

Skills Athletics +11, Intimidation +13, Perception +6

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages understands Infernal but can't speak

Challenge 16 (15,000 XP)

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

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

Watchful Gatekeeper. Magic cannot put Kerberos to sleep. Furthermore, Kerberos does not require sleep to sustain itself.

ACTIONS

Multiattack. Kerberos can make three bite attacks, one with each of its heads, or two bite attacks and one with its tail.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) fire damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 4 (1d8) poison damage.

Fire Breath (Recharge 5-6). Kerberos exhales fire in a 15-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.

Cloudkill (1/Day). Kerberos uses the snakes on its back to cast the spell *cloudkill*.

LEGENDARY ACTIONS

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

Hellish Roar (Costs 2 Actions). Kerberos unleashes a roar that causes fear and produces strong winds that damage nearby creatures. Every creature that can see or hear Kerberos must succeed on a DC 16 Wisdom saving throw or become frightened of it for 1 minute. In addition, creatures within 10 feet of Kerberos suffer 7 (2d6) bludgeoning damage. 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 Kerberos' Hellish Roar for the next 24 hours.

Rush. Kerberos can move up to its speed without provoking attacks of opportunity.

Tail Attack. Kerberos makes a tail attack.

KLABAUTERMANN

And woe to him whose mortal eyes
Klaboterman behold.
It is a certain sign of death!--
The cabin-boy here held his breath,
He felt his blood run cold.

— The Ballad of the Carmilhan

A klabautermann is a type of nisse clad in a yellow sailor's raincoat with a clay pipe. It makes its home on sailing vessels and is usually a beneficial presence aboard ship. The klabautermann will alert the ship's carpenters to structural weaknesses by knocking with its hammer. Many sailors have found themselves unable to explain how they got back aboard ship after having been washed overboard — this was the work of the klabautermann.

Invisible. A klabautermann is invisible. It only becomes visible when a disaster or death is about to strike the ship.

Storm Omen. While the knocking sounds of a klabautermann's hammer is a useful sign, if you can hear the klabautermann using its hand plane, this signifies that a storm is coming.



KLABAUTERMANN

Small fey, chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 36 (8d6 + 8)

Speed 30 ft., swim 30 ft.

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

Skills Athletics +3, History +2, Insight +4, Investigation +2, Perception +4, Survival +4

Senses passive Perception 12

Languages Common and two other languages

Challenge 1/2 (100 XP)

Expert Understanding. A klabautermann has advantage on Intelligence (History and Investigation) and Wisdom (Insight, Perception, and Survival) checks related to watercraft.

Innate Spellcasting. A klabautermann's innate spellcasting ability is Intelligence (save DC 13, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *mending*, *water breathing*

1/day: *control weather*, *fabricate*

Sea Shanty. A klabautermann can use a bonus action to inspire one creature within 60 feet that can hear it. That creature gains a d6 Inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once rolled the Inspiration die is lost. Only one Inspiration die can be had at any time.

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

ACTIONS

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





LESZY

Large fey (shapechanger), chaotic neutral

Armor Class 18 (natural armor)

Hit Points 310 (27d10 + 162)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	22 (+6)	15 (+2)	20 (+5)	12 (+1)

Saving Throws Str +10, Wis +11

Skills Deception +7, Insight +11, Nature +11, Perception +11, Stealth +8

Damage Resistances poison, thunder; bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 feet, passive Perception 21

Languages Common, Sylvan

Challenge 18 (20,000 XP)

Animal Lord. Two packs of wolves are always in the vicinity of the leszy. Whenever a fight erupts, 4d4 + 6 wolves and 2 dire wolves join the leszy in 1d4 rounds.

Innate Spellcasting. The leszy's spellcasting ability is Wisdom (spell save DC 19). The leszy can innately cast the following spells, requiring no material components:

At will: *detect magic*, *druidcraft*, *minor illusion*

3/day each: *earth tremor*, *major image*, *misty step*

1/day each: *conjure woodland beings*, *hallucinatory terrain*

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

Rejuvenation. If it has a totem, a destroyed leszy gains a new body in 1d8 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the totem.

Shapechanger. The leszy can use a bonus action to polymorph into any beast of CR 3 or lower that inhabits its forest. Anything it is wearing transforms with it, but nothing it is carrying does. The leszy reverts to its normal form by using a bonus action. The leszy automatically reverts if it falls unconscious, drops to 0 hit points, or dies. When the leszy reverts to its normal form, it returns to the number of hit points it had before it transformed. However, if the leszy reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

ACTIONS

Multiattack. The leszy makes three attacks with its staff.

Staff. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and if the creature is

LESZY

By the evening we were lost. Bartosz took the lead but we were walking in circles, passing by the same tree trunk five times! As the moon was rising, wolves started howling all around us. They didn't attack, but it was impossible to rest even for a moment! Eventually, we found our way out of the forest in the morning. I'm telling you, there was nothing natural about it. It must be a spirit's work! I'm not going back there.

— A deserter's recollections

All forests have their protectors and while dobrochoczys rule over trees, leszys govern woodland beings. These old spirits take great pride in defending their realms, and are often dangerous to common people. Even though leszys are not evil, they play tricks on trespassers in the hope of scaring them away.

Leszys resemble giant old men with coniferous beards and bark skin. They seldom reveal their true form to people, traveling in the shape of a wild beast.

Elder Wisdom. It's not certain how old leszys are.

They have lived in the forests since the dawn of time and seldom can any other living being match their knowledge. This great wisdom makes them reluctant to maintain any contact with people, but those who gain a leszy's trust may learn the secrets of the forests.

Fickle Nature. When leszys meet someone in forests, they often make sure these unlucky people have a hard time finding their way back home. However, the spirits never harm innocents. They play tricks, changing the layout of trees and tracks. Those who hurt woodland animals will, on the other hand, be met with the wrath of the leszys and their animal companions.

Hidden Totems. Every leszy creates a totem in its sacred grove far from prying eyes. Such totems are created with the use of magic and are made of wood. Leszys then put their souls into these wooden figures. Though finding a totem is a hard task in itself, destroying one is the surest way to make a leszy enraged.

Large or smaller the creature is restrained by roots sprouting from the ground. As an action, a restrained creature can make a DC 19 Strength check, escaping from the roots on a success. The effect ends if the roots are destroyed. The roots have AC 12, 25 hit points, are vulnerable to fire damage, and immune to bludgeoning, poison and psychic damage.

LEGENDARY ACTIONS

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

Spell. The leszy casts one of its spells.

Mark. The leszy puts its mark on a target. Friendly creatures that attack the marked target during their next turn deal additional 3 (1d6) force damage with each attack.

Pack Leader (Costs 2 Actions). The leszy chooses two friendly creatures that can see or hear it. Those creatures can immediately use their reaction to make one attack.

LICHO

Licho does not sleep.

— *Local proverb*

Wandering demons that feed on people's misery, lichos bring misfortune everywhere they go. From the smallest misfortune to the murrain of domestic animals, the effects of a licho's presence vary. What causes them to travel the world is unknown, but once they pick a target, they stick to it until they suck out all its happiness. Lichos choose noble and righteous people, as their suffering brings a licho the biggest pleasure, but no one is safe from a licho's influence. However, every cloud has a silver lining — lichos are always solitary.

Unseen Travellers. Once a licho sucks all happiness and will to live from its prey, it moves to another location. They

travel along roads, yet they are hard to spot. Lichos have perfected an ability to be omitted or accepted as a default part of any scene. Even though they look like old women with disquieting traits such as one eye, a gaping hole instead of a mouth, or crooked legs, people rarely notice them or pay them any attention.

Unwelcome Guests. When a licho finds a wealthy person or family, it moves in. A licho living with people spreads its vile influence, feeding on the fortune and health of them all. It stays as long as it needs to bring the homestead and the whole settlement to ruin. What makes lichos especially proud is when they drive people to commit suicide, seeing no other way out.

A LICHO'S LAIR

Occasionally, a licho chooses a homestead to settle in. From there it spreads despair, making the lives of everyone in the village miserable, with the effect being more pronounced the longer it stays.

A licho encountered in its lair has a challenge rating of 8 (3,900 XP).

LICHO

Medium fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	11 (+0)	14 (+2)	21 (+5)

Saving Throws Wis +5

Skills Deception +8, Stealth +4

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

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 7 (2,900 XP)

Camouflage. Even when a licho is in plain sight, creatures must succeed on a DC 15 Wisdom (Perception) check to spot a licho that has neither moved nor attacked.

Detect Life. The licho can magically sense the presence of living creatures up to 5 miles away. It knows the general direction they're in but not their exact locations.

ACTIONS

Multiattack. The licho uses Whisper of Misery and then makes two attacks with its claws.

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

Whisper of Misery. *Ranged Spell Attack:* +8 to hit, reach 30 ft., one target. *Hit:* 16 (2d10 + 5) necrotic damage and the target must succeed on a 15 DC Wisdom saving throw, or be frightened of the licho for the next minute. The creature can repeat the saving throw at the end of their next turn.



LAIR ACTIONS

On initiative count 20 (losing initiative ties), the lichō takes a lair action to cause one of the following effects:

- A spontaneous fire bursts in a 10-foot square, centered on a point the lichō chooses within 60 feet of it. The fire spreads around corners, ignites flammable objects in the area that aren't being worn or carried, and remains until the lichō dismisses it as an action, uses this lair action again, or dies. Any creature in the fire when it appears must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the fire takes 10 (3d6) fire damage.
- The lichō chooses one target it can see within 60 feet. The creature must succeed on a DC 13 Constitution saving throw or become cursed until the end of its next turn. While cursed, when the cursed creature is targeted by a healing spell, it takes poison damage equal to the heal amount and does not recover any hit points.
- The lichō makes two random settlers living in the village believe that adventurers are the reason for

their misfortune. The targets must succeed on a DC 13 Wisdom saving throw, or they will attack adventurers.

The lichō can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

A settlement housing a lichō's lair is affected by its presence, which creates one or more of the following effects:

- Livestock are prone to sickness. Crops don't grow as well as before.
- People living there are morbid and have constant bad luck. People living in the settlement have disadvantage on attack rolls, saving throws, and ability checks.
- Equipment and items within the settlement don't last long. Ladders break, tools rust. Each nonmagical weapon gets a cumulative -1 penalty to damage rolls on each successive sunrise. If its penalty drops to -5, the weapon is destroyed.

If the lichō dies, these effects fade over the course of 1d4 days.





LINDWORM

When we heard the terrible roar and saw the trees falling in the distance, we thought our end had come. Luckily, 'twas only a Lindworm, not a proper Dragon! Still, dozens died defending the refugees, and the beast fled with many people in its belly.

— *Diary of Jelly Tom, halfling and adventurer*

The lindworm is a wingless, serpent-like monster with two clawed arms and poisonous breath. It slithers along the ground like a snake but can also use its arms for rapid movement.

The lindworm is renowned for its hunger and often devours entire flocks of animals in one sitting. It is often mistaken for a dragon on first glance but is not nearly as dangerous as its distant relatives.

Silent Predator. Despite its considerable size, the lindworm is an excellent predator. It either stalks its prey soundlessly through high grass or buries itself in soft ground. When the prey is in reach, the lindworm uses its strong arms to catapult itself the final distance and gobbles up its take.

Poisonous Defense. The lindworm attacks to feed and only ever attacks prey it is confident it can defeat. Unless the lindworm is close to starvation, when it attacks anything in its desperation, it won't attack creatures which pose an obvious threat to it. It prefers to strike unseen and avoids prolonged engagements. When in distress, the lindworm unleashes a deadly poisonous breath and retreats if it sees a chance — to return when the target has let its guard down.

LINDWORM

Large dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	5 (-3)	14 (+2)	6 (-2)

Saving Throws Con +5

Skills Athletics +5, Stealth +3

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Deadly Embrace. The lindworm has advantage on claw attacks against targets it has grappled.

Pounce. If the lindworm attacks a surprised creature, it deals an extra 18 (4d8) damage of the respective damage type.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 25 (5d8 + 3) slashing damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the lindworm can't constrict another target.

