

CASTLE AMBER



**5E Conversion and Expansion Guide by Stuart Broz
for Castle Amber: Dungeon Module X1 by Tom Moldvay**



CASTLE AMBER

CONVERSION GUIDE AND EXPANSION

Castle Amber was originally published in 1981 as Dungeon Module X2 for the Dungeons and Dragons Expert Set. Written by Tom Moldvay, it is regarded as one of the best D&D modules ever... and it is certainly one of the most bizarre of the classic adventures. The original adventure was designed for 6-10 characters of levels 3 to 6. It was, however, an exceedingly lethal adventure. I have converted this module for use with 5e characters between level 5 and 10, including multiple difficulty options for each combat encounter. In addition, I have added a significant amount of content and roleplaying advice, including stat blocks for over 35 monsters (often with multiple variations), over 25 detailed NPCs, and over 25 magic items.

This adventure is easily used with any setting that allows for strange magic and interplanar travel, but I have added specific adaptations to allow it to fit within the Eberron setting. It is very compatible with Ravenloft as well.

In order to use this guide, you will need the original adventure: *X2 Castle Amber*. The *5e Monster Manual* is recommended as well.

ORIGINAL ADVENTURE BY TOM MOLDVAY
CONVERSION TO 5E AND EXPANSION NOTES BY STUART BROZ



DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, *PLAYER'S HANDBOOK*, *MONSTER MANUAL*, *DUNGEON MASTER'S GUIDE*, D&D ADVENTURERS LEAGUE, ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES. ALL CHARACTERS AND THEIR DISTINCTIVE LIKENESSES ARE PROPERTY OF WIZARDS OF THE COAST. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST.

©2016 WIZARDS OF THE COAST LLC, PO Box 707, RENTON, WA 98057-0707, USA. MANUFACTURED BY HASBRO SA, RUE EMILE-BOÉCHAT 31, 2800 DELÉMONT, CH. REPRESENTED BY HASBRO EUROPE, 4 THE SQUARE, STOCKLEY PARK, UxBRIDGE, MIDDLESEX, UB11 1ET, UK.

COVER: "THE WIZARD" BY SEAN McGRATH (LICENSED CC BY 2.0: <https://creativecommons.org/licenses/by/2.0/>). MODIFIED WITH CASTLE IMAGE BY STUART BROZ.

CONTENTS

AN OVERVIEW OF THE ADVENTURE

GENERAL NOTES

PART ONE: INTRODUCTION

PART TWO: WEST WING

PART THREE: THE INDOOR FOREST

PART FOUR: THE CHAPEL

PART FIVE: EAST WING

PART SIX: THE DUNGEON

PART SEVEN: AVEROIGNE

PART EIGHT: THE TOMB OF STEPHEN AMBER

APPENDIX A: NEW MONSTERS

APPENDIX B: NON-PLAYER CHARACTERS

APPENDIX C: CHARACTER OPTIONS

APPENDIX D: NEW ITEMS

AN OVERVIEW OF THE ADVENTURE

LET ME TELL YOU A STORY

Once upon a time, there was a great prince named Stephen. He came from a family of powerful magicians, and he was the most powerful of them all. A long time ago, his family had escaped from a faraway land where the people hunted them, jealous of their magic. Stephen's great grandparents built a magic door and locked it, protecting the family from jealous hunters.

One day – not too long ago – Stephen realized that there was a new danger. There was a war going on, and great and terrible magics were being used to end it. One of these threatened his family's home and he had little time to save it. He saw the locked door and knew that – for now at least – on the other side there was safety.

Stephen was proud and thought he could push his entire castle through the door... but this took much of Stephen's magic, and it distracted him. Stephen's brother was wicked and jealous. He took advantage of Stephen's distraction and killed him to take his crown.

Stephen was wrapped up in the protective magics, and with his last words he tried to finish his spell. Stephen's home was pulled out of time and space.

Now his home, Castle Amber, sees the next chapter in its story. It has found its heroes, and they will complete a great quest to undo Stephen's murder – whether they like it or not.

THE CASTLE

The PCs make camp. In the morning, they find themselves in the foyer of a strange mansion that is surrounded by an ominous gray mist. The PCs are trapped by the mist and must find a way out.

Exploring the place, they meet a host of very strange inhabitants. A mysterious document suggests that a number of magical artifacts can be brought together to summon the tomb of a wizard and banish the mists.

THE FAR-AWAY LAND

Following the document, the PCs find silver keys within the mansion and, eventually, the gate that the keys open. On the other side of the gate is a strange land where magic is outlawed. Here, the PCs may become embroiled in stories of politics, desperation, and revenge as they assemble the artifacts they seek.

THE SECRET TOMB

When the PCs collect the items they need, they are able to summon the wizard's tomb. They must defeat its guardians in order to undo the wizard's death so he can lift the curse that trapped Castle Amber within the gray mists.

GENERAL NOTES

READ THIS

Before running the adventure, I would suggest reading through both the original text and this guide alongside it. At the very least, make sure you read this section and the overview section above. Several parts of the adventure are connected to each other, and it is best to be prepared for these connections.

ADJUSTMENTS MADE

In general, I have made the following adjustments throughout this adventure:

- Statistics for new creatures have been converted to 5e or a reference is made to an appropriate creature in the Monster Manual (MM)
- Multiple options are presented for combat encounters (see below under Scaling Encounters).
- Treasure is adjusted to fit the standards of 5e. In some cases, I have changed the treasure to be stranger than what was presented in the original adventure so as to better fit the mood of the adventure.
- Alternatives have been provided for arbitrarily deadly and/or permanent magical effect which are present throughout the original adventure.

A FEW ADDITIONAL FIXES AND SUGGESTIONS:

- Consider increasing the distance of the Gray Mist from the castle to roughly 90 feet. This allows the PCs to circle the castle and enter through other doors. It also allows them to camp outside. I'd further suggest adding two additional doors: a servant entrance in the hallway near area 6 and an entrance to the chapel area in the hallway across from area 29. These changes should provide the PCs with a bit more freedom in how they tackle the castle.
- There should be a door between rooms 5 (the hall) and 9 (Richard's bedroom). I have presented this as being concealed from the hallway side.
- To Those Who Would Be Free: This document appears several times in the adventure, and it is likely that the party will find multiple copies of it. Note that these documents are identical – and include handwritten notes. I suggest that these all be, literally, the same document – that it is, like many of the NPCs (see below), unstuck in time. When the PCs find the second copy, you might want to make the first copy disap-

pear. If not, maybe have a smudge that the PCs put on the first copy be on the second as well – the goal here is to give more of an indication that all is not right with causality within the Castle.

- The End: The final scene of the adventure, in my mind, seems anticlimactic. What was the goal of the adventure? Was it merely to escape? Wouldn't it be more powerful to provide some hope of sanity to Castle Amber? I provide an alternative in Part Eight.

SUPPLEMENTAL INFORMATION

Wherever appropriate, encounters are provided with supplemental information providing guidance for running that encounter. This is often in the form of the attitudes and goals of NPCs or monsters, not all of which are necessarily hostile. In addition, I have added a significant amount of context to many encounters, tying them in to the greater narrative or developing subplots around them.

THE SETTING

Eberron. While you can use this guide to run Castle Amber in almost any setting with minimal changes, I am setting this conversion in Eberron. While this might seem like an odd choice, the two share roots in the pulp genre and each of them embraces weird fiction. Throughout this guide, I will be assuming that the Amber family were Cyran nobility and that Castle Amber is on the border of the Mournland, seemingly trapped in the mists that surround it. The powerful magics put in place by Stephen Amber provided his home with protection, but isolated it in a demiplane outside of time. Averogine itself is a region of Thelanis, the fey realm that is built from the stuff of stories. This is where the Amber family is from, and their long separation from their homeland has driven them mad.

In the meantime, *things* from Xoriat have taken advantage of the castle's planar separation from Eberron in order to invade the dungeon... and possibly contribute to the Amber family's madness.

...or Ravenloft. If you are running a Ravenloft campaign, Averogine – being something of a gothic medieval setting - works well as a domain in the process of being formed. Stephen Amber may have been chosen as the domain's dread lord with Castle Amber as his estate - a fate he has avoided thus far by being dead (temporarily, of course). Consider having Simon Amber attempting to manipulate Charles into helping him achieve lichdom and becoming the dread lord in Stephen's place. Alternately, Stephen could already be undead and his tomb could be something like a phylactery.

WHAT ACTUALLY HAPPENED

The Amber family is from Averoigne, a region of Thelanis. Their magical researches were dangerous and opened doors to madness. Eventually, they were driven out of Averoigne. They fled to Eberron by tearing through a manifest zone on the edge of Cyre. They built their home on this site and sealed the hole that they tore open with a magical gate.

The magics that the family practiced were bizarre and often dark in nature. They built an eldritch machine in order to extend their own lives. Most of the family members had their own projects – Andrew David converted the gardens into an indoor forest, William began to mutate himself in order to achieve invulnerability as well as immortality, and Stephen – the family's head and most powerful mage – delved into the nature of the soul. Stephen understood the process of becoming a lich, but that was not what he sought. Instead, he wanted his soul preserved and tied to his own living body. He tied his soul to Castle Amber and enchanted the entire castle with time magics so that it would have the power to undo his death. In principle, the castle acted something like a lich's phylactery, but instead of the souls of others, it drew on the connection to Thelanis and was powered by a story: the completion of a quest.

Like others of his family, Stephen focused on his project to the exclusion of all else. His wife, Princess Catherine, was abandoned in a home full of mad relatives. Stephen's brother Henry, who was obsessed with taking everything he could from his brother, seduced her. Together, they plotted Stephen's death. They knew he had contingencies in place for his death, so they built him a tomb that they hid away on a demiplane. Then came the Day of Mourning. With a palace full of diviners and oracles, the Amber family had more warning than most of the tragedy. In an attempt to save his family, Stephen began a ritual to push Castle Amber back through the portal to Averoigne. While Stephen was in the middle of conducting the ritual, Henry loosed a horde of Death Demons upon his brother.

Henry and Catherine were in the midst of being coronated before Stephen was even dead.

The death demons took Stephen's body off to his tomb. The half-completed ritual was intended to pull the Castle through to Averoigne. Instead, the magic was dragged along with Stephen's body and the castle was pulled into its own demiplane outside of time and space.

For Khorvaire, it has only been a few years since the Day of Mourning, but Castle Amber now exists outside of time. For some members of the family it seems like decades – or even centuries – have passed. Other members of the family may not realize that any time has passed at all.

Stephen's plan for immortality worked, but it was not over.

Thelanis is a world made of stories, and Stephen has tied his

tomb to Thelanis. His restoration needed to be powered by a story. That story needed heroes.

The PCs are those heroes. This is that story.

Stephen's ghost is torn between the castle and the demiplane that holds his tomb. Still, it has managed to set up some minor assistance to the PCs in the form of the Amber Rod of Security and the "To Those Who Would Be Free" document.