Poison Breath (1/Day). The lindworm exhales poisonous gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or take 14 (4d6) poison damage and be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MASCA

Medium fey, chaotic neutral

Armor Class 14

Hit Points 97 (13d8 + 39)

Speed 30 ft.

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

Skills Arcana +6, Deception +6

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

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Common, Infernal, Sylvan

Challenge 5 (1,800 XP)

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

At will: *bestow curse*, *lesser restoration*, *spare the dying*
1/day each: *astral projection (self only)*, *polymorph*

Shapechanger. The masca can use its action to polymorph into a Tiny cat or a Small or Medium female humanoid, or back into its true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Tome of Command. When holding a Tome of Command, the masca can cast the following spells as a ritual, without the need for material components: *conjure woodland beings*, *detect evil and good*, *divination*.

ACTIONS

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



MASCA

Rule, rule, rule!

— First page of the Tome of Command

The masca (plural: masche) is a witch who lives in humanoid villages and mingles with its people. Her temperament is rarely evil, but always capricious, spiteful and vindictive. They can also be beneficial and save lives in danger.

Shapechanger. The masca can turn into small cats. It can also take on the appearance of a female humanoid. When it does, it can be an old and frail or young and beautiful.

Hereditary Power. These witches are prone to illness and ageing, but they cannot die from natural causes. When they die, they must pass on their powers to a woman, usually a daughter or granddaughter.

Tome of Command. Each masca has an ancient and voluminous book, given to them by a powerful entity

Variant: Wild Masche. A minority of these witches refuses to live with humanoids and takes refuge in the woods. When they're disturbed in their habitat, they can become vindictive and ruthless. Compared to the "domestic" masche they have greater power in controlling the climate: they can dominate the elements and unleash storms, squalls, mists or droughts. Their statistics are the same, but they can also cast *control weather* as an innate spell once per day.

like a devil or a fairy. The text is a collection of spells that allow the witch to summon supernatural beings or to read the future. Only the masca is able to decipher the arcane symbols in the book. When the masca decides to pass on her powers to an heir, the Tome of Command is also handed down.



NIDHUG

Many names have I, my dear, dead wanderer. Given to me though prophecy, gift, and curse, I have been called many things by history. I am the Honor Drinker. I am the Malice Striker. I am Nidhug, the fear and face of evil.

— Nidhug

Outside the gates of the Nine Hells rests Nidhug, suckler of life's blood. Nidhug is a huge dragon with a dark gray hide and long teeth that protrude out of its mouth like fangs. It enjoys speaking and mocking its victims as they move past it to endure the tortures found within the Nine Hells.

Blooddrinker. Nidhug uses its long fangs to suck the blood from living creatures. The victims of this assault take on a pale corpse-like complexion and those who perish from it join Nidhug's army of stolen, dead sinners.

Feasting on Roots. There are certain energies that run through the roots and limbs of trees, especially those connected to the material plane. Nidhug craves this energy and is always looking for ways to satiate its hunger for it. It suckles on trees, piercing the tree's roots with its long teeth and sucking the life force from it until the tree blackens and dies.

NIDHUG

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	16 (+3)	14 (+2)	14 (+2)

Saving Throws Dex +7, Con +10, Int +8, Wis +7

Skills History +8, Perception +12

Damage Immunities fire, necrotic, poison

Senses darkvision 120 ft., passive Perception 22

Languages Common, Draconic, Infernal

Challenge 16 (15,000 XP)

Legendary Resistances (3/Day). If Nidhug fails a saving throw, it can choose to succeed instead.

Spotter of Sin. If Nidhug can see a creature, it can detect if it is lying, has ever committed a murder, or has ever broken an oath.

ACTIONS

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage it takes, and Nidhug regains hit points equal to that amount. The reduction lasts until the target

finishes a long rest outside of the Lower Planes of Existence. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way turns into a zombie under Nidhug's control at the beginning of its next turn.

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

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

Blood Spray (Recharge 5-6). Nidhug sprays a mist of red blood in a 30-foot cone. Each creature in the area must make a DC 18 Constitution saving throw, taking 49 (11d8) necrotic damage on a failed save, or half as much damage on a successful save.

LEGENDARY ACTIONS

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

Detect. Nidhug makes a Wisdom (Perception) check.

Bite. Nidhug makes a bite attack.

Wing Attack (Costs 2 Actions). Nidhug beats its wings. Each creature within 10 feet of Nidhug must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Nidhug can then fly up to half its flying speed.



NIDHUG'S LAIR

Nidhug lives on the outskirts of the Nine Hells, finding its home and sanctuary among gnarled roots of decrepit trees. These trees are connected to the material world, their roots flowing with mortal energy. Nidhug feeds on these roots, using its fangs to suck the sap from the life-giving trees. If Nidhug is encountered in its lair, it has a challenge rating of 16 (15,000 XP)

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Nidhug can take one lair action to cause one of the following effects; Nidhug can't use the same effect two rounds in a row:

- The root-covered ground around Nidhug vibrates as Nidhug infuses power into them. Each creature standing on the ground within 15 feet of Nidhug must succeed on a DC 15 Strength saving throw or become grappled by the roots. A grappled creature can use an action on each of its turns to repeat the saving throw, freeing itself on a success.
- Blazing heat whips through a point Nidhug chooses within 60 feet of it, filling a 15-foot radius sphere and sending waves of pain through anyone who is in the area. When a creature starts its turn in the area or it enters the area for the first time, it takes 3 (1d6) fire damage. It also has disadvantage on Constitution saving throws as long as it remains in the area.

- A tree collapses, pinning anything that gets caught beneath it. Any creature on the ground in a line from the collapsing tree must succeed on a DC 15 Dexterity saving throw or be pinned beneath the tree. The line is 5 feet wide and 30 feet long. While pinned, a creature is restrained and prone. It can use an action on each of its subsequent turns to make a DC 15 Strength saving throw, ending the restrained condition on a success.

Nidhug can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

A region housing Nidhug's lair is affected by its presence, which creates one or more of the following effects:

- Trees within 3 miles of the lair are gnarled and blackened, sapped of all life and energy. It is hard to traverse through the area, making travel time take twice as long as normal.
- Eerie whispering can be heard from the shadows within 1 mile of the lair, giving disadvantage on Wisdom (Perception) checks that rely on hearing.
- Heat plagues the area within 3 miles of the lair. Creatures moving there suffer the effects of extreme heat.

If Nidhug dies, these effects fade over the course of 1d10 days.

NISSE

In the attic sits the nisse with its porridge neat, its porridge neat, so nice and sweet.

He nods and he smiles, and he's oh so glad, 'cause this is the best he's ever had.

— Midwinter carol

A nisse is a small fey creature that lives around farms, usually finding a spot for itself in the attic of a barn or stable. They are harmless, for the most part, and quite cute to look at. They have a temper though and become easily annoyed when they feel they have been tricked or disrespected. This foul mood can be remedied by the family placing a bowl of porridge or similar food in the attic where the nisse lives.

Expectant Helpers. Having a nisse living on or near your farm can be as much of a blessing as it can be a curse. The nisse is not mean spirited or cruel as long as its needs are being met. If the farmers take care to feed the nisse and offer it other minor gifts, such as a nice pair of wooden shoes, the nisse's presence can be helpful for the farm. If the farmers disrespect the nisse or do not tend to its needs, the fey will turn against them. The animals living on the farm start to turn sick and the crops in the field die as the nisse lets its annoyance at the farmers be known.

Dressed in Red. Most nisser wear a red, pointed hat and wooden shoes. This makes them easy to spot, especially during the winter where their attire makes them stand out against the white snow.

NISSE

Small fey, chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 36 (8d6 + 8)

Speed 30 ft.

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

Skills Acrobatics +5, Animal Handling +4, Intimidation +3

Senses passive Perception 12

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Speak with Beasts. The nisse can communicate with beasts as if they shared a language.

ACTIONS

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

Dominate Beast (1/Day). The nisse can target one beast with a CR of 1 or lower that it can see and force it to make a DC 13 Wisdom saving throw. If the beast fails, it is under the control of the nisse as if targeted by the dominate beast spell. The duration for this effect is 8 hours.





NOCCHIERO

See how he scorneth human arguments,
So that no oar he wants, nor other sail
Than his own wings, between so distant shores.
See how he holds them pointed up to heaven,
Fanning the air with the eternal pinions,
That do not moult themselves like mortal hair!

— Dante Alighieri, *Purgatorio*

When a good man finds death at sea, an angel is charged to find the soul and guide it to the celestial planes. Wonderful white wings and pale skin distinguish a nocchiero. Most of them also wear a long white vest.

Celestial Helmsman. A nocchiero sails lightly on the surface of seas and rivers on the celestial planes. They move on boats without oars or canvas. Nocchieros use their wings to glide quickly and smoothly on water, looking for good souls to rescue.

Light Carrier. During the night, it is easy to see a nocchiero at a distance, as the whole body of these angels radiates white light in all directions.

NOCCHIERO

Medium celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 195 (17d8 + 119)

Speed 30 ft., flying 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	23 (+6)	24 (+7)	19 (+4)	25 (+7)	20 (+5)

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

Skills Perception +12, Survival +12

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

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 22, truesight 120 ft.

Languages all, telepathy 120 ft.

Challenge 14 (11,500 XP)

Angelic Weapons. The nocchiero's attacks are magical. When the nocchiero hits with a weapon, the weapon deals an extra 5d8 radiant damage (included in the attack).

Illumination. The nocchiero sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Innate Spellcasting. The nocchiero's spellcasting ability is Charisma (spell save DC 18). The nocchiero can innately cast the following spells, requiring only verbal components:

At will: *calm emotions*, *detect evil and good*

3/day each: *aura of purity*, *raise dead*

1/day each: *commune*, *control weather*

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

Perfect Bearing. The nocchiero always knows which way is north.

ACTIONS

Multiattack. The nocchiero makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage plus 22 (5d8) radiant damage. This is a magic weapon attack.

Healing Touch (4/Day). The nocchiero touches another creature. The target magically regains 24 (5d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

NØKKEN

Timen er komen men mannen inkje!

The hour hath come, but the man not!

— Nøkken

A nøkk is a solitary, male water spirit that can be encountered in forest lakes and rivers. Nøkken is a predator that attempts to lure its intended victims into the lake where it can drown them. He is often invisible but can appear in the shape of a floating log or a raft. Nøkken is able to walk on land in the shape of a fair young man, often a musician, or a white horse. He usually hunts at dusk, the creeping darkness providing excellent hunting grounds for the water spirit.

Master Violinist. As his lesser relative fossegrimen, nøkken is a master violinist. He uses his gifts with the violin to charm his intended victims. When so charmed the victim, often a young woman, willingly walks into the lake and death by drowning at the hands of nøkken.

The White Horse. When taking the shape of a white horse, nøkken encourages people, often children, to ride on his back. When someone gets up on the white horse, nøkken leaps into the lake, taking the riders with him. If someone looks into the mouth of the horse, all they see is watery foam.

Can't Stand to Hear its Name. When someone is grappled or charmed by nøkken, it is possible to break the grapple or charm by invoking the name nøkken, thereby causing nøkken to flee back to his lake.

Nøkken has been present in nordic folklore since Norse times. Tales of nøkken is especially common in Norway and Sweden. Nøkken is the personification of the danger of drowning.

NØKKEN

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 72 (11d8 + 22)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	10 (+0)	12 (+1)	17 (+3)

Skills Athletics +5, Deception +6, Performance +6

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

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Innate Spellcasting. Nøkken's spellcasting ability is Intelligence. It can innately cast the following spells, requiring no material components:

At will: *fog cloud*

1/day: *control weather*

Invisible. Nøkken can use an action to turn invisible for up to 1 hour. They can turn invisible this way twice before along rest.

Shapechanger. Nøkken can use an action to turn into a floating log, a raft, a beautiful young man, or a white horse. They can turn back to their original form as a bonus action. In the shape of the horse, nøkken has a speed of 60ft., other than this his stats are unchanged.

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

Waterspirit. Nøkken can breathe air and water and has advantage on attack rolls against creatures in water.

ACTIONS

Multiattack. Nøkken makes two claw attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and 15 (3d8 + 2) slashing damage.

Charm. Nøkken is a master of playing the violin and harp. He uses his music, or beauty in the shape of the man, to charm possible prey. A single humanoid that can see nøkken or hear his music must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day.

The charmed target is overcome with the desire to be close to nøkken and must use their full movement to approach him on each of their turns as long as they're charmed. The target will willingly walk into any lake or river to get closer to him. If the target suffers any damage, they can repeat the saving throw, ending the effect on a success.

If the target successfully saves against the effect, or if the effect on them ends, the target is immune to this nøkks' charm for the next 24 hours. The charm also breaks if anyone invokes nøkken's name.

Nøkken's Embrace. Nøkken can attempt to grapple a creature and push it under water in order to drown it. This works like a normal grapple. While grappled the target creature is suffocating.



ORCOLAT

When the orcolat roars, the earth shakes.

— Proverb

The orcolat is a giant able to cause violent earthquakes. According to legend, he lives in a large mountain where he sleeps for years. When awake he spends his time drinking wine, catching wild goats and admiring butterflies. When angry his movements create landslides and earthquakes.

Big, Stupid and Violent. Like many giants, the orcolat is not particularly intelligent; he is overbearing, vindictive and easy to anger. The giant is about 20 feet tall and looks like a tall, lanky human with a thick beard. Most of the time it is half naked, only the belly covered with goat skins.

The Legend. According to folk tales, one day the orcolat went to the river attracted by a melodious song. Here he met the beautiful Amariana, intent on washing clothes. The giant fell in love with the girl but, when he approached her with a flower, she ran away terrified. Amariana went to a powerful witch to ask her advice. The sorceress revealed that the orcolat had fallen in love with her: only death could save her from his passion. Crying and despairing, Amariana preferred to die rather than become the bride of the monster. The witch fulfilled her wish and turned her into a great mountain, which has been named after the unfortunate girl.

THE ORCOLAT'S LAIR

The orcolat lives in a damp and dark cave inside a big mountain. When the orcolat is encountered in its lair it has a challenge rating of 8 (3,900 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the orcolat can take one lair action to cause one of the following effects:

- The orcolat creates a small earthquake on the ground in a 20-foot radius centered on himself. Other creatures on that ground must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- An area of terrain no larger than 20 feet on a side within 120 feet of the orcolat become difficult terrain.
- Rocks fall from the ceiling of the cave, hitting a creature within 90 feet of the orcolat. A target must make a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

The orcolat can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region housing the orcolat's lair is affected by its presence, which creates one or more of the following effects:

- Low-intensity earthquakes shake the area within 6 miles of the lair at regular intervals, making the ground tremble slightly.
- Beasts and animals within 6 miles of the lair are nervous and aggressive toward intruders in the area.

If the orcolat dies, these effects fade over the course of 1d10 days.

ORCOLAT

Huge giant, neutral evil

Armor Class 14 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	6 (-2)	9 (-1)	6 (-2)

Saving Throws Str +8, Con +7

Skills Survival +2

Senses passive Perception 9

Languages Giant

Challenge 7 (2,900 XP)

Earthquake. Once every 10 years, the orcolat can cast the earthquake spell. Wisdom is the orcolat spellcasting ability modifier for this spell (spell save DC 10).

ACTIONS

Multiattack. The orcolat makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.





ORCUS OF NURAGHE

Crunch, chomp, crack... This human meat is very tasty, but a bit hard to chew: how long did you cook it?

— *Dialogue between an orcu and a cooker*

Orcus of nuraghe are evil and fierce creatures. Young shepherds passing close to the nuraghe — the stone buildings where these creatures live — are afraid of them and they put grass in the sheeps' bells to avoid any noise. The orcus are tall and strong, with long hairy arms. They love to plunder villages of humanoid races.

Meat Hunters. The orcus appreciate human meat. They love to attack and loot human cities and villages both for stealing goods and to kill and eat people.

Sedentary Looters. Unlike other races of orcs, the orcus of nuraghe tend to colonize a site and then build up their nuraghe, simple rock buildings used for housing. The orcus choose wide glades to build their settlements. Even if they are crude, nuraghe may be quite articulate, becoming a kind of castle made of clay and stone. Such buildings are very resistant to attacks and weather. Some of the nuraghe have an inner keep reaching up to 10 feet in height. It is used to guard the surroundings. Inside it, there is always a well-stocked storeroom for food.

Masters of Traps. The access to the nuraghe and their tunnels are rarely guarded by sentinels. Instead, orcus put traps inside and around the nuraghe. They use natural chasms and put a false layer of ground on them, giving the impression that it is possible to walk on. Caldrons with hot water are also used; the water is collected from a river or a lake, heated and then poured on enemies' heads. Traps activated by pressure are also used: a blast of arrows could hit those putting a foot on a tile of the floor. These are particularly effective when the nuraghe are under assault.

ORCU CONCA

The orcu conca (the chief-warrior) is the strongest, smartest and most ruthless member in a tribe of orcus. For this reason, they are feared and respected by the other orcus, a necessary quality for being (and remaining) the head of the nuraghe. The orcu conca is bigger than the others and particularly violent. It is also the most ravenous. They are always in the front line in looting and plundering.

Thoughtful Builders. These orcus are not only brave warriors; they also possess a good strategic sense, even off the battlefield. Indeed, decisions about where to build the nuraghe is up to them. A wrong decision may result in the extinction of the whole tribe.

ORCU OF NURAGHE

Medium humanoid (orc), chaotic evil

Armor Class 15 (scale mail)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

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

Skills Intimidation +2, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1 (200 XP)

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

ACTIONS

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

Glaive. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

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

ORCU CONCA

Medium humanoid (orc), chaotic evil

Armor Class 16 (half plate)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

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

Saving Throws Str +6, Con +6

Skills Intimidation +3, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The orcu conca makes two melee attacks.

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

Glaive. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Fierce Shout. Each creature that is within 30 feet of the orcu conca, can hear it, and not already affected by Fierce Shout must make a DC 15 Wisdom saving throw. On a failure, the target is frightened until it is attacked. The frightened target can repeat the saving throw at the end of each of its turns.



PELF LAD

One, two, three - Come and hit me
 Four, five, six - I play no tricks
 Seven, eight, nine, ten - Behold, you are a rich man

— A pelf lad's rhyme

Innocent spirits known as pelf lads wander the world to make people happy. However, for them, there's only one thing that can make a person happier: wealth.

Jolly Boys. Pelf lads in their true form are shapeless spirits, but once they gather enough money, they turn it into bodies of young boys. In this manner, they travel with a wide smile on their cheerful faces. The process of collecting money is a long one because pelf lads never steal or take someone else's possessions. They look for lost coins and forgotten treasures which they hope to offer to people.

Coins for Everyone. Nothing is ever simple with fey spirits. Pelf lads don't give out collected coins to others. They ask the people they encounter to hit them hard in the face. If the strike is strong enough to destroy their bodies in a single attack, then pelf lads humanoid shape crumbles and turns into coins. Otherwise, the spirit tries to escape as fast as possible and will search for someone else to make rich the next day. Simple and superstitious folk think that pelf lads are fiends trying to trick them, so one can from time to time observe adults running away from little boys.

PELF LAD

Small fey, neutral good

Armor Class 10

Hit Points 7 (2d6)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	10 (+0)	7 (-2)	12 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elven, Sylvan

Challenge 0 (0 or 10 XP)

Coinage. If the pelf lad is reduced from full to 0 hit points in one attack while in Humanoid form, its body crumbles into a pile of coins equal to 36 (8d8) x 10 silver pieces. The pelf lad in its true form appears in the same space after 1d4 days. To turn into a boy again, it must collect 36 (8d8) x 10 silver pieces worth of coins.

Spirit Form. In its true form, the pelf lad has 7 (2d6) temporary hit points and damage resistance against bludgeoning, piercing and slashing damage from nonmagical attacks. The pelf lad regains any lost temporary hit points at dawn.

ACTIONS

Charming Touch. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* The target is charmed by the pelf lad until the end of its next turn.

Variant: Colors of Wealth. The wealth of a pelf lad can be determined by the color of tunic its child form is wearing. Red cloth means the spirit collected gold coins, blue has electrum, white is full of silver, and brown - copper.

If you'd like to use a pelf lad carrying more wealth, consider changing its hit points as suggested in the table below.

PELF LAD'S WEALTH

Tunic Color	Wealth	Hit Points
Brown	Copper	7 (2d6)
White	Silver	10 (3d6)
Blue	Electrum	14 (4d6)
Red	Gold	21 (6d6)

POŁUDNICA

Medium undead, neutral evil

Armor Class 11

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	8 (-1)	14 (+2)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 12

Languages -

Challenge 3 (700 XP)

False Visage. A południca that is further than 30 feet away appears human. It requires a DC 15 Wisdom (Perception) check to see through this illusion.

Noonwraith. While in the direct summer sun, the południca gains resistance against bludgeoning, piercing and slashing damage from nonmagical attacks. It can also use its Paralyzing Blow action.

Seasonal Sensitivity. The południca has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when it is not summer. If it is encountered during another season, it tries to run away.

ACTIONS

Multiattack. The południca makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must succeed on a DC 13 Dexterity saving throw or take additional 3 (1d6) slashing damage.

Paralyzing Blast (Recharge 5-6). The południca blasts wind in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, becoming paralyzed on a failed save. A paralyzed creature may repeat the save at the end of each of its turns, ending the effect on a success.

POŁUDNICA

As I was traveling through the lands, I stopped by a few peasants harvesting wheat to ask them for water. They seemed in a hurry and brought me to their village, explaining that no one can be out in the field at noon. Eventually, they shared water with me and as I was drinking, I saw a girl in a white dress wandering in the distance.

— Franek, a traveling minstrel

Farmers avoid working their fields at noon in fear of the południca. These undead creatures, born from women who died shortly after their weddings, look for their victims as the sun reaches its summit. The thought of long claws and needle-like teeth keeps laborers away, but those who harvest crops at midday are often found dead in the grain.



People were unable to explain sudden deaths and weaknesses caused by the sun and high temperatures. This is why they used południca as the reason behind hallucinations, strokes, and winds created by suddenly changing air pressure.

From afar, południcas resemble brides with bright hair and wearing wedding gowns. Up close, they're withered husks with shriveled, dried skin.

Wheat Ladies. Południcas attack only people working in the fields when temperatures are at their highest. The creatures are most dangerous during harvest, but they search for prey the whole summer. Whenever possible, południcas try to paralyze their victims with a strong wind, leaving them vulnerable. Defenseless targets get their necks snapped or heads bitten off. Fortunately, these undead are less active and weaker during the other seasons. Południcas spend winter in shallow holes that they dig in the dirt.

RÆSVÆLG

This enormous eagle often sits at the top of giant ash trees, beating its massive wings to control winds and tides alike. Between its eyes sits the hawk Vedfolnir, the eagle's companion and only friend. Both Ræsvælg and Vedfolnir are ancient creatures with knowledge of many things. But Ræsvælg is also a vain creature with an innate hatred for all dragonkind, making it easy to pit him against them. The fights that ensue are a sight to behold.

— Ratatosk

Ræsvælg is in truth an ancient jötul who learned to transform into a gigantic eagle eons ago. Since then Ræsvælg has been spending more and more time in eagle form, and now only transforms into its giant form on the rarest of occasions. This has also caused Ræsvælg to lose all kinship with the jötuls. Now, the ancient giant only has one true friend remaining in the world.

The Eagle and the Hawk. Vedfolnir, a once ordinary hawk, has accompanied Ræsvælg for centuries or perhaps millennia, forming a magical tether between them that grants Vedfolnir eternal life so long as the two remain in close proximity. Vedfolnir, who is good and wise, is a stark contrast to Ræsvælg, who is arrogant and spiteful. The hawk thus acts as the eagle's moral compass, ensuring he performs his eternal task of managing the tides.

RÆSVÆLG

Huge giant (titan, shapechanger), lawful evil

Armor Class 18 in giant form (chain mail, shield), 15 (natural armor) in eagle form

Hit Points 276 (24d12 + 120)

Speed 40 ft., (20 ft., fly 120 ft. in eagle form)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	13 (+1)	14 (+2)	13 (+1)

Saving Throws Con +10, Wis +7, Cha +6

Skills Animal Handling +7, Athletics +11, Insight +7, Perception +7

Damage Immunities cold

Senses passive Perception 17

Languages Common, Giant

Challenge 15 (13,000 XP)

Keen Sight. Ræsvælg has advantage on Wisdom (Perception) checks that rely on sight.