UNSTUCK IN TIME

You might note that there are far more inhabitants of Castle Amber than there are bedrooms and that the servant quarters are uninhabitable by the hobgoblin servants that wander the halls. You may choose to treat this as a feature of the castle's curse: many of the castle's inhabitants are living in different times. When the PCs enter the servant quarters, they find an aranea lair. When hobgoblins enter the same room, they find their bunks... as it was before the aranea appeared there. Isabel Amber roams the halls, but she is a family member who disappeared over a hundred years ago. She may enter her bedroom... and if the PCs follow her, they might find her lion-headed great-nephew. She would be nowhere to be found... having entered the room as it was when she lived there long ago.

THE NEXT LEVEL

Alternately, others who don't have living quarters detailed in the adventure might live on the upper floors of the castle. Only the first floor is detailed in the adventure as written, and – while no mention is made of upper floors – it seems implausible that a structure the size of Castle Amber, with its 100 foot high domes in the center, would have only a single floor. You may choose to have upper floors accessible only to members of the Amber family and their servants through either the magic of the curse or magics woven into the structure of the castle itself.

PLANAR TRAVEL

You may wish for planar travel be impeded for this adventure due to the effects of Stephen Amber's curse. Clever PCs might try to use spells like Banishment to escape. If you don't want this to happen, I would recommend that throughout this adventure Banishment treats creatures from the Prime Material Plane (or Eberron) as native. Summoning creatures should work as normal, but traveling from the castle or Averoigne to other planes should be limited. One option would be for PCs who attempt planar travel to end up back in the gray mist and stumble out near the entrance to Castle Amber. If the PCs have reached Averoigne, you may wish for them to stumble out through the Gate of Silver Keys, instead.

A NOTE ON MENTAL ILLNESS

In the original adventure, the Amber family member are often described as insane or crazy. Whatever words are used to describe their mental issues, I have chosen to portray their mental states as a magical malady – a side-effect of the magic that runs in their family made worse by the curse that they are under and the influence of the planes, rather than a reflection of real-world mental illness.

...AND LANGUAGE

The original adventure had both English and French versions of the names of the members of the Amber family. The way I think of this usage is that the French versions are what they used (or would have used) in Averaigne, but they changed their usage when they left. As such, I have stuck with the English versions. Feel free to use either, though!

SCALING ENCOUNTERS

I have scaled combat encounters at three levels: 6th-level, 8th-level, and 10th-level. Each of these are standardized at a party size of four PCs. If your PCs are different levels than these or you have other than four PCs in your party, you may wish to adjust the encounters or choose on based on the listed difficulties. For example, if you have a group of five level 7 PCs, you probably want to use the 8th-level scaling in most cases, but consider toning it down in cases where that encounter difficulty is particularly high. Similarly, even if you have a party of four 8th-level PCs, you might choose to alter the difficulty in some situations, either for pacing (you want this encounter to be particularly easy or difficult), because of the condition that the PCs are in, or for role-playing and story purposes. The scale and associated options are meant to be a tool for you.

CLARK ASHTON SMITH AND AVEROIGNE

Clark Ashton Smith was a contemporary of H.P. Lovecraft and Robert E. Howard. He corresponded – and collaborated – with both of them. The stories of Averaigne that he wrote took place in a mythical province of medieval France, and the magicians in his stories make reference to various elder gods and old ones, tying loosely into the Cthulhu mythos. One of these is Tsathoggua, who is actually a creation of Smith's. Tsathoggua is referenced by Azédarac, a magician of Averaigne, as Sodaqui. I have added a minor nod to this in the Averaigne random encounter section.

If Castle Amber is your introduction to Averaigne, it can be a bit confusing. The stories, while full of necromancers, werewolves, and arcane artifacts, are much more grounded

than the Amber family might lead you to believe. Averaigne is very medieval in flavor, and magic there is outlawed by the church. I like to think that the family left Averaigne because they were evolving into something that the constrained paradigm of Averaigne simply couldn't permit – both legally and narratively.

PART ONE: INTRODUCTION

THE AMBER FAMILY

A Family Steeped in Magic. The Amber family is a line of powerful wizards and sorcerers. Even those who don't specialize in magic are often touched by it. Unfortunately, they are also a family plagued by mental instability. Full writeups of each member of the Amber family that appears in this adventure can be found in Appendix B: Non-Player Characters

In Eberron. The Ambers are a line of Cyran nobles. Family legend has them hailing from a far-off land, saying that they travelled from there magically. This land was actually a minor realm of Thelanis where the founders of the Amber line were hunted due to their practice of forbidden magic. They fled to the land that would become Cyre where, along with members of House Cannith, they built an Eldritch Machine that would seal them off from any pursuers from Thelanis. Centuries later, on the Day of Mourning, Stephen Amber – the head of the house – was conducting a ritual to protect his home when he was, apparently, killed. The magics at play manifested in a curse that left Castle Amber adrift in time and space.

In Denial. The nature of the curse is such that some members of the family are not fully aware of it. They simply do not think to look outside the castle. Most of them know, intellectually, that all is not right – and several of them know that Stephen's tomb is key to setting things right – but they do not really focus on these things. Instead they drift from one diversion to another in an eternal effort to entertain themselves.

START

GOOD MORNING

Setting the scene. The PCs set up a camp at the edge of the Mournland. If you do not have a reason for them to be there, they can have been hired by a member of House Cannith to retrieve a schema that was in the process of being transported to Metrol via lightning rail on the Day of Mourning. The train should not be far past the border, and it is expected to be as easy a job as any that would take one into the Mournland.

It is unlikely that the PCs will camp without setting watch. It is also likely that the group will include elves or others who do not sleep. If this is the case, simply have a thick fog pass through the camp shortly before dawn. When it lifts a few minutes later, the PCs find themselves in the castle foyer.

The Gray Mist. The mist is odorless and cool. It should be refreshing, but it is anything but. A PC who enters the mist must make a DC 15 Wisdom save or be *Frightened*. Frightened characters can only move back toward the castle. Every minute that a PC spends in the mist, that PC takes 3 (1d6) psychic damage and must make a DC 15 Constitution Save or take 7 (2d6) points of poison damage. The mist seems to go on forever. A PC who is lost in the mists and attempts to get back to the castle will generally succeed much more quickly than should be possible – while PCs can travel far into the mist, the clearing the holds the castle is never more than 100 feet behind them.

ARE YOU STAYING FOR THE NIGHT?

The original adventure has Stephen Amber magically protecting the PCs while they sleep. Somehow he is able to do this but can't otherwise assist them. I suggest two alternatives. The first option is to simply move the gray mist a bit further from the castle so that PCs can rest outside if they wish. Another option is to have a magical means of protection similar to what the adventure posits, but without relying upon constant intervention by Stephen Amber (who, after all, is dead). In this situation, when the PCs wake in the castle foyer, they find a gift left for them by a mysterious benefactor. This is a variant Rod of Security:

AMBER ROD OF SECURITY

Rod, legendary

This rod appears to be made of faintly glowing pure amber. Close inspection will reveal a tiny turtle, smaller than a fly, that appears to be living inside it, swimming back and forth within the solid rod with no apparent need of sustenance. While holding this rod, you can use an action to activate it. The rod then instantly transports you and up to 12 other willing creatures you can see to an extraplanar space that takes the form of a large, circular room (40' radius) with walls that appear to be made of the same material as the rod. The room is richly appointed in the same style as Castle Amber. The room contains a banquet table set for the number of creatures within it, complete with ever-full pitchers of water, decanters of wine, and platters of food. A number of comfortable beds line the wall across from the banquet table. Through the wall, an enormous turtle can be seen swimming by on occasion.

For each hour spent in the room, a visitor regains hit points as if it had spent 1 Hit Die. Also, time passes more slowly within the room. One hour to visitors is only a minute outside. Visitors can remain in the room for up to one day.

When the time runs out or you use an action to end it, all visitors reappear in the location they occupied when you activated the rod, or an unoccupied space nearest that location.

Everything else that can be interacted with inside the extraplanar space can exist only there. For example, an ever-full decanter of wine taken from the banquet table disappears if it is taken outside the extraplanar space. Within Castle Amber, the rod can be used once every eight hours. Otherwise, once the rod has been used, it can't be used again until twelve days have passed.

RANDOM ENCOUNTERS – CASTLE AMBER

The original adventure includes a single wandering monster table for use in the West Wing, East Wing, Chapel, and Dungeon. If you wish to use these as random encounters, there is a 1 in 6 chance of an encounter every 20 minutes. Alternatively, select those encounters that you believe will be most fun and use them when you think they are appropriate. Each encounter is scaled for level 6, 8, and 10.

WANDERING MONSTER ENCOUNTER

Table 1 (1d20)

- 1 Doppelgangers
- 2 Hobgoblin Servants
- 3 Isabel Amber
- 4 Crystal Living Statues
- 5 Iron Living Statues
- 6 Rock Living Statues
- 7 Lupins
- 8 Werewolves
- 9 Weretigers
- 10 Caldron Magen
- 11 Hypnos Magen
- 12 Galvan Magen
- 13 Mary Helen Amber
- 14 Tabaxi
- 15 Shadows

- 16 Skeletons
- 17 Aranea
- 18 Thoul Servants
- 19 William Amber
- 20 Zombies

1 – DOPPELGANGERS

For level 6: Two doppelgangers (page 82 MM). They will appear as missing members of the Amber family: Stephen (area 70) and his wife Catherine (area 34).

For level 8: Add a third doppelganger, who appears as Madeline Amber (area 25).

For level 10: Add a fourth doppelganger, who appears as Janet Amber (area 10).

2 – HOBGOBLIN SERVANTS

A group of hobgoblins march in line with military precision, engaged in their daily practice exercises, though they are clearly domestic servants rather than soldiers. Their captain will attempt to bully the PCs into joining the exercise as if they were servants. The hobgoblins will not necessarily be violent, but the captain will get increasingly insulting and they will defend themselves if attacked.

For level 6: Use a hobgoblin captain and four hobgoblins (page 186 MM)

For level 8: Use six hobgoblins and a hobgoblin captain (page 186 MM).

For level 10: Use six hobgoblins and a hobgoblin warlord (page 187 MM).

3 – ISABEL AMBER

See Isabel Amber in Appendix B: Non-Player Characters. Isabel is an ambitious and talented young sorcerer who sees a path for herself to eventually lead the family. She knows that Stephen is missing and is well aware that all is not right in the castle. She could potentially serve as a resource for the PCs, though convincing her to help may not be easy, as she is tightly focused on her own ambition and self interest. Bringing Stephen back would present a major barrier to her plans.

4 – CRYSTAL LIVING STATUES

See Living Statue in Appendix A: New Monsters.

These crystal statues are faceless, and they will appear artfully arranged as dancing figures. If touched, they will animate and begin an intricately choreographed dance. If prevented from completing their dance, they will attack.

For level 6: Use two Crystal Living Statues.

For level 8: Use five Crystal Living Statues.

For level 10: Use seven Crystal Living Statues.

5 – IRON LIVING STATUES

See Living Statue in Appendix A: New Monsters.

The iron statues depict long-dead members of the Amber family. They stand straight against the wall. If approached, they will turn their head to face the PCs. If touched, they will attack.

For level 6: Use one Iron Living Statue.

For level 8: Use three Iron Living Statues.