Legendary Resistances (3/Day). If Ræsvælg fails a saving throw, it can choose to succeed instead.

Shapechanger. Ræsvælg can use its action to polymorph into a Huge eagle or back into its true form, which is giant. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying is absorbed into its eagle form upon transformation. It reverts to its true form if it dies.

Vedfolnir. Using a bonus action, Ræsvælg can command Vedfolnir to harass a creature that Ræsvælg can see within 120 feet of it or to stop the harassment and return to Ræsvælg. A creature that is harassed by Vedfolnir has disadvantage on ability checks, attack rolls, and saving throws, and Ræsvælg has advantage on attack rolls that target the creature. Vedfolnir is a Tiny creature that can be attacked (AC 13) and occupies the space of the creature it is harassing. Vedfolnir can't die while Ræsvælg lives, but damaging it frees a creature from its harassment until the start of Ræsvælg's next turn where it recovers and continues its harassment.

Wind Walker. Ræsvælg is immune to detrimental effects caused by strong winds.

ACTIONS

Multiattack. In giant form, Ræsvælg makes two Spear attacks and a Shield Bash attack. In eagle form, Ræsvælg makes one Beak attack and one Talons attack.

Spear (Giant Form Only). *Melee or Ranged Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 27 (6d6 + 6) piercing damage, or 33 (6d8 + 6) piercing damage if used with two hands to make a melee attack.

Shield Bash (Giant Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Beak (Eagle Form Only). *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (5d8 + 6) piercing damage.

Talons (Eagle Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (5d6 + 6) slashing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and Ræsvælg can't use its talons on another target.

LEGENDARY ACTIONS

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

Attack. Ræsvælg makes a weapon attack.

Detect. Ræsvælg makes a Wisdom (Perception) check.

Cone of Cold (Giant Form Only, Costs 2 Actions). Ræsvælg casts the cone of cold spell (spell save DC 17).

Lord of Wind and Tides (Eagle Form Only, Costs 3 Actions).

Ræsvælg beats its wings to create magical winds that control nearby bodies of water using one of the following options. Ræsvælg does not need to concentrate on spells he replicates in this manner.

Light Wing Beat. Ræsvælg replicates the effect of the *gust of wind* or *shape water** spell.

Forceful Wing Beat (Recharge 6). Ræsvælg replicates the effect of the *control water* or *control winds** spell.

Violent Wing Beat (1/Day). Ræsvælg replicates the effect of the *tsunami* or *whirlwind** spell.

* Found in *Xanathar's Guide to Everything*

SCYLLA & CHARYBDIS

You will find the other rocks lie lower, but they are so close together that there is not more than a bowshot between them. A large fig tree in full leaf grows upon it, and under it lies the sucking whirlpool of Charybdis. Three times in the day does she vomit forth her waters, and three times she sucks them down again; see that you be not there when she is sucking, for if you are, Neptune himself could not save you; you must hug Scylla's side and drive the ship by as fast as you can, for you had better lose six men than your whole crew.

— Homer, *The Odyssey*

On either side of a strait in the sea, two creatures collaborate in their horrible hunting. Seeking fresh flesh, one lays in the sea while the other waits on the reef. If sailors try to avoid the big whirlpool of Charybdis, they will pass close to Scylla's rock and then the unfortunate crew and passengers will be caught by its multiple heads.

Ship Devourer. Three times per day Charybdis vomits forth its waters, and three times it sucks them down again. When it vomits out, the water seems to boil as in a cauldron upon a fire, and the spray of the waves can reach the top of the rocks on both sides of the strait. When it begins to suck again, it creates a whirlpool, producing a deafening sound when its waves break against the rocks. Charybdis can drag an entire ship and its crew to the bottom of the sea.

Human Fisher. Hanging from the reef thanks to its numerous serpentine tails, Scylla throws its six heads in the sea to snatch sailors from their boats. When Scylla catches them with one of its dog-like heads, it devours them while they scream and stretch out their hands in mortal agony.

CHARYBDIS'S LAIR

Charybdis is usually positioned under the water, in a strait between two high reefs. Waiting for a ship to pass over it, Charybdis uses its abilities to make the water as dangerous as possible for the unlucky sailors passing close to this creature. No matter the weather, the sea around Charybdis's lair is always rough and has strong currents. It is also possible to detect that Charybdis's lair is nearby by the many shipwrecks around it. Charybdis can only be encountered in its lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Charybdis can take one lair action to cause one of the following effects:

- Whirlpools of water within 300 feet of Charybdis surge outward in a grasping tide. Any creature within 30 feet of such whirlpool must succeed on a DC 18 Strength saving throw or be pulled up to 30 feet into the water suffering 26 (5d10) bludgeoning damage.
- A deafening sound echoes from Charybdis. Creatures within the lair must succeed on a DC 18 Constitution saving throw or take 16 (5d6) psychic damage and be deafened for 1 minute. On a success, they suffer half as much damage and aren't deafened.

Charybdis can't repeat an effect until they have all been used once, and it can't use the same effect two rounds in a row.





SCYLLA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	22 (+6)	2 (-4)	10 (+0)	6 (-2)

Saving Throws Str +12, Con +10

Skills Athletics +16, Perception +8

Senses passive Perception 18

Languages -

Challenge 12 (8,400 XP)

Hold Breath. Scylla can hold its breath for 1 hour.

Multiple Heads. Scylla has six heads. While it has more than one head, Scylla is immune to being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever Scylla takes 75 or more damage in a single turn, one of its heads dies. If all its heads die, Scylla dies.

Reactive Heads. For each head Scylla has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Serpentine Climb. Scylla can climb difficult surfaces, like vertical surfaces, without needing to make an ability check.

Siege Monster. Scylla deals double damage to objects and structures.

Wakeful. While Scylla sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. Scylla makes as many Hungry Bite attacks as it has heads.

Hungry Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 13 (1d10 + 8) piercing damage. On a hit, Scylla regains hit points equal to half the amount of piercing damage dealt.

LEGENDARY ACTIONS

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

Detect. Scylla makes a Wisdom (Perception) check.

Devour. Scylla can devour an unconscious target, killing it instantly.

Grapple (Costs 2 Actions). Scylla attempts to grapple a target within range. While grappled, the target suffers 13 (2d12) bludgeoning damage at the start of each of their turns.

CHARYBDIS

Gargantuan monstrosity, unaligned

Armor Class 6 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	2 (-4)	29 (+9)	3 (-4)	20 (+5)	6 (-2)

Saving Throws Str +13, Con +15

Skills Athletics +19, Perception +17

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

Condition Immunities charmed, deafened, frightened, paralyzed, prone

Senses passive Perception 27

Languages -

Challenge 20 (25,000 XP)

Amphibious. Charybdis can breathe air and water.

Freedom of Movement. Charybdis ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. Charybdis deals triple damage to objects and structures.

ACTIONS

Multiattack. Charybdis makes three Tentacle attacks, each of which can be replaced with one use of Fling.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8+7) piercing damage. If the target is a Large or smaller creature grappled by Charybdis, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Charybdis, and it takes 35 (10d6) acid damage at the start of each of the Charybdis' turns.

If Charybdis takes 40 damage or more on a single turn from a creature inside it, Charybdis must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which appear in a space within 10 feet of Charybdis. If Charybdis dies, a swallowed creature is no longer restrained by it and can escape from its corpse using 15 feet of movement.

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 30 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. Charybdis has eight tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by Charybdis is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.



LEGENDARY ACTIONS

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

Tentacle Attack or Fling. Charybdis makes one Tentacle attack or uses its Fling.

Fire Storm (3 Actions). Charybdis can innately cast *fire storm* three times per day, requiring no material components. Wisdom is its spellcasting ability for this spell, and the spell save DC is 19.

Devour (3 Actions). Charybdis can draw in the waters around it. Each creature and object within 120 feet of Charybdis gets pulled 60 feet towards Charybdis. If the creature or object comes within 10 feet of Charybdis the creature or object is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Charybdis, and it takes 31 (10d6) acid damage at the start of each of the Charybdis' turns.

If Charybdis takes 40 damage or more on a single turn from a creature inside it, Charybdis must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which appear in a space within 40 feet of Charybdis. If Charybdis dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement.

Charybdis can use the Devour action only three times per day.

SLEIPNIR

Large celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 228 (24d10 + 96)

Speed 120 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	10 (+0)	17 (+3)	10 (+0)

Saving Throws Str +10, Dex +6

Skills Athletics +10, Perception +8, Survival +8

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

Senses passive Perception 18, truesight 60 ft.

Languages understands Common, Celestial, and Elvish but can't speak

Challenge 13 (10,000 XP)

Eight-Legged. Sleipnir has advantage on any saving throw or check made against being knocked prone.

Reader of Runes. Sleipnir can read all writing.

Trampling Charge. If Sleipnir moves at least 20 feet straight toward a creature and hits it with a hooves attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, Sleipnir can make another attack with its hooves against it as a bonus action.

Water Walking. Sleipnir is always under the effects of the *water walk* spell.

ACTIONS

Multiattack. Sleipnir makes four attacks with its hooves.

Hooves. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) bludgeoning damage.

SLEIPNIR

The greatest of gods should have the greatest of horses and best is Sleipnir, the eight-legged mount of the heavens.

— Edda Prose, storyteller

Sleipnir is a large, beautiful horse with a mane and hide the color of dark steel. The most striking difference between Sleipnir and other normal horses is its eight legs. Strong and divinely blessed with an uncanny speed, Sleipnir is able to go where it pleases. Be it flying across the sky or running across the waters of a wild ocean, nothing stands between Sleipnir and its destination.

Best of All Horses. Sleipnir is the best of all horses. It is the fastest and strongest, capable of running for several days and nights without stopping.

Divine Mount. Being the greatest horse in existence, Sleipnir only allows the very best to ride it. It has been a faithful steed to different gods throughout the ages, though it favors serving gods of law and warfare. Sleipnir has carried them all over the multiverse, even braving the journey to the Lower Planes where it has taken them all the way to the gates of the Nine Hells.



SPARTOI

Never drop a dragon's tooth found in a satchel, for it may be the last mistake you ever make. Trust me when I tell you so, I have lost my children due to such a mistake...

— Unknown farmer

Spartoi, also known as “sown-men”, are plant-like creatures which spawn when a dragon's tooth infused with a splinter of a noble's soul is planted in the earth.

Ancestral Protector. Spartoi are used to defend the houses of nobles. When the spartoi-seed is dropped on to the ground by a triggering mechanism connected to a trap, the Spartoi erupts from the ground attacking anything in its vicinity. Happily for the intruder, these creatures can't chase them as they are literally rooted to the place they were spawned. A smart noble will have the dragon's teeth bloom in strategic positions such as corridors or small rooms to make sure that the spartoi will always be able to reach the enemy with their weapons — short swords that are always attached to their root-like arm.

SACHEL OF SPARTOI DRAGON'S TEETH

Wondrous item, uncommon

This satchel contains 1d10+4 magical dragon teeth infused with a splinter of a noble's soul. You can use an action to grab 1d6 of these teeth and throw them on the ground into unoccupied spaces within 20 feet of you. 1d4 rounds later, one spartoi for each planted dragon's tooth spawns at the location of each of the seeds. The spartois attack creatures within its reach until they are destroyed. If the noble whose soul-splinter was infused into the planted teeth shares their bloodline with a creature, that creature is regarded as ally and won't be attacked by the spartois.

SPARTOI

Medium plant, unaligned

Armor Class 15 (natural armor)

Hit Points 36 (8d8)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	3 (-4)	11 (+0)	1 (-5)

Damage Vulnerability fire

Condition Immunities blinded, deafened

Senses passive Perception 10, tremorsense 20 ft. (blind beyond this radius)

Languages -

Challenge 1/4 (50 XP)

False Appearance. While the spartoi remains motionless, it is indistinguishable from a regular plant.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



SPECTRAL HOUND

*For he was speechless, ghastly, wan
Like him of whom the Story ran
Who spoke the spectre hound in Man.*

— *Lay of the Last Minstrel* / Sir Walter Scott

There are many tales of dogs of shadow, hounds of the night. Some stories talk of powerful magicians that use these creatures as familiars.