For level 10: Use five Iron Living Statues.

6 – ROCK LIVING STATUES

See Living Statue in Appendix A: New Monsters.

The rock statues are dressed in Averogne finery. They are sculpted in an ancient style, with elongated features. They appear to be eroded with age. They will be encountered in an area that the PCs have been in before, kneeling in the center of the hallway or room in apparent prayer. If interrupted, they will attack.

For level 6: Use one Rock Living Statue.

For level 8: Use two Rock Living Statues.

For level 10: Use three Rock Living Statues.

7 – LUPINS

See Lupin in Appendix A: New Monsters

The lupins are hunting werewolves, which they believe to be in the castle. Unless the PCs are harboring werewolves, they are unlikely to be violent. The Lupins are based in the East Wing, but could be encountered anywhere. If the PCs help them hunt werewolves, the lupins could become their allies.

For level 6: Use one Lupin Champion and four Lupins.

For level 8: Use two Lupin Champions and two Lupins.

For level 10: Use three Lupin Champions and four Lupins.

8 – WEREWOLVES

The werewolves (p. 211 MM) were infected with lycanthropy by William Amber (see below) in his experiments. They have escaped and are hunting. They have already killed one lone tabaxi, and are excited about the idea of finding more.

For level 6: Use two werewolves.

For level 8: Use three werewolves.

For level 10: Use five werewolves.

9 – WERETIGERS

The weretigers (p. 210 MM) are guests of William Amber (see below). They do not know that he intends to vivisect them, nor do they know about the werewolves. Discovering either of these things would drive them to a frenzy. Richard (9. Bedroom (Richard's Den)) has not met them yet, but he might like to do so.

For level 6: Use one weretiger.

For level 8: Use two weretigers.

For level 10: Use three weretigers.

10 – CALDRON MAGEN

See Magen in Appendix A: New Monsters

The caldron magen are cleaning the ceiling by stretching their limbs. Various members of the family find this hilarious, so they are asked to do this frequently. If the PCs re-enter a

room where they had previously engaged in combat, the magen might be there cleaning blood off of the ceiling.

For level 6: Use three Caldron Magen.

For level 8: Use three Caldron Magen and one Caldron Magen Dissolver.

For level 10: Use two Caldron Magen and two Caldron Magen Dissolvers.

11 – HYPNOS MAGEN

See Magen in Appendix A: New Monsters

The hypnos magen has been sent to bother the PCs by a bored member of the family. They have been told to stop the PCs and ask them for their identification papers. If the PCs give them any papers, they are to take them to the indoor forest and throw the papers into the stream. The hypnos magen would really rather be doing anything else.

For level 6: Use one Hypnos Magen.

For level 8: Use one Hypnos Magen and three Demos Magen Halberdiers.

For level 10: Use one Hypnos Magen and five Demos Magen Halberdiers.

12 – GALVAN MAGEN

See Magen in Appendix A: New Monsters

The galvan magen are most likely sent as punishment. Nobody likes electrocution.

For level 6: Use two Galvan Magen.

For level 8: Use two Galvan Magen and one Galvan Magen Storm Battery.

For level 10: Use one Galvan Magen and two Galvan Magen Storm Batteries.

13 – MARY HELEN AMBER

See Mary Helen Amber in Appendix B: Non-Player Characters

Mary Helen is one of the few members of the family who has no interest in arcane magic. This frustrates some of her relatives, as she has a rare talent: she attracts and can communicate with some of the spirits of Amber family ancestors. Charles has been asking her to help him contact Madeline, as she would not answer when he tried to

speak with dead (because she wasn't dead). Mary Helen is annoyed and, rather than lose her temper at Charles, she stalked off to let off some steam...



14 – TABAXI

See Tabaxi in Appendix A: New Monsters.

The tabaxi are followers of Richard (9. Bedroom (Richard's Den)). They are often running errands for him.

For level 6: Use one Tabaxi Dreamseeker and one Tabaxi Devotee.

For level 8: Use one Tabaxi Dreamseeker and three Tabaxi Devotee.

For level 10: Use one Tabaxi Dreamseeker, one Tabaxi Flame Zealot, and one Tabaxi Devotee.

15 – SHADOWS

Shadows (p. 269 MM) are fairly weak undead creatures. As such, they won't make a challenging combat encounter on their own. Thus they are usually best used to supplement another combat encounter. Having shadows attack the PCs when they are involved in another battle is an easy way to make an encounter that is going too easily a bit more difficult. Other places that a shadow encounter would be particularly appropriate would be in 5. The Hall of Mirrors or 34. Throne Room.

16 – SKELETONS

The skeletons (p. 272 MM) were created by Charles Amber (30. Chapel Library) and sent to search for his sister (25. Buried Alive!). They are not armed, and are not normally aggressive. They are dressed in simple robes. If they see Madeline Amber (or someone who looks like her, such as one of the doppelgangers, above), they will approach her, bow, and attempt to escort her back to Charles. If prevented from doing so, they will attack.

This is not intended to be a challenging combat encounter. Use two to three skeletons per PC.

17 – ARANEA

The aranea from 7. Servants' Quarters (Aranea Lair) are traveling in humanoid form. They are likely to be friendly.

18 – THOUL SERVANTS

See Thoul in Appendix A: New Monsters.

The thouls were once hobgoblin servants, but they were experimented on by William Amber. If they see William, they will attack him on sight.

For level 6: Use three Thouls.

For level 8: Use five Thouls.

For level 10: Use seven Thouls.

19 – WILLIAM AMBER

William is a mad mage who is obsessed with self-transformation and his own immortality. His previous experiments with trolls turned some of the hobgoblin servants into thouls and created the troars in the indoor forest (see Appendix A: New Monsters). His latest obsession is lycanthropy, and he has recently learned how to transmit the curse under controlled conditions. His werewolf experimental subjects have escaped, however, and he is searching for them. William has performed experimental procedures upon himself, granting him troll-like resilience. This has resulted in his body having transformed, giving him a disturbing, troll-like visage, including claws and green-tinged skin. When he is

outside of his private areas, he uses *disguise self* or *alter self* spells to assume his original appearance, that of a slight, bespectacled human with short, curly hair.

In combat, William is a dangerous opponent. He will cast *blink* and *cloudkill*, using his mobility and poison immunity to his advantage.

For level 6: Use William Amber.

For level 8: Use William Amber.

For level 10: Use William Amber and two Thoul servants.

20 – ZOMBIES

The zombies were created by Charles Amber (30. Chapel Library) and sent to search for his sister (25. Buried Alive!). They are not armed, and are not normally aggressive. They are dressed in simple robes, but the PCs will likely notice that their flesh is coated with a lightly perfumed wax. If the zombies see Madeline Amber (or someone who looks like her, such as one of the doppelgangers, above), they will approach her, bow, and attempt to escort her back to Charles. If prevented from doing so, they will attack.

This is not intended to be a challenging combat encounter. Use two to three zombies per PC. You may choose to substitute these with Amber Zombies (see Appendix A: New Monsters).

PART TWO: WEST WING

1. FOYER

A gift. Upon waking, PCs will find the Amber Rod of Security. It does not require attunement, but a PC who spends a short rest studying it will understand its use. It is a gift from Stephen Amber, summoned via a contingency spell for the heroes destined to restore him to life.

INHABITANTS

None

TREASURE

The Amber Rod of Security, see Appendix D: New Items.

2. THE GRAND SALON

Boxing. Boxing in the ring requires no special combat rules, though combat will be paused after every 6 combat rounds. Spells may be cast on the PC boxer at this time. Otherwise, spellcasting is not permitted during the fight. Also, spells may not be cast targeting the magen or the area of the ring. If the PC fighting wishes to cast spells while in the ring (including cantrips like *shocking grasp*), these should be negotiated with John-Louis. It will probably reduce how much he will bet on his magen.

The magen should be a very difficult opponent for a PC not specialized in unarmed combat. A monk, of course, will be at a serious advantage here. If a PC uses a shapechanging ability, such as Wild Shape, to take a more physically powerful form, John-Louis will be delighted and insist on introducing the PCs to some of his new friends (the weretigers on the wandering monster table, above) who used a similar technique to defeat his magen.

Wagering. John-Louis will bet up to 1,000 gp on the match. In addition to any bets, he will reward PCs who last long against the magen:

- 2 boxing rounds (12 rounds of combat): 5 gp
- 3 boxing rounds (18 rounds of combat): 10 gp
- 4 boxing rounds (24 rounds of combat): 50 gp
- 5 boxing rounds (30 rounds of combat): 100 gp

If the match lasts all 5 rounds, total the amount of damage dealt by each opponent to determine the winner.

INHABITANTS

- John-Louis Amber, see Appendix B: Non-Player Characters .
- Demos magen. For more information on demos magen, see Appendix A: New Monsters. Two variant types of demos magen are found in this area: the Demos Magen Pugilist and Demos Magen Halberdiers.

TREASURE

John-Louis has 2,000 gp in his iron chest (lock DC 20) as well as a magical rapier and armor.

ENCOUNTER SCALING

- For level 6: Use one pugilist, one halberdier and the CR 5 version of John-Louis Amber.
- For level 8: Use one pugilist, two halberdiers and the CR 8 version of John-Louis Amber.
- For level 10: Use one pugilist, four halberdiers and the CR 10 version of John-Louis Amber.

3. STUDY

The creatures labelled rakasta are actually tabaxi. They are devoted followers of Richard Amber (9. Bedroom (Richard's Den)).

INHABITANTS

This room contains variant Tabaxi detailed in Appendix A: New Monsters. Note that if there is combat, the tabaxi are able to do a surprising amount of damage, as they have three attacks and should be able to sneak attack nearly every round.

TREASURE

Remove the coins from the treasure in this room. The chest contains only the silver key, as well as a large amount of silk clothing worth about 250 gp.

Two of the tabaxi wear jewelry with permanent illusions – one has a copper bracelet that appears to be on fire and the other has silver hoop earrings with tiny illusory snakes writhing around them (both of these are worth 75 gp). Each of the tabaxi is wearing a piece of jewelry worth 50 gp. If the flame zealot is present, she is wearing a matching necklace and ear cuff set with amber worth 100 gp.

ENCOUNTER SCALING

- For level 6: Use eight Tabaxi Devotee.
- For level 8: Use seven Tabaxi Devotees and the Tabaxi Flame Zealot.
- For level 10: Use twelve Tabaxi Devotee. Add a Tabaxi Flame Zealot.

4. DINING ROOM

The ghostly servants all appear to be the ghosts of hobgoblins. If the PCs have encountered living hobgoblin or thoul servants, they might recognize some of the ghosts. Similarly, if the PCs encounter living servants later, they might recognize some of them as having been ghosts. Time in Castle Amber is funny that way.

PCs have 10 minutes to decide whether or not to be seated. The various effects of the foods are:

- **Onion Soup.** Make a DC 15 Constitution saving throw. If the save is successful, nothing happens. If it is failed, the PC gains 1-4 hit points permanently.
- **Amber Wine.** This wine causes a short-lived magical drunkenness. Make a DC 20 Wisdom saving throw. If the save is successful, the PC is mildly euphoric and has disadvantage on Dexterity, Wisdom, and Intelligence ability checks for 1 hour. If the save is failed, the drunkenness lasts for twice as long and, during that time, the PC is also *Charmed* by anyone who speaks to them.
- **Tossed Salad.** Ask the player to choose an ability and make a saving throw with a DC equal to the PC's score (e.g., if the PC has a 16 Strength, the DC of a Strength saving throw would be 16). If the save is successful, the ability score drops by one. If the save is failed, the ability score increases by one. Repeat this until the PC has made four saving throw rolls. This cannot raise a score above 18 or lower it below 3, and it cannot change a score by more than two in either direction.
- **Roast Beef.** Not magical. Tasty.
- **Wheat Bread.** Make a DC 15 Constitution saving throw. If it is successful, the PC no longer needs to eat food. If the save is failed, the PC becomes more susceptible to starvation and gains a level of exhaustion any day in which a full ration is not eaten.
- **Green Beans.** Not magical. Overcooked.
- **Mushrooms in Wine Sauce.** Make a DC 18 Constitution saving throw. On a failed save, take 42 (12d6) poison damage and gain the *Poisoned* condition for 24 hours. On a successful save, take half damage and gain the *Poisoned* condition for 12 hours. At the end of the 12 hours, the PC gains resistance to poison damage for the next month.
- **Red Wine.** This wine acts as a *Heal* spell.
- **Apple Streudel.** Make a DC 15 Intelligence saving throw. If the save is made, nothing happens. If the save is failed, the PC gains the ability to cast *Detect Thoughts* once per long rest as a sorcerer spell, with Charisma as the PC's spellcasting ability. If the PC focuses on the thoughts of a single creature for a full minute, the last, fleeting thoughts they sense will be of apple streudel. Every time the PC casts this spell, the PC must make a DC 10 Charisma saving throw. If this save is failed, the PC permanently loses this ability.



- **Brandy.** Make a DC 15 Wisdom saving throw. If the save is successful, the character hears beautiful, haunting music until they complete a long rest. The music is distracting and gives disadvantage on Wisdom (Perception) checks involving hearing. If the save is failed, the PC is instantly reduced to 0 hit points. If the PC dies, it will become a ghostly banquet guest.

INHABITANTS

Ghostly servants and guests.

TREASURE

A lovely meal that you might remember forever.

5. THE HALL OF MIRRORS

When the PCs are blinded, they should make a DC 18 Constitution saving throw. Those who save successfully will remain blind for 30 minutes. Those who fail are blinded for 1d4 hours.

There is a secret door (DC 20), which is not on the map, between this area and area 9.

INHABITANTS

None, though wandering monsters seem likely. Living statues, servants, and members of the Amber family are all good options here.

TREASURE

None

6. LINEN CLOSET

The closet is 10 ft. by 20 ft. That's a pretty big closet.

INHABITANTS

None, though this might be an amusing place to put one of the living statue encounters (see Random Encounters – Castle Amber).

TREASURE

All of the linens here are very nice.

7. SERVANTS' QUARTERS (ARANEA LAIR)

The aranea are not necessarily hostile, but – being giant spider-monsters – they do have difficulty making a good first impression when not in their humanoid forms. They are not in their humanoid forms.

INHABITANTS

The number of aranea encountered will depend upon the party's level. Aranea are detailed in Appendix A: New Monsters.

TREASURE

Remove the listed treasure and replace it with the following:

- A silver chalice (100 gp), a bronze ceremonial dagger that turns black when exposed to blood (a minor magic item worth 75gp – or more to the right buyer), and a silver and malachite bracelet (75gp).
- For each aranea present, include 5 gems (worth a total of 120 gp): 2 malachite (10 gp), 2 jasper or amethyst (25gp), 1 moonstone (50 gp)



ENCOUNTER SCALING

- For level 6: Use two Aranea:
 - Izik, whose humanoid form is a male gnome. He knows message instead of minor illusion, silent image instead of detect magic, and hold person instead of detect thoughts.
 - Suzin, whose humanoid form is a female gnome. She uses the standard spell list.
- For level 8: add one more Aranea (3 total):
 - Mikil, whose humanoid form is a male tabaxi. He uses the standard spell list.
- For level 10: add yet one more Aranea (4 total):
 - Karil, whose humanoid form is a female dwarf. She knows mage armor and sleep instead of detect magic and charm person.

8. SERVANTS' QUARTERS (OOZES!!!)

The chest is 4ft long and 2ft wide rather than a cube. It contains *Delver*, a lawful neutral sentient shortsword +2. *Delver* was found by John-Louis Amber (area 2) and the two quickly developed a contempt for each other. After a particularly argumentative evening in which John-Louis threatened *Delver* with green slime, John-Louis discovered that the sword had a fear of oozes. He set up this room as a particularly cruel prison for the sword. Except for the platform with the chest, the room's floor is covered by green slime. The green slime does not move, but it does 5 (1d10) hit points of damage each round a creature is in contact with it (until it is scraped off or destroyed). It does 11 (2d10) points of damage to wood or metal objects. Each 5ft square of green slime can be destroyed with one point of cold, fire, or radiant damage, exposure to sunlight, or an effect that cures disease. The green slime covers fifteen 5ft squares. For more details see page 105 DMG.

INHABITANTS

Black Pudding (p. 241 MM), Gray Ooze (p. 243 MM), Green Slime (p. 105 MM), and *Delver*.

TREASURE

Remove the listed treasure. The only item in the stone coffer is *Delver* (see Appendix D: New Items).

ENCOUNTER SCALING

- For level 6: Use the room as presented.
- For level 8: The green slime in this room is particularly potent. Each 5ft square has 15hp and the slime does 16 (3d10) points of damage to creatures and 22 (4d10) points of damage to wood and metal objects.
- For level 10: Add an extra black pudding.

9. BEDROOM (RICHARD'S DEN)

This room has a door in the south wall (to area 5). It is obvious from this side, but well-hidden on the other.

Richard's room is gaudily decorated with excessive gold leaf and furs. A life-sized painting on the wall depicts him shirtless (lion-headed and all), lounging on a divan, while scantily-clad tabaxi women feed him mice as if they were grapes. A divan identical to the one in the painting sits to the side.

INHABITANTS

Richard Amber, see Appendix B: Non-Player Characters . Depending upon the PCs' level, either a Tabaxi Devotee or a Tabaxi Flame Zealot will be present as well (see Appendix A: New Monsters).

Richard is arrogant and sensual. He surrounds himself with those who adore him, and he is not used to being disagreed with. He is likely to proposition any attractive members of the party (of any gender), especially if they have feline traits.

If Richard roars, it will be heard throughout the West Wing and any NPC family members the party meets may be annoyed with them for having inspired the noise. If the PCs kill Richard, Andrew David Amber will seek vengeance (assuming he learns of it), bringing the full power of his Wild Hunt against the PCs once they enter the Indoor Forest.

TREASURE

Richard has magical golden plate armor, a magical greatsword, and a potion of poison. His crown is worth 450 gp. If the Tabaxi Flame Zealot is present, she is wearing 350 gp worth of jewelry (including a copper-studded black leather collar that can cause her head to burst into illusory flame on command) and has a potion of healing (which appears identical to Richard's potion). If a Tabaxi Devotee is present, she is wearing 75 gp worth of jewelry.

ENCOUNTER SCALING

- For level 6: use the CR 7 version of Richard Amber and a Tabaxi Devotee

- For level 8: use either the CR 9 version of Richard Amber and a Tabaxi Devotee or the CR 7 version of Richard Amber and a Tabaxi Flame Zealot.
- For level 10: use the CR 9 version of Richard Amber and a Tabaxi Flame Zealot.

10. BEDROOM (JANET'S DOOM)

The creature in the bed pretending to be Janet is a mutated troll. Between the troll, which constantly exudes noxious fluids, and the rotting body in the chimney, this room smells awful.

INHABITANTS

There is a mutated troll that is cosplaying as Janet Amber. See Janet Amber, Troll Imposter in Appendix B: Non-Player Characters.

TREASURE

None

ENCOUNTER SCALING

For level 6: use the CR 7 version of the troll.

For level 8: use the CR 9 version of the troll.

For level 10: use the CR 11 version of the troll.

11. BEDROOM (SPOOKY)

SPORE TRAP

Mechanical trap

Close inspection will show old mold growth inside the lock. With a DC 15 Intelligence (Investigation) check, a PC can confirm that the lock will release a spore cloud if tampered with. If the spore cloud is triggered, it will fill the 10 ft. square in front of the safe. PCs in that area must make a DC 20 Constitution saving throw or take 27 (6d8) poison damage and be *poisoned* until they complete a long rest. A PC who succeeds on the saving throw takes half damage and is *poisoned* for 1 hour.

The lock on the safe is DC 20.

INHABITANTS

There are two or three ghostly inhabitants, depending upon the party's level. The third, if it exists, will be the spectral remains of Janet Amber (see 10. Bedroom).

TREASURE

The safe contains a Wand of Magic Detection. The wand is made of glass, and it glows slightly (providing light equivalent to a candle) whenever it is held by a living creature that casts spells. The safe also contains 150 sp per specter in the room and 200 gp per wraith in the room.

ENCOUNTER SCALING

For level 6:

- A wraith (the woman), see p. 302 MM



- A specter (the man), see p. 279 MM

For level 8:

- A wraith (the woman), see p. 302 MM
- Two specters (the man and Janet), see p. 279 MM

For level 10:

- Two wraiths (the woman and man), see p. 302 MM
- A specter (Janet), see p. 279 MM

12. KITCHEN

The food being prepared is all ghostly and insubstantial as well.

PART THREE: THE INDOOR FOREST

UNDER THE DOME

In Eberron. The indoor forest is the heart of a manifest zone to Thelanis. The nature of the curse, however, has made this connection unstable, as the castle's location is inconstant.

Troubleshooting. Clever PCs may decide to break (or teleport) through the dome in an attempt to escape. If they do, you have a few choices:

- *Keep it simple!* They break through the dome and see the sky, and – in every direction but straight up – the Gray Mist... which circles Castle Amber in a circular wall as high as the PCs can see.
- *Let them escape!* Say that the dome borders on another plane (I would recommend either Thelanis or the Feywild, depending upon the cosmology you are using). This would likely abort the adventure (and lead to a very different one), but it is an option.
- *Shortcut!* Say the dome borders on Averogne. Just remember that the characters will need the scroll from area 36 in order to break the curse.
- *The dome is a lie!* You break the glass only to discover that it was not transparent – but instead was a permanent *daylight* spell. Beyond the dome is the Gray Mist.
- *Timequake!* Say the dome opens to the area around the castle... several hundred years ago. This, too, could dramatically change your campaign, but the PCs may still want to return to their own time.

The PCs might also decide to follow the stream as it leaves (or enters) the forest. The text of the adventure does not explain where the stream comes from (or goes). Again, you have a few options:

- *Extraplanar!* As above, you could have the stream come from the Feywild or Thelanis... and allow the PCs to escape into one of these realms.
- *Magic!* Maybe the water is continuously conjured on one end and destroyed on the other. Maybe there is a short tunnel on either side that serves as a teleportation gate, so the stream is effectively a loop. Maybe there is a magical barrier that allows nothing but water through.
- *Still trapped!* Maybe there is just a stream that continues through the land around the castle and it passes into the Gray Mist.