These creatures appear as black dogs, larger than most, with blazing red eyes.

Harbinger of Woe. These hounds are omens of sinister events to come. This may be a painful death, a savage storm, or doom for those who see it.

Guardian Spirits. These creatures often haunt an area such as an old pathway, a hanging tree, or a burial mound. Many deities of death or darkness favor them as guardians. Creatures such as hags and powerful fey often use them to watch over places.

A SPECTRAL HOUND'S LAIR

Spectral hounds dwell on ancient crossroads, village graveyards, or in dark woods. During the building of some temples, a live hound is buried under a cornerstone in the hope that its spirit will protect it when it is completed. A spectral hound encountered in its lair has a challenge rating of 3 (700 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the spectral hound can take one lair action to cause one of the following effects; the spectral hound can't use the same effect two rounds in a row:

- Spectral howls fill the air, filling a 30-foot radius sphere centered on a point the hound can see within 60 feet of it. Every creature in the area must make a DC 13 Wisdom saving throw or be frightened for 1 minute by hound-like shapes there only they can see. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success.
- A pack of indistinct shadowy hounds fills a 20-foot radius sphere centered on a point the hound can see within 60 feet of it. The area is lightly obscured. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must make a DC 13 Dexterity saving throw or take 2d6 psychic damage. The area remains until the spectral hound uses the lair action again or it dies.
- Visions of death or omens of doom appear to a creature the spectral hound can see within 120 feet of it. The creature must succeed on a DC 13 Charisma saving throw or be paralyzed until the end of its next turn.

The spectral hound can't repeat an effect until they have all been used once, and it can't use the same effect two rounds in a row.

SPECTRAL HOUND

Medium undead, neutral evil

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	4 (-3)	13 (+1)	7 (-2)

Saving Throws Wis +3

Skills Perception +3, Stealth +5

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 120 ft., passive Perception 13

Languages -

Challenge 2 (450 XP)

Incorporeal Movement. The spectral hound can move through other creatures and objects as if they were difficult terrain. It takes 5 force damage if it ends its turn inside an object.

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

ACTIONS

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

Variant: Guardian Dogs. Some spectral hounds are benevolent, acting as guardians and guides to weary or lost travellers. These creatures have the fey type, an alignment of neutral good, and lose the Sunlight Sensitivity trait.



TATZELWURM

Mister Anthony Tuffle wanted to clarify the situation: he took a heavy club and went in the waste zone where that creature used to live. He waited, lurking next to the lair. After two hours, he heard a penetrating hiss. The pilot-snake came out, and the big beast was after it.

— *Chronicles of the Mountains*

A tatzelwurm is a long serpentine creature, with two legs slithering between the rocks in mountainous regions.

It's a voracious predator with pointed teeth and sharp claws, hiding inside caverns and sneaking outside only to hunt.

Creatures of Legend. There aren't many stories about tatzelwurms and most people believe that they're just legends. Indeed, seeing one of these creatures isn't easy because they spend most of their time hiding in caves. Those few who have seen a tatzelwurm didn't have the chance to tell about the encounter, as the creature feasted on their flesh.

Sentinel Snakes. Tatzelwurms don't go out of their lairs if there are many people around. One or more poisonous snakes (Monster Manual, p.334) work as sentinels for the tatzelwurm: the tiny beast slithers out of the cave and checks if anyone is around. Then, it returns to the tatzelwurm's lair and informs it about anyone in the area. If a humanoid is reported as walking alone, it will likely become prey for the tatzelwurm shortly afterwards.

TATZELWURM

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

Saving Throws Con +7, Wis +5

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

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Draconic

Challenge 8 (3,900 XP)

Language of Snakes. The tatzelwurm can comprehend and verbally communicate with snakes. Snakes can give information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. The tatzelwurm can also persuade a snake to perform a small favor for it.

ACTIONS

Multiattack. The tatzelwurm makes two attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 16 (2d10 + 5) bludgeoning damage. The target is grappled (escape DC 16) if the tatzelwurm isn't already constricting a creature, and the target is restrained until this grapple ends.

Poison Breath (Recharge 6). The tatzelwurm exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

TROLLS

To live is to war with trolls...

— Henrik Johan Ibsen

Trolls are a broad group of creatures descended from the mighty jotuns that once fought against the pantheon of gods known as the Æsir. Trolls, like their mighty ancestors, vary wildly in appearance and abilities.

Reclusive. Trolls are reclusive and do not concern themselves with the affairs of men. It is only when civilization encroaches on the domains of the trolls that they turn hostile. Trolls hurl large boulders at the things that anger them. The churches and temples of men are often targeted by angry trolls as prominent symbols of civilization.

Uneducated. Trolls are considered to be somewhat dim-witted, or as a dwarf would put it, “dumb as a rock”. It is true that trolls lack social graces as defined by the civilized races. It is also true that trolls tend to believe whatever they are told. For instance, if one was to threaten a troll that one would retrieve the entire well for drinking water, the thought that this would be impossible would not occur to the troll.

Omnivores. A troll’s digestive system is capable of digesting pretty much anything, from a stolen sheep to a rock. Some scholars speculate that the variation seen in troll sub-species is partially connected to the troll’s diet. It is true that mountain trolls, sometimes known to eat rocks, seem to have substantially tougher and more rock-like skin than a forest troll.

Troglodytes. Most common species of trolls will turn to rock if they are exposed to sunlight. Why this may be so is lost to history. Whatever the cause, this affliction is the reason why trolls spend the day sleeping in caves, under rocks, or under bridges. Trolls only come out to hunt at night.

FOREST TROLL

När man talar om trollet, så är det inte långt borta.

When one mentions the troll, it is not far away.

— Swedish saying

Forest trolls are a species of troll that lives in forests. Forest trolls are covered in moss, and even trees may sometimes grow on their backs. A forest troll sleeping on the forest floor is sometimes mistaken for a moss-covered mound.

Raiders. Forest trolls are effective hunters and intelligent enough to realize that domesticated animals are far easier prey than wild moose and deer. Herds of domesticated animals like sheep and cattle are a veritable buffet for forest trolls, who are more than willing to help themselves to a bit of mutton. That the farmer owning said piece of mutton might have objections is of no consequence to the trolls.

MOUNTAIN TROLL

It had skin as hard as rock. Swords and axes could not pierce it, nor spears and arrows. Then it struck back...

— Survivor

Mountain trolls are a species of troll that lives in mountainous areas. Mountain trolls are taller and less intelligent than other species of trolls.

Rock Eater. Mountain trolls will eat anything they can catch. They hunt large mammals like muskox and reindeer. Mountain trolls will also sometimes eat rocks. Scholars speculate that the rock-like skin of mountain trolls and slower regenerative capability when compared to other types of trolls is somehow connected to their rocky dietary habits.

Wealthy. Mountain trolls are said to have great wealth in gold and silver secreted away in their mountain halls. How and why a creature as dumb as a mountain troll should have a hoard of treasure is a matter of some debate.

SEA TROLL

The net was heavy, as if entangled in something on the bottom. Then we saw it, a large greyish shape moving in the water below. As it got closer, we could see its eyes glaring at us... with anger... no panic. Torstein cut the net. Whatever it was, it was gone.

— Fisherman

Sea trolls are a species of troll that lives in or close to the ocean. Sea trolls eat almost anything they can catch, including fish, seals, and smaller whales such as porpoises and dolphins.

Excellent Swimmers. Sea trolls are well adapted to their habitat, with webbed toes and fingers that make them excellent swimmers. Sea trolls are also able to swim underwater for as long as 15 minutes.

Bad Catch. Fishermen sometimes suffer the misfortune of catching live sea trolls in their nets when fishing. Experienced fishermen cut their nets and their losses when this occurs. Inexperienced men may try to haul in the net only to find they have a panicked or petrified troll halfway aboard the boat. In any case, this usually leads to a badly wrecked or capsized boat.



FOREST TROLL

Large giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	10 (+0)	9 (-1)	7 (-2)

Skills Perception +2

Damage Resistances slashing, piercing and bludgeoning from nonmagical attacks

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 6 (2,300 XP)

Forest Camouflage. The troll has advantage on Dexterity (Stealth) checks made while in forest terrain.

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

Petrify. A troll that is exposed to sunlight at the end of its turn must make a DC 20 Constitution saving throw. If the saving throw fails by 5 or more, the troll is instantly petrified. Otherwise a troll that fails the save begins to turn to stone and is restrained. The restrained troll must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the troll is freed by a greater restoration spell or other magic. If the petrified troll is crushed or otherwise dismantled it cannot be freed from the petrification.

Regeneration. The troll regains 15 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes two club attacks.

Club. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +7 to hit, Range 60/240 ft., one target. *Hit:* 26 (4d10 + 4) bludgeoning damage. If the target is a creature it must succeed on a DC 15 Strength saving throw or be knocked prone.

MOUNTAIN TROLL

Large giant, chaotic evil

Armor Class 17 (natural armor)

Hit Points 92 (8d10 +48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	22 (+6)	9 (-1)	9 (-1)	7 (-2)

Skills Perception +2

Damage Resistances slashing, piercing and bludgeoning from nonmagical attacks.

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 6 (2,300 XP)

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

Petrify. A troll that is exposed to sunlight at the end of its turn must make a DC 20 Constitution saving throw. If the saving throw fails by 5 or more, the troll is instantly petrified. Otherwise a troll that fails the save begins to turn to stone and is restrained. The restrained troll must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the troll is freed by a greater restoration spell or other magic. If the petrified troll is crushed or otherwise dismantled it cannot be freed from the petrification.

Regeneration. The troll regains 15 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Stone Camouflage. The troll has advantage on Dexterity (Stealth) checks made while in rocky terrain.

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

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

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.



SEA TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	12 (+1)	9 (-1)	7 (-2)

Skills Perception +2

Damage Resistances slashing, piercing and bludgeoning from nonmagical attacks.

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 6 (2,300 XP)

Hold Breath. The sea troll can hold its breath for 15 minutes.

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

Petrify. A troll that is exposed to sunlight at the end of its turn must make a DC 20 Constitution saving throw. If the saving throw fails by 5 or more, the troll is instantly petrified. Otherwise a troll that fails the save begins to turn to stone and is restrained. The restrained troll must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the troll is freed by a greater restoration spell or other magic. If the petrified troll is crushed or otherwise dismantled it cannot be freed from the petrification.

Regeneration. The troll regains 15 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Underwater Camouflage. The troll has advantage on Dexterity (Stealth) checks made while underwater.

ACTIONS

Multiattack. The troll makes two harpoon attacks. It may replace one of those attacks with a net attack.

Harpoon. *Melee or Ranged Weapon Attack:* +7 to hit, reach 10 ft. or range 60/240 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Fish Net. *Ranged Weapon Attack:* +4 to hit, range 10/30 feet., area effect covering a 10 ft. square. *Hit:* Targets are restrained. Those that fail a DC 10 Strength check are also knocked prone. A creature can use an action to make a DC 10 Strength check to free itself or another creature it can reach, ending the effect on a success. Dealing 10 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.



TYPHON

The world shall tremble from the wrath of my children. Fear the monsters. Fear Typhon. Fear us.

— Typhon, the Father of Monsters

Typhon was described as terrible, lawless and outrageous. He was the son of Gaea and Tartarus and was conceived after the Titans fell. He is described as taller than the tallest mountains and his head was rumored to reach the stars.

True Monster. Typhon was a titan. When he stood up it seemed as if night fell upon the land, as his great mass would hide the sun. His upper body resembled that of a human, but his lower body consisted of a hundred heads of fire-breathing dragons that never slept and always lashed out around them.

Spawn of Vengeance. Typhon was conceived by Gaea and Tartarus to punish Zeus for murdering her Titan children. Typhon grew to be the father of the Sphinx, the Nemean Lion, and Kerberos, the Gatekeeper of the Underworld.