Movement in the forest. The areas off of the path are considered difficult terrain. In general, it should not be necessary to roll to see if the PCs traveling off of the path become lost. If you wish to do so, have them make a DC 10

Wisdom (Survival) check. The stream is between 4 and 10 feet deep in the center and is infested with crocodiles.

Pits and thorns. The forest has a few traps for interlopers that have been set up by Isidora. Yes, they have set up traps in the forest that they grew in the middle of their house. This is hardly the strangest thing done by the Amber family.

SPIKED PITS

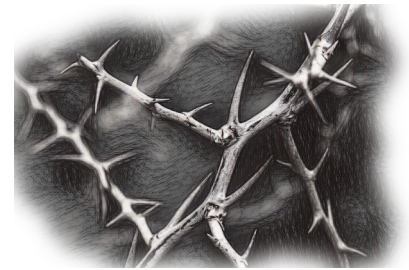
Mechanical trap

The pits are extremely well-camouflaged as they have been covered with planted sod and brush has been allowed to grow over them. If the area is actually inspected, a DC 15 Intelligence (Investigation) check will confirm a pit's presence, but it requires a DC 22 Wisdom (Perception) check to notice something off about the area with the pits (such as a lack of trees in a suspiciously square 10 ft. area). Fortunately, the growth on the pit surfaces provides some support so that victims tend to fall in more slowly. Success on a DC 20 Dexterity saving throw allows a victim who triggers the trap by walking onto the surface to avoid falling in. Anyone who does fall into the pit takes 11 (2d10) piercing damage and 3 (1d6) bludgeoning damage. The pits are 15 feet deep.

THORNY BARRIERS

Wilderness hazard

While the thorn wall barriers are not magical, treat them otherwise as if they were produced by a *Wall of Thorns* spell.



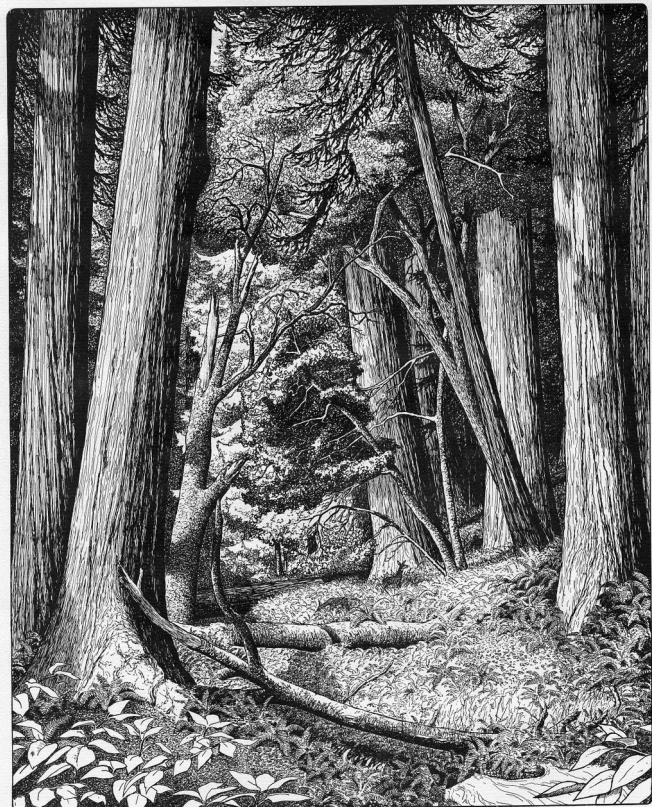
RANDOM ENCOUNTERS – INDOOR FOREST

If you want to use random encounters, check every 20 minutes for an encounter on the path and every 10 minutes off of the path. You can also, of course, simply use the encounters you think will be most interesting when you think that they will be most interesting.

WANDERING MONSTER ENCOUNTER

TABLE II (1D6)

DIE ROLL	ENCOUNTER
1	Troar
2	Centaur
3	Goat Brothers
4	Isidora Amber
5	Crocodile
6	Bearowl



1 – TROAR

See Troar in Appendix A: New Monsters

The troar began as giant boar. A herd of these were released in the indoor forest to serve as a food source for various creatures – and as sport for the Wild Hunt. William Amber helpfully fed live trolls to some of these boars as part of a bizarre, and gruesome, arcane experiment. The result was regenerating, fleshwarped boar-creatures. Despite their formidable strength, as omnivores, the troars are still fairly low on the food chain within the indoor forest. The crocodiles, bearowls, and others have learned to grab a bite and run, knowing that the troar will recover quickly. The troar, in response will violently attack any creature it sees approaching, but will rarely pursue attackers who use hit and run tactics.

For level 6: Use one Troar.

For level 8: Use two Troar.

For level 10: Use three Troar.

2 – CENTAUR

See p. 38 MM.

The centaurs are lost. Only moments ago, they were traveling in Thelanis, and they haven't even realized they've left yet. (Looking up will convince them.) They will not be happy, and may blame the PCs for what has happened. Each centaur carries 20 sp. One of them carries a *Wildwood Bow* (see Appendix D: New Items).

For level 6: Use four centaur.

For level 8: Use eight centaur.

For level 10: Use twelve centaur.

3 – GOAT BROTHERS

See Caprae in Appendix A: New Monsters

These are Billy the Goat's big brothers (see area 16). They are drunk and lost. Neither of these states are unusual for them.

For level 6: Use three caprae.

For level 8: Use four caprae.

For level 10: Use five caprae.

4 – ISIDORA AMBER

See Isidora Amber in Appendix B: Non-Player Characters

Isidora is Andrew David's wife. She helped him develop the indoor forest. Now, she tends the plants there, including the more dangerous ones. She will happily show off her creations to the PCs. After all, the vampire roses are thirsty.

If forced into combat, she will use *call lightning*. The sound will summon the Wild Hunt. She will then flee, using wild shape if needed, and lead the PCs to one of the pit traps or the killer trees to gain some time. At this point she will begin summoning fey and calling the denizens of the forest to her aid.

For level 6: Use Isidora

For level 8: Use Isidora and an Awakened Tree (see p. 317 MM) that she is discussing matters of irrigation with.

For level 10: Use Isidora and a Lupin Lancer (see Lupin in Appendix A: New Monsters) mounted on a Dire Wolf (see p. 321 MM).



5 – CROCODILES

See Amber Crocodile in Appendix A: New Monsters

Crocodiles will only be found within 50 feet of the stream.

They are notable for their bright, amber-colored eyes.

Crocodiles are cooperative hunters. If one crocodile restrains a creature, the others will attempt to tear the restrained creature apart, gaining advantage on the attack.

For level 6: Use four Amber Crocodiles.

For level 8: Use one Giant Crocodile (see p. 324 MM) and four Amber Crocodiles.

For level 10: Use one Giant Crocodile (see p. 324 MM) and six Amber Crocodiles.

6 – BEAROWL

See Bearowl in Appendix A: New Monsters

This strange creature has the body of an enormous brown bear with the wings and rear talons of a giant owl. The small family of bearowls that live in the indoor forest patrol its skies at night.

For level 6: Use three bearowls.

For level 8: Use four bearowls.

For level 10: Use five bearowls.

OTHER CREATURES OF THE FOREST

If you have *Volo's Guide to Monsters*, there are a variety of additional creatures that would be good options for placement in this area:

- Annis Hag (p. 159)
- Meenlock (p. 170)
- Quickling (p. 187)
- Redcap (p. 188)
- Yeth Hound (p. 201)

13. THE FOREST OF DOOM

INHABITANTS

This area contains Killer Trees, which are detailed in Appendix A: New Monsters.

TREASURE

None

ENCOUNTER SCALING

For level 6: Use two Killer Trees along the path (with more in the forest as noted).

For level 8: Use three Killer Trees along the path (with more in the forest as noted).

For level 10: Use four Killer Trees along the path (with more in the forest as noted).



14. SHADOW PARANOIA

Seeing through the illusion is difficult as it is a programmed illusion set to shift away when people get too close to it. While a PC can see through the illusion with a DC 17 Intelligence (Investigation) check, they will have disadvantage on the check unless they come up with a clever investigative method due to the illusions elusiveness.

15. THE MAIDEN AND THE UNICORN

INHABITANTS

Kavitha (see Appendix B: Non-Player Characters) is a gold dragon who owed a favor to Stephen Amber. She and her companion, Talaralam the unicorn, entered the cursed castle a few years before the PCs did. Subjectively, though, they have only been there a few weeks. Kavitha had a vision of Stephen's return and pictured him standing in front of his house. Feeling a sense of danger that his family would destroy his home before he could return, she is paying off the favor she owes him by protecting his home from his family. She knows little more than the PCs do about the curse, but she knows Stephen and is familiar with his family's history – enough not to trust them. She knows of the existence of Averigne, but she has never been there.

Talaralam is from Thelanis (or the Feywild, depending upon the cosmology you are using) and is utterly devoted to Kavitha. She uses the standard statistics for a unicorn. (p. 294 MM)

TREASURE

Kavitha's chest holds her horde, which she has converted to high-value items for easy transport: 200 gp 400 pp, 15 agates worth 25 gp each, 10 moonstones worth 50 gp each, 2 black pearls worth 500 gp each, 1 emerald worth 1,000 gp, an *ioun stone of sustenance* and a *figurine of wondrous power* – *silver raven*. The chest itself has a minor enchantment on it; it holds no more than it looks like it should, but it never weighs more than 10 lbs, no matter what is put in it.

ENCOUNTER SCALING

This is not intended to be a combat encounter.

16. THE BILLYGOAT'S WOE

INHABITANTS

Billy the Goat is one of the caprae, a fey race of goat people related to satyrs. For more on the Caprae, see Appendix A: New Monsters. If you need stats for Billy, use the Spunky Kid entry. Billy's brothers were, in fact, behind him, but they are drunk and lost (neither of which are surprises).

For the troll, you can use the version written up as Janet Amber, Troll Imposter in Appendix B: Non-Player Characters - but I would suggest using a different outfit.

TREASURE

The troll has a pile of shiny but mostly worthless rocks that it has collected from the stream. One of them that is externally unremarkable is an uncracked geode that could be very impressive if properly cut. A DC 20 Nature check or a DC 15 Intelligence check by someone with the gemcutting tool proficiency will identify it as a probable geode.



ENCOUNTER SCALING

For level 6: use the CR 7 version of the troll.
For level 8: use the CR 9 version of the troll.
For level 10: use the CR 11 version of the troll.

17. A CROCK OF CROCS

INHABITANTS

Crocodiles. See Amber Crocodile in Appendix A: New Monsters.

TREASURE

One of the crocodiles has swallowed an Alarm Gem (see Appendix D: New Items for details).

ENCOUNTER SCALING

For level 6: Use five Amber Crocodiles.
For level 8: Use one Giant Crocodile (see p. 324 MM) and five Amber Crocodiles.
For level 10: Use one Giant Crocodile (see p. 324 MM) and seven Amber Crocodiles.