TYPHON

Gargantuan monstrosity (titan), chaotic evil

Armor Class 24 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	14 (+2)	22 (+6)	11 (+0)

Saving Throws Str +19, Con +19, Wis +15

Skills Perception +15

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed

Damage Resistances cold, fire, force

Damage Vulnerabilities lightning

Senses blindsight 120 ft., passive Perception 25

Languages speaks Common, but can understand all spoken languages

Challenge 30 (155,000 XP)

Father of Monsters. Typhon holds great sway over all monsters. If he so desires, all monstrosities within a 1 mile radius around him must follow one simple command of his. Typhon can use this feature once per day.

In addition, all monstrosities can understand Typhon's speech and he can understand them.

Legendary Resistance (3/Day). If Typhon fails a saving throw, he can choose to succeed instead.

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

Siege Monster. Typhon deals double damage to objects and structures.

Untamed Dragons. The dragons below Typhon's body lash their heads around relentlessly. Any creature that starts its turn within 10 feet of Typhon must make a successful DC 20 Strength (Athletics) or Dexterity (Acrobatics) check to avoid being grappled (escape DC 20) by one of the dragon heads. Typhon can grapple up to a hundred creatures this way.

ACTIONS

Multiattack. Typhon can make two Slam attacks and three Dragon's Bite attacks, or he can make two Slam attacks and a Gnaw attack, or he can make two Slam attacks and cast Meteor Swarm.

Dragon's Bite. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. Hit: 20 (3d6 + 10) piercing damage plus 7 (2d6) fire damage.

Slam. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 42 (5d12 + 10) bludgeoning damage.

Gnaw. Typhon commands his dragon heads to gnaw on their grappled creatures. Each creature that is grappled by Typhon's dragon heads must succeed on a DC 18 Strength saving throw or suffer 20 (3d6+10) piercing damage plus 7 (2d6) fire damage.

Meteor Swarm (3/Day). Typhon's dragon heads spit giant balls of fire casting *meteor swarm*. In order to cast *meteor swarm*, at least four of the heads must be free from grappling a creature. Wisdom is its spellcasting ability for this spell, and the spell save DC is 23.

LEGENDARY ACTIONS

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

Attack. Typhon makes one Slam or Dragon's Bite attack.

Fling. All Large or smaller objects held or creatures grappled by Typhon are thrown up to 60 feet in a random direction and are knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 22 Dexterity saving throw or take the same damage and be knocked prone.

Meteor Swarm (Costs 2 Actions). Typhon can innately cast *meteor swarm* three times per day, requiring no material components. Wisdom is its spellcasting ability for this spell, and the spell save DC is 23.

VALKYRIE

I was sure I would meet my end that day, cradling my brother as the blood flowed and the steel continued to clash all around us. My thoughts went to Myrsel, my brother's beloved, who had given birth to his firstborn while he and I were away with the army. A child he would never get to see. I mustered all of my strength and whispered to him that our cause was just, and that the Divine would ensure his wife and child would live a prosperous life. His eyes met mine for the last time and told me what words could never express. As his life left him, I readied myself to accept my fate from the blow that would no doubt land any second. But then it happened. I felt the power of the Heavens course through me, lifting me to my feet and guiding my hand. I felled my first opponent then and there, as I had watched my brother do before, becoming as much of a warrior as he was. It seemed that my comrades-in-arms were guided by the same invisible touch as I, for their swords struck swift and true. Soon the battle turned in our favor. The bards still sing of our victory that day; of the mighty warriors whose bravery won the day against insurmountable odds. But I know the truth of the matter: the Divine carried us to victory. Your father's unwavering devotion saved us.

— Sir Rowan to his nephew

A valkyrie serves a god of the Upper Planes as a personal celestial agent and warrior, keeping a watchful eye over the god's followers when fighting in the god's name. The divine magnificence and mighty presence of one of these heavenly warriors can inspire mortals to fight with unshakeable conviction.

Daughters of Strife. A valkyrie is born from a deity whose dominion includes conflict, death, or war. Though this makes them capable warriors, they aren't meant for simply spreading destruction. Instead, it is their sacred duty to uplift mortals with courage and conviction on the battlefield. While a war deity might create scores of valkyries, they are often gifted to other deities, for the gods, just like mortals, need alliances to retain their positions of power.

A Kind Hand in Death. Though they are often present during battles, their presence is almost never noticed as they prefer to contribute only indirectly; mortals must earn their victories, after all. However, their presence alone can turn the tide of a battle, and when a devout mortal dies honorably during battle under the watchful eye of a valkyrie, she has the power to uplift the mortal in death, carrying its soul all the way to its eternal resting place beside its god.

In Norse mythology, the valkyries are a host of angelic warrior women in service to the Aesir pantheon of gods. Contrary to how they are presented here, in the mythology they aren't tasked with infusing mortals with their divine grace so they can fight with greater conviction; instead they choose who will be slain in battle and bring the slain warriors to the afterlife in Asgard, the realm of the gods. There, the goddess Frøya chooses half that will go with her to the field of Fólkvangr. The other half belongs to Odin and goes to his great hall, Valhalla; these are known as Einherjar. Generally, Frøya chooses the more honourable and noble warriors. At Ragnarök, the end times in Norse mythology, these fallen warriors will be called upon to fight alongside the gods against their enemies, the Jötnar, led by the traitorous trickster god Loki.



VALKYRIE

Medium celestial, lawful good

Armor Class 18 (chain mail, shield)

Hit Points 153 (18d8 + 72)

Speed 40 ft.

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

Saving Throws Wis +10

Skills Athletics +9, Insight +10, Perception +10, Persuasion +11

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

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 20, truesight 120 ft.

Languages Celestial, Common, telepathy 120 ft.

Challenge 15 (13,000 XP)

Aura of Zeal. The valkyrie's presence invigorates the conviction of those who share its zeal. The valkyrie and each creature within 120 feet of it that is devoted to the same deity can add 1d6 whenever it makes an attack roll or saving throw.

Divine Recognition. The valkyrie knows if a creature it can see is devoted to the same deity as them.

Divine Weapons. The valkyrie's weapon attacks are magical. When the valkyrie hits with any weapon, the weapon deals an extra 4d10 lightning damage (included in the attack).

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

Innate Spellcasting. The valkyrie's innate spellcasting ability is Charisma. She can innately cast the following spells, requiring no material or verbal components:

At will: *heroes' feast*

2/day: *plane shift* (self only)

1/day: *conjure celestial* (a wingless pegasus that retains its flying speed)

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

ACTIONS

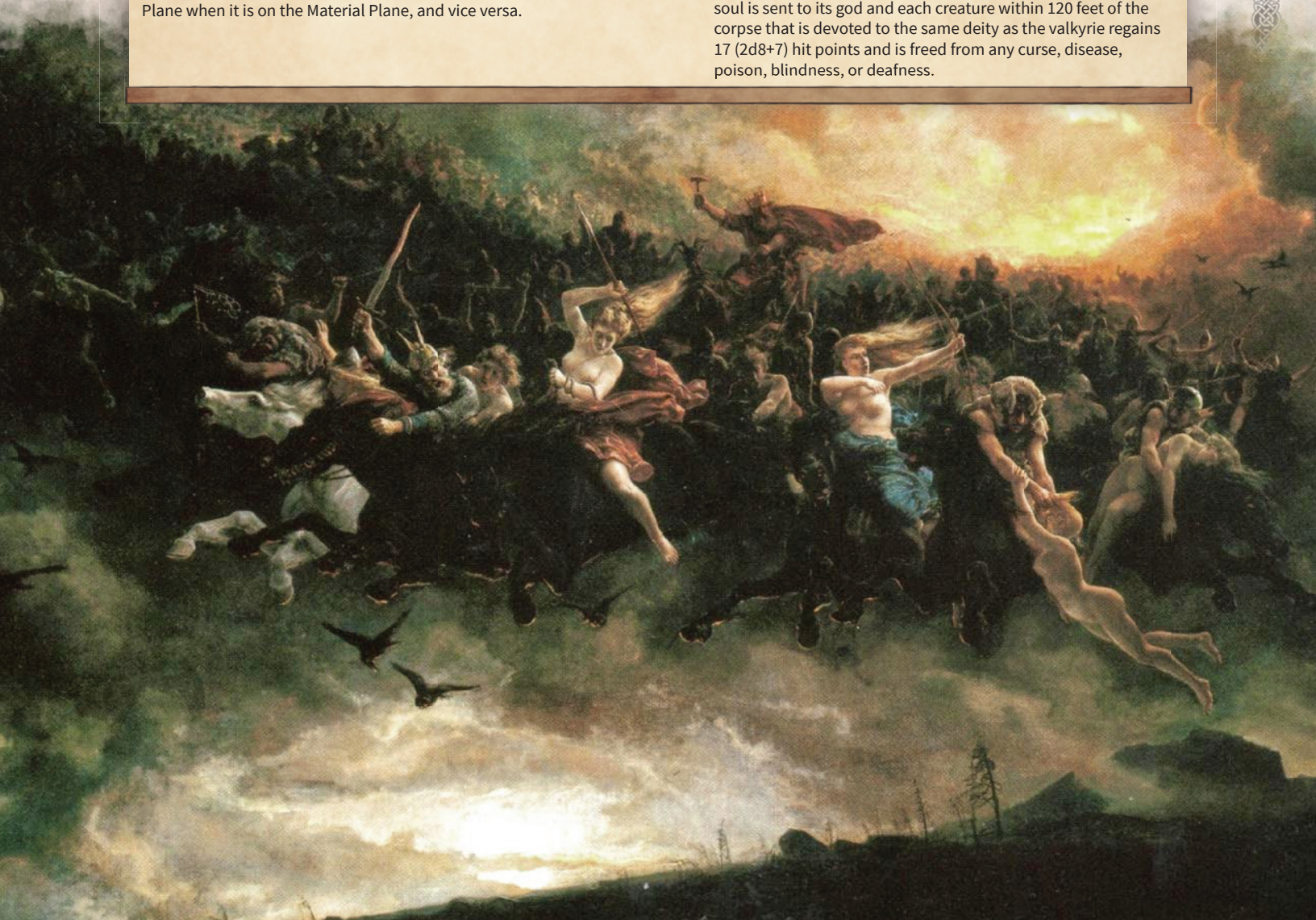
Multiattack. The valkyrie makes three spear attacks or two spear ray attacks.

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 22 (4d10) lightning damage, or 8 (1d8 + 4) piercing damage plus 22 (4d10) lightning damage if used with two hands to make a melee attack.

Spear Ray. *Ranged Weapon Attack:* +10 to hit, range 120 ft., one target. *Hit:* 18 (4d8) radiant damage plus 22 (4d10) lightning damage.

Etherealness. The valkyrie enters the Ethereal Plane from the Material Plane, or vice versa. It is invisible on the Material Plane while it is in the Border Ethereal, and vice versa, and it can't affect or be affected by anything on the other plane other than with its Aura of Zeal trait or Uplift action.

Uplift (Recharge 6). The valkyrie targets a creature on the Material Plane within 5 feet of it that died within the last minute and was dedicated to the same deity as the valkyrie. The target's soul is sent to its god and each creature within 120 feet of the corpse that is devoted to the same deity as the valkyrie regains 17 (2d8+7) hit points and is freed from any curse, disease, poison, blindness, or deafness.



VALRAVN

Silver's white and gold's red
That is not what I desire
First son by husband yours
That is what I desire

— 8th verse of the song *Valravnn* loosely translated from Danish

A valravnn is a person who has committed terrible deeds. As punishment, they were turned into a raven, cursed to forever wander the world during the day, only allowed to spread their wings and fly during the night, searching for redemption. By drinking the blood of humanoids the valravnn can return to its true form for a little while, but always at the cost of moving farther away from the redemption they so desperately seek.

Of Dubious Intent. While their search for redemption might indicate that all valravnn are good creatures, some have a more evil bent. Because they can drink the blood of people and return to their true form, many are more interested in leading adventurers to their doom, or into situations where they can bargain for their assistance. They then drink the blood from the dead or negotiate a promise of blood from their victims in exchange for a way out of their predicament.

Variant: Valravnn Familiar. Sometimes a valravnn will decide that an adventurer is worth its time and become their familiar. The familiar will either encourage bloodshed or heroic deeds depending on its alignment. Such valravnn gets the following features. The valravnn can enter into a contract to serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the valravnn senses as long as they are within 1 mile of each other. In addition it replaces its blood toll with the following feature:

Blood Toll. The valravnn can use the blood of others to turn into a powerful knight. On its owner's turn, as a bonus action, the owner can expend any number of Hit Dice. Roll all expended Hit Dice; the valravnn shapeshifts into a knight (MM p. 347) for 5 minutes or until it is reduced to 0 hit points, with hit points equal to the amount rolled. The owner also takes slashing damage equal to the amount of Hit Dice expended. This damage cannot be reduced in any way. As long as the valravnn is in its knight form, it can take the attack action as if it was not summoned by find familiar.

If its master violates the terms of the contract, the valravnn can end its service as a familiar, ending the telepathic bond.

VALRAVN

Tiny beast, chaotic neutral or lawful good

Armor Class 12

Hit Points 4 (3d4 - 3)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	12 (+1)	13 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages any it could speak in its original form

Challenge 1/2 (100 XP)

Blood Toll. If the valravnn has more than 10 temporary hit points gained from its Beak attack, as a bonus action it can polymorph into a knight (Monster Manual p. 347), retaining its current hit points. It reverts to its true form if it is reduced to 0 hit points or after 10 minutes.

Fly by Night. The valravnn has a flying speed of 50 ft. at night.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage + 2 (1d4) necrotic damage and it gains temporary hit points equal to the necrotic damage dealt. If the valravnn already has temporary hit points from this ability, add them together instead of replacing them.



VØLVE

I didn't hear her footsteps, nor did I see her walking down the road; no, she simply appeared before me, as a silvery mist surrounded her, holding a distaff and spindle. She told me that my future held pain and loss, and that I could not escape my fate. As she handed me a ball of yarn, explaining that the threads had already been woven, I could feel that her words rang true. I could feel it in my very core. She said I would be righteous in both deed and spirit, that a brotherly bond would shake the kingdoms to its foundations, and that the road to salvation is one of faith and sacrifice.

— Sir Rowan to his nephew

A vølve is a female diviner, acting as an agent of fate and drawing her power from the strands of fate. This power is, in fact, so great that a vølve can manipulate fate to some degree, causing a glancing blow to instead become a mortal strike or vice versa.

Staff and Wand. Vølves wear leather armor beneath their garments, which can be anything from ragged cloaks to fine silks. They are characterized by the wand they have tucked in their belt and the distaff they carry. Though they might look like harmless spinsters, they are not to be trifled with.

Cursed with Knowledge. While knowledge is power, it can be too much for some to handle, or the selfish and weak-willed might be tempted to abuse it. As such, though most vølves have a neutral perspective on life, some are driven by wicked tendencies instead, seeking to manipulate others for personal gain. There are, however, also some who see their calling as a gift that must be wielded for good, helping those in need with their skills in medicine and magical abilities.

Omens on Demand. Most vølves, particularly those of a neutral disposition, wander the countryside, traveling between cities and towns to sell their services. The most common service they offer is what they refer to as yarnning. It entails giving a purchaser a thread, with the amount of thread reflecting the greatness of the person's fate. A small amount signifies an unimportant life, while a ball of yarn signifies a life of great importance. Many have become utterly disappointed by their yarnning, swearing that a vølve is nothing more than a glorified trickster.

A vølve knows her worth, and rarely takes kindly to being taken advantage of. Indeed, a vølve's patience doesn't allow for haggling over prices, and she has no qualms about leaving disrespectful rascals to their misfortunes.

In Norse mythology, vølves are diviners who use shamanism and sorcery to prophesize. They are said to have been highly venerated, so much so that Odin, the leader of the Norse pantheon, used a vølve to learn the fate of the gods.



VØLVE

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	14 (+2)	18 (+4)	15 (+2)

Saving Throws Int +5, Wis +7

Skills Arcana +5, History +5, Insight +7, Medicine +7, Performance +5, Religion +5, Survival +7

Senses passive Perception 14, truesight 30 ft.

Languages any two languages

Challenge 5 (1,800 XP)

Distaff. The distaff uses the volve's Wisdom modifier for its attack and damage rolls (included already)

Portent. Roll three d20s at the start of each of the volve's turns; these are the volve's portent dice. Once per turn, when the volve or a creature she can see within 120 feet makes an attack roll, saving throw, or ability check, the volve can replace the roll with one of her portent dice, expending the die in the process. Unused portent dice disappear when the volve next rolls new portent dice at the start of her turn.

Spellcasting. The volve is a 13th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15). She wields a spindle that acts as a spellcasting focus. The volve has the following spells prepared:

Cantrips (at will): *druidcraft, friends, guidance, vicious mockery*

1st level (4 slots): *detect magic, dissonant whispers, identify*

2nd level (3 slots): *detect thoughts, hold person, lesser restoration, misty step, suggestion*

3rd level (3 slots): *clairvoyance, counterspell*

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

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

6th level (1 slot): *find the path, true seeing*

7th level (1 slot): *project image*

Wand. The volve carries with her a wand. Roll on, or choose from, the table below to determine which wand she carries.

d6	Wand
1	wand of binding
2	wand of fear
3	wand of paralysis
4	wand of polymorph
5	wand of web
6	wand of wonder

ACTIONS

Multiattack. The volve makes two distaff attacks. She can use her wand in place of one distaff attack.

Distaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 6 (1d4 + 4) bludgeoning damage plus 9 (2d8) psychic damage. If the target is a creature, the volve can choose one of the following additional effects:

- The target must succeed on a DC 15 Constitution saving throw or be paralyzed until the end of its next turn.
- The target must succeed on a DC 15 Wisdom saving throw or be charmed by the volve until the end of its next turn.
- The target must succeed on a DC 15 Charisma saving throw or be unable to perceive the volve with any senses until the end of its next turn.



Until the 17th century, malaria and yellow fever had been common in Europe and only the lowering of average temperatures pushed them out of the continent. White Folk were believed to live mainly in Warmia and Masuria and the disease they spread was generally known as febra.

WHITE FOLK

Small swarm of tiny monstrosities, neutral evil

Armor Class 12 (natural armor)

Hit Points 21 (6d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	3 (-4)

Skills Stealth +6

Damage Resistances bludgeoning, piercing, slashing

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Febræ. A creature suffering from febra is poisoned, and cannot cure exhaustion by means other than *greater restoration* or a stronger spell, such as wish. At the end of each long rest, the creature must make a DC 12 Constitution saving throw. On a failure, the creature gains a level of exhaustion. On a success the disease ends.

Tiny Lurkers. The white folk have advantage on all Dexterity (Stealth) checks while remaining motionless.

Swarm. The white folk can occupy another creature's space and vice versa, and the white folk can move through any opening large enough for one of the white folk. The white folk can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the white folk has half of its hit points or fewer.

Infestation. The white folk attempts to enter the body of a creature that space it occupies. While it does so, the creature gains +5 bonus to passive Perception. If the creature spots the white folk, it can use its reaction to shove them down from its body and clothes. If the white folk is successful, the creature contracts febra after 2d6 hours.

WHITE FOLK

I looked into the face of death. I just hadn't realized in time it was so, so small and unassuming.

— *A diary of Przemysław, the court healer*

White Folk are tiny creatures which live in puddles and mud, and carry a deadly disease known as febra. They lie dormant until an unaware traveler steps through their resting spot. They jump onto the unfortunate fellow and hide in seams of clothes. White Folk are even known to climb on passing carriages, keeping out of sight in dark nooks and crannies.

Hiding is easy for these small humanoid-like monsters thanks to their size: they are no taller than an inch. White Folk have chalky-white skin and their big black eyes resemble the empty sockets of skulls.

Unnoticeable Death. White Folk have only one purpose: To find a host and inflict it with febra. These tiny creatures are so difficult to spot that travelers avoid puddles just to be on the safe side. White Folk, once hidden near people, wait for them to fall asleep and then enter their bodies through the sleepers' mouths and nostrils. The victims start to show symptoms of the disease as soon as the next dawn.

SORTED CREATURES

CREATURES BY TYPE

BEAST

Creatures	Challenge (XP)
Greater Dire Wolf	3 (700 XP)
Valravn	1/2 (100 XP)

CELESTIAL

Creatures	Challenge (XP)
Einherjar	9 (5,000 XP)
Huginn & Muninn	1/2 (100 XP)
Nocchiero	14 (11,500 XP)
Sleipnir	13 (10,000 XP)
Valkyrie	15 (13,000 XP)

DRAGON

Creatures	Challenge (XP)
Jormungandr	30 (155,000 XP)
Lindworm	4 (1,100 XP)
Nidhug	16 (15,000 XP)

ELEMENTAL

Creatures	Challenge (XP)
Ceffyl Dŵr	4 (1,100 XP)

FEY

Creatures	Challenge (XP)
Adar Llŵch Gwin	2 (450 XP)
Baffardelle	1/4 (50 XP)
Dobrochoczy	10 (5,900 XP)
Ellekonge	2 (450 XP)
Ellepige	1/2 (100 XP)
Fossegrimen	2 (450 XP)
Huldra	2 (450 XP)
Klabautermann	1/2 (100 XP)
Leszy	18 (20,000 XP)
Masca	5 (5,000 XP)
Nisse	1/2 (100 XP)
Nökken	5 (1,800 XP)
Pelf Lad	0 (0 or 10 XP)

FIEND

Creatures	Challenge (XP)
Borda	5 (5,000 XP)
Bruxa	4 (1,100 XP)
Bubak	4 (1,100 XP)
Kerberos	16 (15,000 XP)
Licho	7 (2,900 XP)

GIANT

Creatures	Challenge (XP)
Orcolat	7 (2,900 XP)
Ræsvælg	15 (13,000 XP)
Forest Troll	6 (2,300 XP)
Mountain Troll	6 (2,300 XP)
Sea Troll	6 (2,300 XP)

HUMANOID

Creatures	Challenge (XP)
Beltt	1/8 (25 XP)
Orcu Conca	3 (700 XP)
Orcu of Nuraghe	1 (200 XP)
Volve	5 (1,800 XP)

MONSTROSITY

Creatures	Challenge (XP)
Afanc	3 (700 XP)
Amphista	2 (450 XP)
Bies	16 (15,000 XP)
Bisso Galeto	5 (5,000 XP)
Carcolh	9 (5,000 XP)
Charybdis	19 (22,000 XP)
Fenris	26 (90,000 XP)
Scylla	12 (8,400 XP)
Tatzleworm	8 (3,900 XP)
Typhon	30 (155,000 XP)
White Folk	1/2 (100 XP)

PLANT

Creatures	Challenge (XP)
Spartoi	1/4 (50 XP)

UNDEAD	
Creatures	Challenge (XP)
Draugr Chanter	4 (1,100 XP)
Draugr Jarl	10 (5,900 XP)
Draugr Monstrosity	7 (2,900 XP)
Hel	26 (90,000 XP)
Helhest	10 (5,900 XP)
Once Destroyed Draugr	1 (200 XP)
Połodnica	3 (700 XP)
Spectral Hound	2 (450 XP)

CREATURES BY CR

CHALLENGE 0	
Creatures	Challenge (XP)
Pelf Lad	0 (0 or 10 XP)

CHALLENGE 1/8	
Creatures	Challenge (XP)
Belt	1/8 (25 XP)

CHALLENGE 1/4	
Creatures	Challenge (XP)
Baffardelle	1/4 (50 XP)
Spartoi	1/4 (50 XP)

CHALLENGE 1/2	
Creatures	Challenge (XP)
Ellepige	1/2 (100 XP)
Fossegrimmen	1/2 (100 XP)
Huginn & Muninn	1/2 (100 XP)
Klabautermann	1/2 (100 XP)
Nisse	1/2 (100 XP)
Valravn	1/2 (100 XP)
White Folk	1/2 (100 XP)

CHALLENGE 1	
Creatures	Challenge (XP)
Orcu of Nuraghe	1 (200 XP)
Once Destroyed Draugr	1 (200 XP)