18. THE FOUNTAIN OF DEATH

The lock on the chest is DC 18.

INHABITANTS

There is a Giant Amoeba in the fountain. Details can be found in Appendix A: New Monsters.

TREASURE

The silver key and 3,000 sp.

ENCOUNTER SCALING

For level 6: Use one amoeba.

For level 8: Use one amoeba and add a killer tree that waits for the amoeba to attack.

For level 10: Use one amoeba and add two killer trees that wait for the amoeba to attack.

19. KING MIDAS' ACORNS

INHABITANTS

There are six squirrels here. If you need details, see Midas Squirrel in Appendix A: New Monsters, but they are really pretty much just squirrels.

TREASURE

If you steal food from the adorable squirrels, you can get up to 400 acorns worth 5 gp each. Collecting them will take some time, and it will likely result in a random encounter. It is likely that one of the squirrels will seek out Isidora or Andrew David.

20. THE WILD HUNT

INHABITANTS

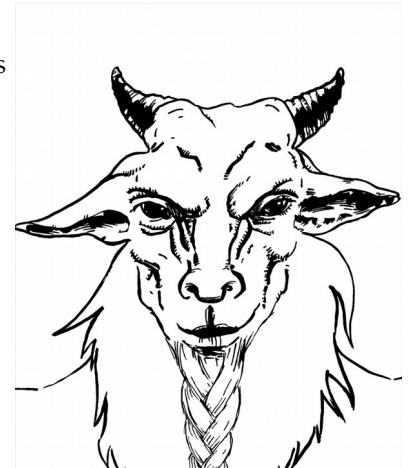
Andrew David Amber rides a Giant Elk.

Two Lupin Lancers ride Dire Wolves.

Two Tabaxi Devotees ride Sabre-Tooth Tigers.

For more information:

- Andrew David Amber is detailed in Appendix B: Non-Player Characters .
- Lupin are detailed in Appendix A: New Monsters (see the entry for Lupin Lancer).
- Tabaxi are detailed in Appendix A: New Monsters.
- Dire Wolves are on p. 321 MM
- Sabre-Tooth Tigers are on p. 336 MM
- Giant elk are on p. 325 MM



TREASURE

Each lupin carries 15 sp and 4 pp.

Each tabaxi carries 5 sp and a piece of jewelry worth 50 gp. Andrew David Amber carries a *flail* +1 and a *potion of greater healing*, and he wears a *ring of plant control* (see Appendix D: New Items). His breastplate is not magical, but it has a beautifully enameled pattern of leaves on it, and is worth 750 gp.

ENCOUNTER SCALING

By default, this encounter is appropriately scaled for level 10 characters. Level 8 characters should find it very difficult to

defeat in combat. Level 6 characters should find it near-impossible. Instead of scaling back the number of creatures or their power level, however, I suggest simply breaking this encounter up.

For level 6: Use three groups. Have the tabaxi and their mounts stalk the PCs. Have the Lupins and their mounts join a few rounds after the tabaxi enter combat. Andrew David can show up several rounds later – for maximum drama, have this happen just as the PCs defeat one of the other members of the Hunt.

For level 8: Use two groups. Have the tabaxi and their mounts stalk the PCs. Have the Lupins and Andrew David show up several rounds after the tabaxi attack.

For level 10: Use one group.

21. WILDERNESS GATHERING

See 14. Shadow Paranoia.

22. FLOWERS OF EVIL

AMBER LOTUS FLOWERS

Wilderness hazard

These plants resemble golden-colored water lillies. When a creature that is Tiny or larger approaches within 10 feet, the plants release a 20 ft radius cloud of pollen. Creatures in the pollen must make a DC 15 Constitution saving throw or fall asleep, gaining the *Unconscious* condition. This sleep lasts for 1 hour or until the target takes damage. Each round after the flowers release their pollen, if there are creatures within 10 feet of them, roll 1d6. On a 5 or 6, they release another cloud of pollen.

A 5 foot square of amber lotus flowers can be destroyed by any amount of slashing, bludgeoning, fire, cold, lightning, thunder, or radiant damage dealt to them.

GRAB GRASS

Wilderness hazard

These plants appear as tall grasses. A creature that enters into (or starts its turn in) a 5 foot square of grab grass must make a DC 15 Dexterity saving throw or be *Restrained*. A target restrained in this way cannot make weapon attacks or cast spells with somatic components. On a target's turn, it can attempt a DC 16 Strength saving throw. On a success, it breaks free.

A 5 foot square of grab grass is destroyed if it takes 10 points of slashing, fire, cold, lightning, or radiant damage.

INHABITANTS

For more details on Vampire Roses, see their entry in Appendix A: New Monsters

TREASURE

No conventional treasure, but all of the dangerous plants here are worth something to alchemists.

ENCOUNTER SCALING

For level 6: Use two Vampire Roses.

For level 8: Use three Vampire Roses.

For level 10: Use four Vampire Roses.

23. THE BLOOD-STAINED ARCH

The saving throw is a DC 15 Charisma save.

PART FOUR: THE CHAPEL

The Chapel uses the Random Encounters – Castle Amber table from .

24. THE MAIN CHAPEL

Note that area 25 is within the main chapel area.

The iconography within the chapel is not immediately obvious. In Eberron, PCs might reasonably assume that it is a chapel dedicated to the Sovereign Host – there is nothing obvious to say otherwise. A DC 15 Intelligence (Religion) check will allow a PC to recognize that there is subtle iconography of the Blood of Vol woven into otherwise non-specific patterns.

INHABITANTS

See Amber Living Statue in Appendix A: New Monsters for details, including the effects of the statues.

TREASURE

None, other than the possible effects or gifts of the statues.

25. BURIED ALIVE!

Note that area 25 is within the main chapel area.

INHABITANTS

Madeline Amber (detailed in Appendix B: Non-Player Characters) is buried in a crypt. Heavy flagstones cover it, requiring a DC 18 Strength check to move. Below the flagstones is a stone sarcophagus. Once the PCs move the flagstones, Madeline will be able to move (barely) the sarcophagus lid.

It is not unlikely for the PCs to assume that Madeline is a ghoul or some other undead creature. If she's attacked first, she will fight back, though she is more likely to thank the PCs than attack them if they give her a chance. For details on Madeline Amber, please see Appendix B: Non-Player Characters .

Madeline is familiar with the Chapel area. The statues in area 24 will not attempt to touch her, though they may come alive if she approaches them. They will speak with her, quietly, if they do (they only speak to their descendants). She does not know what gifts they might bestow, and only vaguely knows that they bestow gifts – there haven't been a lot of visitors. She knows of the zombies and skeletons and, while they do not obey her, they will not attack her or people she is clearly with. Simon will appear happy to see her, but this is fakery on his part . A DC 15 Wisdom (Insight) check will show that his surprise is genuine but not happiness, as he was aware that she was alive when buried and had hoped she would die so that he could use Charles's guilt to control him.

TREASURE

None.

26. MONASTIC CELLS

Note that if a zombie attacks, all of the zombies, including those on the other side of the chapel, will join in the attack – though it will take some time for zombies to cross the chapel.

INHABITANTS

The cells contain Amber Zombies, which are detailed in Appendix A: New Monsters.

TREASURE

None.

ENCOUNTER SCALING

For level 6: Use one Amber Zombie per cell.

For level 8: Use two Amber Zombies per cell.

For level 10: Use three Amber Zombies per cell.

27. CONSULTATION ROOM

INHABITANTS

This room houses the chapel's skeletal attendants. Details on Bone Golems can be found in Appendix A: New Monsters.

TREASURE

The silver key. The amber robes are also very nice, lined in velvet, and worth 65 gp each if not damaged... provided that it doesn't bother you that they were worn by skeletons.

ENCOUNTER SCALING

For level 6: Use one Greater Bone Golem and 10 skeletons.

For level 8: Use Greater Bone Golem, one Lesser Bone Golem, and 9 skeletons.

For level 10: Use one Greater Bone Golem, two Lesser Bone Golems, and 8 skeletons.

28. BEDROOM

This is Simon's bedroom.

INHABITANTS

None.

TREASURE

A DC 20 Intelligence (Investigation) check will find a secret panel in the bed's headboard. It contains a small metal coffer. The coffer is locked (DC 12), but also has a *glyph of warding* cast on it. A DC 17 Intelligence (Investigation) check will notice the glyph. If the coffer is opened by someone other than Simon, the glyph is triggered and everyone within a 20 foot radius sphere centered upon the coffer must make a DC 17 Dexterity saving throw, taking 27 (6d8) thunder damage on a failed save and half of that on a successful one. Moreover, the explosion will be heard throughout the chapel and any

inhabitants of areas 26 or 27 will come and attack anyone other than Simon, Charles, or Madeline. If Simon is alive, he will know what the sound means and take precautions. The coffer contains five emeralds worth 500 gp each, a *scroll of blade barrier*, and a potion of gaseous form.

29. RELIQUARY STORAGE

If PCs search this room, they can make the following discoveries:

- Intelligence (Investigation) or Wisdom (Perception) DC 10: There appears to be detritus stuck to the ceiling (torn up pieces of clothing, dirt, and... is that half of a dead rat?). Also, there are four holes in the ceiling, between 6 and 12 inches in diameter.
- Intelligence (Investigation) DC 15: It looks like a lot of the stored items have been put in here recently. There's some women's clothing and other personal items that have been pushed into the room's NW corner. These personal items includes a finely made (but not extraordinary) suit of chain mail. (Note: these items aren't hidden – the Investigation check is to realize they were displaced by the religious supplies, not to find them). The floor on the NE corner of the room is a bit moldy.
- Intelligence (Investigation) DC 20: The things stuck to the ceiling really look as if they are just resting on an upside-down floor.
- Wisdom (Perception) DC 20: Do you hear something coming from the holes? Maybe a hissing or a buzzing?

This room was, until a few days ago, Madeline's bedroom. One of her family members magically altered the top two feet of the room so that gravity is reversed there. The idea was that Madeline could keep her pet cockatrice from getting underfoot. Both Simon and Charles have forgotten about her pet.

Gravity near the ceiling is only reversed for things that are completely within the spell area. Thus, poking something up there with a pole will disrupt the effect enough for whatever it is to fall. Yes, that is half a dead rat... and the "dirt" is mostly cockatrice droppings.