CHALLENGE 2	
Creatures	Challenge (XP)
Amphista	2 (450 XP)
Adar Llwh Gwin	2 (450 XP)
Ellekonge	2 (450 XP)

Huldra	2 (450 XP)
Spectral Hound	2 (450 XP)

CHALLENGE 3	
Creatures	Challenge (XP)
Afanc	3 (700 XP)
Greater Dire Wolf	3 (700 XP)
Orcu Conca	3 (700 XP)
Połodnica	3 (700 XP)

CHALLENGE 4	
Creatures	Challenge (XP)
Lindworm	4 (1,100 XP)
Ceffyl Dŵr	4 (1,100 XP)
Bruxa	4 (1,100 XP)
Bubak	4 (1,100 XP)
Draugr Chanter	4 (1,100 XP)

CHALLENGE 5	
Creatures	Challenge (XP)
Nøkken	5 (1,800 XP)
Vølv	5 (1,800 XP)
Bisso Galeto	5 (5,000 XP)
Masca	5 (5,000 XP)
Borda	5 (5,000 XP)

CHALLENGE 6	
Creatures	Challenge (XP)
Forest Troll	6 (2,300 XP)
Mountain Troll	6 (2,300 XP)
Sea Troll	6 (2,300 XP)

CHALLENGE 7	
Creatures	Challenge (XP)
Licho	7 (2,900 XP)
Orcolat	7 (2,900 XP)
Draugr Monstrosity	7 (2,900 XP)

CHALLENGE 8	
Creatures	Challenge (XP)
Tatzleworm	8 (3,900 XP)

CHALLENGE 9	
Creatures	Challenge (XP)
Carcolh	9 (5,000 XP)
Einherjar	9 (5,000 XP)

CHALLENGE 10

Creatures	Challenge (XP)
Dobrochoczy	10 (5,900 XP)
Draugr Jarl	10 (5,900 XP)
Helhest	10 (5,900 XP)

CHALLENGE 12

Creatures	Challenge (XP)
Scylla	12 (8,400 XP)

CHALLENGE 13

Creatures	Challenge (XP)
Sleipnir	13 (10,000 XP)

CHALLENGE 14

Creatures	Challenge (XP)
Nocchiero	14 (11,500 XP)

CHALLENGE 15

Creatures	Challenge (XP)
Valkyrie	15 (13,000 XP)
Ræsvælg	15 (13,000 XP)

CHALLENGE 16

Creatures	Challenge (XP)
Bies	16 (15,000 XP)
Nidhug	16 (15,000 XP)
Kerberos	16 (15,000 XP)

CHALLENGE 18

Creatures	Challenge (XP)
Leszy	18 (20,000 XP)

CHALLENGE 20

Creatures	Challenge (XP)
Charybdis	20 (25,000 XP)

CHALLENGE 26

Creatures	Challenge (XP)
Fenris	26 (90,000 XP)
Hel	26 (90,000 XP)

CHALLENGE 30

Creatures	Challenge (XP)
Typhon	30 (155,000 XP)
Jormungandr	30 (155,000 XP)

CREATURES BY TERRAIN**COASTAL**

Creatures	Challenge (XP)
Ceffyl Dŵr	4 (1,100 XP)
Fossegrimen	2 (450 XP)
Jormungandr	30 (155,000 XP)
Klabautermann	1/2 (100 XP)
Nocchiero	14 (11,500 XP)
Nøkken	5 (1,800 XP)
Scylla	12 (8,400 XP)
Sea Troll	6 (2,300 XP)

DESERT

Creatures	Challenge (XP)
Amphista	2 (450 XP)

FOREST

Creatures	Challenge (XP)
Adar Llŵch Gwin	2 (450 XP)
Baffardelle	1/4 (50 XP)
Belt	1/8 (25 XP)
Bies	16 (15,000 XP)
Bisso Galeto	5 (5,000 XP)
Bruxa	4 (1,100 XP)
Bubak	4 (1,100 XP)
Ceffyl Dŵr	4 (1,100 XP)
Dobrochoczy	10 (5,900 XP)
Ellekonge	2 (450 XP)
Ellepige	1/2 (100 XP)
Forest Troll	6 (2,300 XP)
Huldra	2 (450 XP)
Leszy	18 (20,000 XP)
Licho	7 (2,900 XP)
Lindworm	4 (1,100 XP)
Masca	5 (5,000 XP)
Nøkken	5 (1,800 XP)
Orcu Conca	3 (700 XP)
Orcu of Nuraghe	1 (200 XP)
Pelf Lad	0 (0 or 10 XP)
Spectral Hound	2 (450 XP)
White Folk	1/2 (100 XP)

GRASSLAND

Creatures	Challenge (XP)
Belt	1/8 (25 XP)
Borda	5 (5,000 XP)
Bubak	4 (1,100 XP)
Ceffyl Dŵr	4 (1,100 XP)
Ellekonge	2 (450 XP)
Ellepige	1/2 (100 XP)
Licho	7 (2,900 XP)
Orcu Conca	3 (700 XP)
Orcu of Nuraghe	1 (200 XP)
Pelf Lad	0 (0 or 10 XP)
Południca	3 (700 XP)
Sleipnir	13 (10,000 XP)
Typhon	30 (155,000 XP)
White Folk	1/2 (100 XP)

HILL

Creatures	Challenge (XP)
Adar Llwh Gwin	2 (450 XP)
Baffardelle	1/4 (50 XP)
Belt	1/8 (25 XP)
Ellekonge	2 (450 XP)
Ellepige	1/2 (100 XP)
Orcu Conca	3 (700 XP)
Orcu of Nuraghe	1 (200 XP)

MOUNTAIN

Creatures	Challenge (XP)
Adar Llwh Gwin	2 (450 XP)
Bisso Galeto	5 (5,000 XP)
Fenris	26 (90,000 XP)
Greater Dire Wolf	3 (700 XP)
Lindworm	4 (1,100 XP)
Mountain Troll	6 (2,300 XP)
Orcolat	7 (2,900 XP)
Ræsvælg	15 (13,000 XP)
Tatzleworm	8 (3,900 XP)
Typhon	30 (155,000 XP)

OUTER PLANES

Creatures	Challenge (XP)
Einherjar	9 (5,000 XP)
Hel	26 (90,000 XP)
Huginn & Muninn	1/2 (100 XP)
Kerberos	16 (15,000 XP)
Nidhug	16 (15,000 XP)
Valkyrie	15 (13,000 XP)

SWAMP

Creatures	Challenge (XP)
Afanc	3 (700 XP)
Bies	16 (15,000 XP)
Borda	5 (5,000 XP)
Bruxa	4 (1,100 XP)
Ceffyl Dŵr	4 (1,100 XP)
Draugr Chanter	4 (1,100 XP)
Draugr Jarl	10 (5,900 XP)
Draugr Monstrosity	7 (2,900 XP)
Fossegrimen	2 (450 XP)
Nøkken	5 (1,800 XP)
Once Destroyed Draugr	1 (200 XP)
White Folk	1/2 (100 XP)

UNDERDARK

Creatures	Challenge (XP)
Bruxa	4 (1,100 XP)
Carcolh	9 (5,000 XP)
Draugr Monstrosity	7 (2,900 XP)
Fenris	26 (90,000 XP)
Greater Dire Wolf	3 (700 XP)
Helhest	10 (5,900 XP)
Orcolat	7 (2,900 XP)

UNDERWATER

Creatures	Challenge (XP)
Afanc	3 (700 XP)
Charybdis	19 (22,000 XP)
Jormungandr	30 (155,000 XP)

URBAN

Creatures	Challenge (XP)
Baffardelle	1/4 (50 XP)
Bruxa	4 (1,100 XP)
Bubak	4 (1,100 XP)
Draugr Chanter	4 (1,100 XP)
Draugr Jarl	10 (5,900 XP)
Draugr Monstrosity	7 (2,900 XP)
Helhest	10 (5,900 XP)
Licho	7 (2,900 XP)
Masca	5 (5,000 XP)
Nisse	1/2 (100 XP)
Once Destroyed Draugr	1 (200 XP)
Pelf Lad	0 (0 or 10 XP)
Spartoi	1/4 (50 XP)
Spectral Hound	2 (450 XP)
Valravn	1/2 (100 XP)
Vølv	5 (1,800 XP)

CREATURES'S ORIGIN

Creatures	Countries
Adar Llwh Gwin	Wales
Afanc	Wales
Amphista	Greece
Baffardelle	Italy
Belt	Poland
Bies	Belarus, Poland, Russia, and more Slavic countries
Bisso Galeto	Italy, Switzerland
Borda	Italy
Bruxa	Italy
Bubak	Czech Republic, Poland, Slovakia
Carcolh	France
Ceffyl Dwr	Wales
Dobrochoczy	Belarus, Poland, Russia, Ukraine
Draugr	Denmark, Norway, Sweden
Einherjar	Denmark, Iceland, Norway, Sweden
Ellefolk	Denmark
Fenris	Denmark, Iceland, Norway, Sweden
Fossegrimen	Norway, Sweden

Hel	Denmark, Iceland, Norway, Sweden
Helhest	Denmark
Huginn & Muninn	Denmark, Iceland, Norway, Sweden
Huldra	Denmark, Norway, Sweden
Jormungandr	Denmark, Iceland, Norway, Sweden
Kerberos	Greece
Klabautermann	Germany
Leszy	Belarus, Czech Republic, Poland, Russia, and more Slavic countries
Licho	Belarus, Poland, Russia, and probably more Slavic countries
Lindworm	Denmark, Norway, Germany, Sweden
Masca	Italy
Nidhug	Denmark, Iceland, Norway, Sweden
Nisse	Denmark, Norway, Sweden
Nocchiero	Italy
Nøkken	Norway
Orcolat	Italy
Orcu of Nuraghe	Italy
Pelf Lad	Lithuania, Poland
Południca	Belarus, Czech Republic, England, Germany, Poland, Russia, and more
Ræsvælg	Denmark, Iceland, Norway, Sweden
Scylla & Charibdis	Greece
Sleipnir	Denmark, Iceland, Norway, Sweden
Spartoi	Greece
Spectral hound	Great Britain
Tatzleworm	Austria, Bavaria, Italy, Switzerland
Trolls	Denmark, Iceland, Norway, Sweden
Typhon	Greece
Valkyrie	Denmark, Iceland, Norway, Sweden
Valravn	Denmark
Vølv	Denmark, Iceland, Norway, Sweden
White Folk	Poland

PRONUNCIATION TABLE

Creatures	Pronunciation
Adar Llwh Gwin	AD-ar clooc gwin
Afanc	AV-anc
Amphista	am-FI-sta
Baffardelle	baf-far-DEL-leh
Belt	bewt
Bies	byes
Bisso Galeto	BIS-so ga-LE-toh
Borda	BOR-dah
Bruxa	BROO-xah
Bubak	bu-BAK
Carcolh	car-KOL
Ceffyl Dwr	CEFF-il door
Charybdis	HA-rib-dis
Dobrochoczy	do-bro-HOE-cheh
Draugr	DRAUG-er
Einherjar	EIN-her-jar
Ellefolk	el-LEH-foak
Fenris	FEN-reehs
Fossegrimen	foss-E-GRIM-en
Hel	HAEHL
Helhest	HAEHL-haehst
Huginn and Muninn	hugh-GINN, mu-NIN
Huldra	hul-DRA
Kerberos	KER-ve-ros

Klabautermann	kla-BAU-ter-mann
Leszy	LE-sheh
Licho	LEE-hoe
Lindworm	-
Masca	MAH-zka
Nidhug	NEETH-huk
Nisse	nee-SEH
Nocchiero	nok-YE-ro
Nøkken	NOEKK-en
Orcolat	or-ko-LAT
Orcus of Nuraghe	OR-koos of noor-HUG-eh
Pelf Lad	-
Południca	po-wu-DNI-tza
Ræsvælg	rae-SVAELJ
Scylla	SKEE-lah
Sleipnir	SLEIP-near
Spartoi	spar-TEE
Spectral Hound	-
Tatzelwurm	ta-TSEL-woorm
Troll	-
Typhon	tee-PHON
Valkyrie	-
Valravn	VAL-raun
Vølv	VEHL-veh
White Folk	-