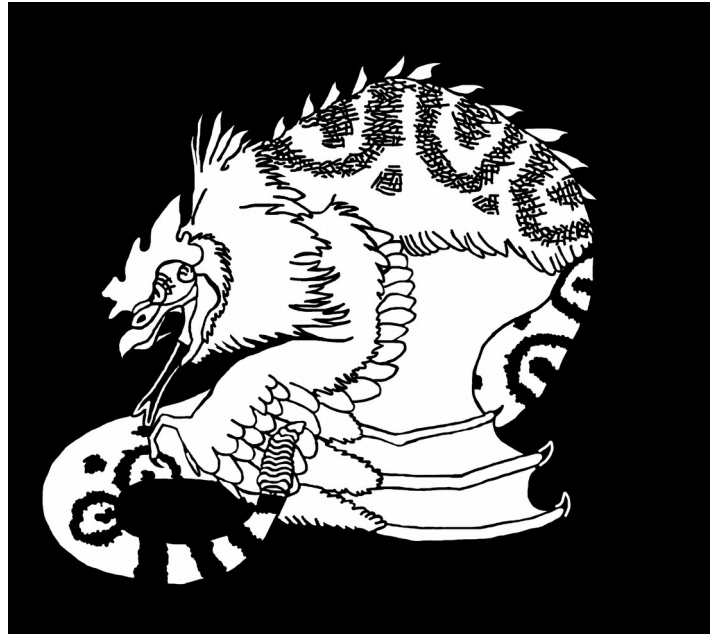
From west to east, the holes contain the following:

Hole #1 (SW corner): the beehive, containing Killer Bee Swarms

Hole #2 (just in front of the secret door): a pile of loose coins (Madeline had a habit of tossing them up there because it amused her). The pile contains 800 cp, 280 sp, and 50 gp.

Hole #3 (NE corner): the cockatrice's water bowl. The water is rather dirty at this point, since no one has changed it.

Hole #4 (NE corner): the cockatrice's nest.



INHABITANTS

One cockatrice, p. 42 MM. The cockatrice is actually relatively tame, coming from a long line of cockatrices kept in captivity by the Amber family, but it is territorial and will challenge anyone who threatens it.

Killer Bee Swarm, see Appendix A: New Monsters. These have nested in this room, but have a path through the ceiling into the indoor forest.

TREASURE

Nothing of significant value, though there are plenty of mundane items: women's clothing, candles, incense, ceremonial shrouds, sacrificial daggers, etc. A PC with the right mix of caution, foolhardiness, and skill with animals might be able to tame down the cockatrice, but there's no guarantee that it won't petrify someone because they didn't feed it quickly enough.

ENCOUNTER SCALING

The dangers in this room are presented more as inconveniences than real threats. Use one Killer Bee Swarm per PC and a single cockatrice.

30. CHAPEL LIBRARY

INHABITANTS

Charles Amber, see Appendix B: Non-Player Characters for details. If Madeline Amber is alive, but not with the party, she will likely show up.



TREASURE

The wooden chest contains Madeline's items of value which Charles has collected. Charles hasn't yet determined what to do with them. They include her shield +1, a silver flask worth 100 gp, a jar full of copper pieces, and 1,500 gp. There are 2,000 cp in the jar. Buried among them is a single *bead of force*.

Charles Amber carries a Bone Dagger (see Appendix D: New Items), a ring of spell storing, and an amulet of ivory and amber worth 300 gp. A DC 15 Intelligence (Religion) check will identify it as including old iconography of the Blood of Vol.

Most of the books in the library are either religious or arcane in nature. Several of them deal with necromancy. There are a few books which appear to have been written as memoirs by intelligent undead. There are two wizard's spellbooks in the library, both of which seem to be quite old.

The first spellbook is relatively light and wrapped as if for travel. It contains: *comprehend languages*, *detect magic*, *invisibility*, *rope trick*, *phantom steed*, *sending*, and *phantasmal killer*.

The second spellbook is a heavy tome that contains a great deal of marginalia (including some things that are almost certainly idle doodles). It contains the following spells: *comprehend languages*, *protection from evil and good*, *unseen servant*, *gentle repose*, *locate object*, *animate dead*, *clairvoyance*, *magic circle*, *legend lore*, and *planar binding*.

ENCOUNTER SCALING

If the PCs get into a fight here, it will likely be with a weakened Madeline. In any case, it should not be a great

challenge. If you wish, inhabitants from area 27 could come to aid Charles... or Madeline's pet from area 29 could come to assist her.

If Simon (area 32) is aware that Madeline is free, he may choose to appear at the last moment to save Charles from her, but he is unlikely to do this if he knows the PCs are there.

31. VESTRY

INHABITANTS

Treat the robes as animated objects with no attacks.

TREASURE

There are a dozen animated robes. They can be taken from the room if they are restrained. Doing this is not dangerous or particularly difficult, but it would likely be amusing to watch. The robes will remain animated if removed from the castle, but they will only dance if they are all released together. Otherwise, they merely float aimlessly.

32. SANCTUM SANCTORUM

INHABITANTS

Simon Amber is a cleric devoted to his own power and immortality. In Eberron, he is a powerful priest of the Blood of Vol, a contender for a seat on the Crimson Covenant. Through prayer and meditation, he has learned something of the curse that surrounds Castle Amber, and knows the following:

- The curse can only be broken by finding Stephen's tomb.
- Stephen's tomb is not in Castle Amber.
- Members of the Amber family cannot leave Castle Amber while the curse is active.

He has confirmed these things only recently, but has already sent several servants (mostly hobgoblins and lupins) to their death in the mists surrounding the castle.

Even if the PCs already seek Stephen's tomb, he will attempt to ensure their dedication to this task by use of the *geas* spell. If the PCs refuse, he will attempt to kill them.

TREASURE

The altar is worth 2,000 gp, but is a piece of heavy, if small, furniture and will likely require magic to be carried without significant difficulties. Simon wears an amulet of ivory and amber worth 500 gp. It is similar to the one Charles wears, but a bit more ornate.

ENCOUNTER SCALING

If the PCs fight Simon Amber:

For level 6: Simon stays in this room, attempting to use *geas* on as many PCs as possible. If possible, he will cast *death ward* on himself. He will then use his *staff of the python*, turning it into a giant constrictor (p. 324 MM), and engage the

PCs with *spiritual weapon* and his warhammer and *touch of death* ability. Once each of the PCs has been wounded, he will use *divine word*.

For level 8: Simon attempts to move into a room where he is likely to have allies and use them (and his staff, if needed) to delay the PCs. He will cast *death ward* on himself and, if possible, Guardian of Faith in a doorway or hallway between the PCs and himself. He will then engage the PCs with *spiritual weapon* and his warhammer and *touch of death* ability. Once each of the PCs has been wounded, he will use *divine word*.

At level 10, he will begin combat, if possible, by using his broom of flying and casting *spirit guardians* to get (and keep) distance between himself and the PCs. He will make use of any of the tactics above if appropriate. In addition, if PCs are close enough together, he will attack two of them at a time with *chill touch*, attempting to stay out of melee. If forced into melee, he will use *vampiric touch* along with his *touch of death* ability if wounded.

33. CHOIR LOFT

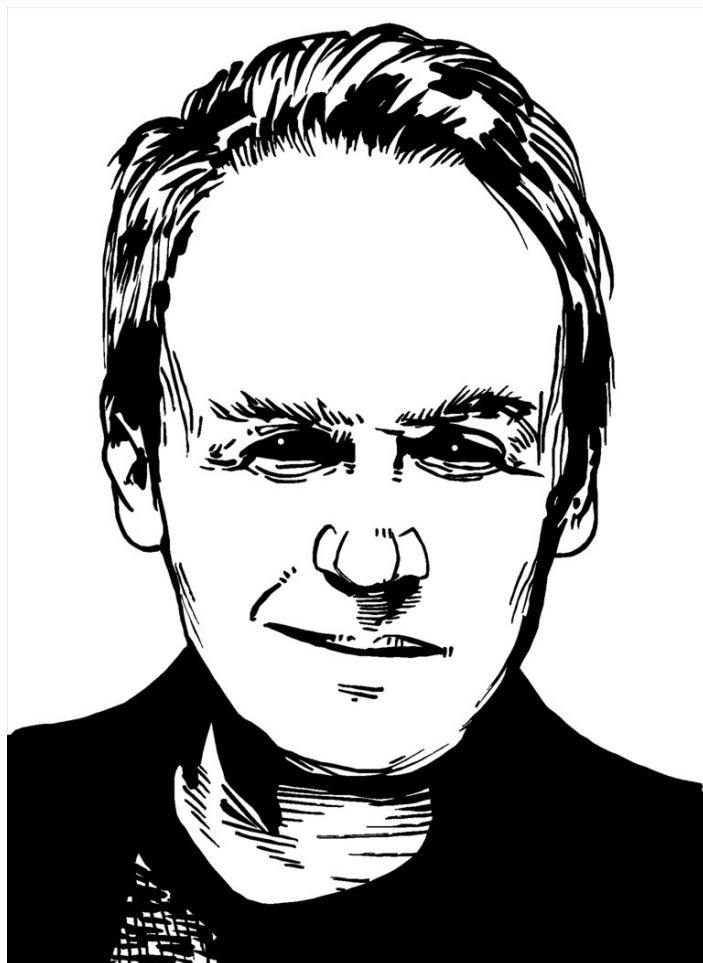
A DC 20 Intelligence (Investigation) or Wisdom (Medicine) check will discover that all the statues have bite marks from something with a chicken-like beak.

INHABITANTS

None

TREASURE

None.



PART FIVE: EAST WING

The East Wing uses the Random Encounters – Castle Amber table from .

34. THRONE ROOM

Most of the people in the room have been stripped of valuables.

INHABITANTS

Catherine Amber (see details in Appendix B: Non-Player Characters) used magic jar to save herself, but – due to the curse – she has been trapped in her throne ever since. Only recently has she regained the ability to possess bodies, and even that is uncertain. Her general priorities in choosing a body are as follows:

1. Humanoid
2. Female
3. Medium-sized
4. Physically attractive
5. Physically healthy and strong looking

An attempt at possession will require a DC 15 Charisma saving throw on the part of the target. On a successful save, the target knows that there was an unsuccessful possession attempt (though not where it came from) and is immune to further attempts for 24 hours. On a failed save, the target's soul is trapped in the throne and Catherine's is in its body. If Catherine's soul is in the body, it falls to the ground as if unconscious. The next round, Catherine can make a DC 20 Charisma check to take control of it. She can make this check each round until she succeeds.

Since the magic jar's duration has been indefinitely extended, a PC who is trapped in the throne can only return to its body if the body is within 100 ft and either the throne is destroyed or the effect is dispelled.

TREASURE

Finding the secret compartment in the throne requires a DC 18 Intelligence (Investigation) check or a DC 25 Wisdom (Perception) check. The secret compartment is protected by a poison needle trap:

POISON NEEDLE

mechanical trap

A creature attempting to open the secret compartment takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

The secret compartment contains jewels worth 2,000 gp. The jeweled scepter was Henry's *Rod of the Tyrant* (see Appendix D: New Items). It was well-known as being cursed, which is why it was not looted.

ENCOUNTER SCALING

For level 6: use the encounter as above.

For level 8: give Catherine advantage on checks to control the body she has possessed.

For level 10: Catherine gains control of the body immediately upon possessing it, and it is not obvious to other PCs that anything has happened until she attacks.



35. BALLROOM

INHABITANTS

This area contains Little Ape (see Appendix B: Non-Player Characters for details) and his three white ape “pets.” For details on White Apes, see Appendix A: New Monsters. Any of the four inhabitants of this room will take 2d6 psychic damage per round that they spend outside of the room.

TREASURE

Little Ape has a *potion of longevity* and a *Bag of Unending Nourishment* (see Appendix D: New Items).

ENCOUNTER SCALING

None. While there is a chance that this encounter will end in violence, it should not happen.

36. LIBRARY

INHABITANTS

Claude Amber (see Appendix B: Non-Player Characters for details) is the sole inhabitant of this room. He is currently planning to rid the dungeon of the taint of madness, and is attempting to learn how to seal whatever sort of gate might have opened. He knows he could turn to one of his more magically-inclined relatives for aid, but he doesn’t want to have to do that. He will suspect that the PCs are manifestations of that madness, but that won’t make him violent.

He is willing to discuss the dungeon, but he isn’t aware of how to best pass through the Magic Letter Square and all he knows about the brain collector is that there is some strange and deadly creature in that area.

He knows of the death demon and the hell hounds, and he disapproves that these are being kept. He would like to destroy them.

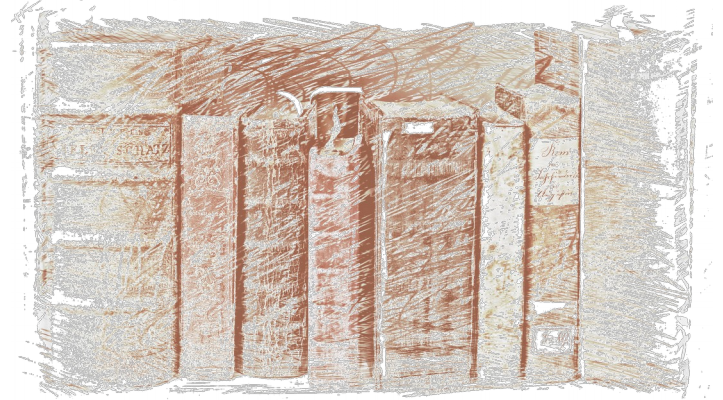
If the PCs make a good impression on Claude and let him know that they intend to go to Averroigne, he will inform them of the gate in the dungeon. He knows that it requires silver keys and he believes that Simon and Richard each have one. He can tell the PCs a little about Averroigne – he was there once when he was young. He remembers his trip as a boring visit to a rural countryside. He does remember that magic was forbidden there and he thinks that his family originally left because they were curious about magic.

TREASURE

There are several magical scrolls in the room: these appear to be spell scrolls of *blight*, *Evard’s black tentacles*, *Leomund’s tiny hut*, *locate object*, *polymorph*, *wall of ice*, and *wind wall*. Most of these are what they appear to be, but the *polymorph* spell scroll is cursed. A creature who reads it (whether to use the spell, copy it into a spell book, or merely to study it) will be the target of a *polymorph* spell and will be turned into a

dog (use the entry for *mastiff*, p. 332 MM) until the effect is dispelled unless it succeeds at a DC 15 Wisdom saving throw. The “To Those Who Would Be Free” scroll can also be found here. If the PCs already have a copy of this scroll, their existing copy disappears as soon as they find the one in this room.

There are a large number of valuable nonmagical books here. The collection is strong on history, politics, arcane theory, and poetry. In Eberron, this library may have one of the best remaining collections of Cyran poetry in the world. The library also has several books on Averroigne history and legends. These can be used to learn more about the names and items listed at the bottom of “To Those Who Would Be Free.” Note that because of the faerie tale nature of Averroigne, the individuals mentioned might be both legendary figures and “still” alive. These books contain no secret’s, however – they will not, for instance, reveal anything about Azedarc’s practice of magic or Sephora’s true nature.



ENCOUNTER SCALING

Ideally, this encounter will not end in violence, but there is a good chance that – at this point – the PCs will simply attack anyone who is a member of the Amber family. So...

For level 6: Claude Amber will blow his whistle only when he is near death.

For level 8: Claude Amber will blow his whistle once he has taken damage. Half the lupins will arrive in three rounds. The others will arrive two rounds later.

For level 10: Claude Amber will blow his whistle immediately and the lupins will arrive in two rounds.

37. BEDROOM

A DC 20 Intelligence (Investigation) roll will find some dog hairs on the bed. If the PCs have met Claude (area 36), they can identify the hairs as probably belonging to him.

INHABITANTS

None. This is Claude’s bedroom, but he is in the library.

TREASURE

None

38. CARD ROOM

Madam Camilla does not show up in this adventure otherwise. While in her timeline, she is actually in area 37, she is out of phase with the PC's timeline and that room will be empty for them.

The effects of the cards are as follows:

The Moon. The PC immediately attacks another PC once. If the PC fails a DC 15 Wisdom saving throw, the attack is made with the PC's most damaging option. If the saving throw is successful, the PC uses whatever their most common attack method is (usually a weapon or cantrip).

The King of Wands.

When a PC pick up the card, a wand falls through it as if it were a hole and lands on the table. If the wand requires attunement and the PC can attune to it, the PC will

automatically attune to it upon touching it. Roll 1d8 to determine which wand: (1-2) wand of enemy detection, (3-4) wand of magic detection, (5) wand of magic missiles, (6) wand of web, or (7-8) wand of wonder.

The Queen of Cups. The PC receives a *Cup of Truthsaying*. For details, see Appendix D: New Items.

The Fool. The PC is the target of a *feeblemind* spell. The DC of the Intelligence saving throw is 15.

The Page of Coins. The PC must succeed at a DC 18 Charisma saving throw or be cursed. Whenever the cursed PC touches a coin more valuable than a copper piece, the coin is transformed into copper. This is, of course, unlikely to be noticed immediately. The effect can be removed by *remove curse*.

Strength. The PC is the target of an *enhance ability* (bull's strength) spell. The effect lasts until the PC completes a long rest.

The Wheel of Fortune. The PC rolls 2d6. (2-5) the PC has disadvantage on attacks and ability checks, (6-8) no effect, (9-12) the PC has advantage on attacks and ability checks. If the result on the 2d6 is odd, the effect lasts 30 minutes. If it is even, the effect lasts until the PC finishes a short or long rest.

Death. The PC must make a DC 15 saving throw or take necrotic damage equal to its current hit point total. A successful save results in half damage.

The Knight of Swords. The weapon received is a *Lusting Blade*. See Appendix D: New Items for details.



The Juggler. If the PC has spell slots, nothing happens. Otherwise, the PC receives a *ring of spell storing* with the following stored spells: *silent image*, *knock*, *skywrite*.

INHABITANTS

None

TREASURE

Some of the cards provide treasures.

39. THE BLUE ROOM

PCs who enter this room should make a DC 20 Wisdom (Perception) check. Those who succeed will feel momentarily disoriented due to the influence of the madness leaking from the dungeon into these rooms. A PC who searches this room should make a DC 15 Wisdom saving throw. On a failure, the PC has a vision of one of the two cursed spirits from area 46.

INHABITANTS

None

TREASURE

None

40. THE WHITE ROOM

PCs who enter or look into this room should make a DC 20 Wisdom (Perception) check. Those who succeed will – for a moment – think that they saw the room with no creature or frost. In truth, the frost salamander and its arctic environs are madness made real.

The eastern half of the room is covered in drifts of snow, making it difficult terrain. The frost salamander ignores this difficult terrain.

This room is extremely cold. Each hour spent in this room requires a successful Constitution saving throw to avoid receiving a level of exhaustion for those not adapted to the cold. The DC for these saving throws begins at 10 and increases by one per hour spent in the room.

INHABITANTS

This room contains a Frost Salamander. This creature is detailed on 223 of *Mordenkainen's Tome of Foes*. It is included in Appendix A: New Monsters alongside two variant versions.

TREASURE

Instead of the treasure listed in the room, there are various clear or white gems in the snow. For every 15 minutes (or portion thereof) spent searching, have the characters make an Intelligence (Investigation) check. With a result of:

10 or less, the PC finds nothing

11-13, the PC finds a piece of quartz worth 1d6 x 10 gp

14-16, the PC finds a piece of selenite worth 2d6 x 10 gp

17-19, the PC finds a piece of zircon worth 3d6 x 10 gp

20-22, the PC finds a moonstone worth $1d4 \times 100$ gp
23-25, the PC finds a pearl worth $1d6 \times 100$ gp
26-28, the PC finds a diamond worth 1,000 gp
29-30, the PC finds a diamond worth 2,000 gp
31+, the PC finds a 2,000 gp diamond and rolls again (with the penalty as noted below).

PCs can continue searching as long as they want, though they will have to deal with the cold. For every 1,000 gp worth of gems (in any combination) that they find, subtract 2 from all of their future search rolls without telling them.

ENCOUNTER SCALING

For level 6: Use a Lesser Frost Salamander.

For level 8: Use a Frost Salamander.

For level 10: Use a Greater Frost Salamander.



41. THE GREEN ROOM

PCs who enter or look into this room should make a DC 15 Wisdom (Perception) check. Those who succeed will – for a moment – think that they saw a group of faceless dancers engaged in a solemn, ceremonial-looking dance upside-down on the ceiling. The vision of the dancers will swiftly resolve into the green giant, who is not on the ceiling.

INHABITANTS

The giant is a manifestation of madness. Each PC will see it as a member of their own race. A PC who attempts to simply walk past the giant and enter the next room must make a DC 20 Wisdom saving throw or be unable to do so, finding themselves turning around and walking in circles around the giant. If they fail the saving throw by 5 or more, they step forward and take the giant's greatsword. Even if some of the PCs succeed and enter the next room, the others will not be able to do so until the giant is beheaded.

If a PC hits an armor class of 18 or more but does not cut off the giant's head, the giant will praise the PC's efforts and provide encouragement.

The giant is otherwise immune to damage and cannot be targeted with magical effects. It is immune to the following conditions: charmed, exhausted, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, and unconscious. If a PC cuts off the giant's head, the head will congratulate the PC wholeheartedly while its body gushes blood and crumples to the ground.

Once a PC who cuts off the giant's head leaves the room, the remains of the giant and all its possessions (including the greatsword) turn to a bright green glass and begin to crack. The PCs should make a DC 18 Wisdom saving throw. Those who fail this saving throw will all remember, with certainty, the giant having been an inanimate green glass statue. Those who succeed will be confused, having both sets of memories tied together.

TREASURE

Some shards of pretty green glass.

ENCOUNTER SCALING

For level 6: Removing the giant's head with the greatsword requires a modified attack roll of 23 or more. The giant has an initiative modifier of -1, an attack bonus of +7, attacks twice per round, and deals 8 ($1d8 + 4$) slashing damage on a successful hit.

For level 8: Removing the giant's head with the greatsword requires a modified attack roll of 24 or more. The giant has an initiative modifier of -1, an attack bonus of +9, attacks twice per round, and deals 10 ($1d8 + 6$) slashing damage on a successful hit.

For level 10: Removing the giant's head with the greatsword requires a modified attack roll of 25 or more. The giant has an initiative modifier of -1, an attack bonus of +10, attacks twice per round, and deals 15 ($2d8 + 6$) slashing damage on a successful hit.

42. THE BLACK ROOM

PCs who enter this room should make a DC 20 Wisdom (Perception) check. Those who succeed feel as if they are falling. The feeling fades after a few moments.

The trap door can be detected with a DC 15 Intelligence (Investigation) check or a DC 20 Wisdom (Perception) check. The trap door opens onto a 40 ft. tall staircase that leads down into the dungeon. PCs walking down the staircase feel increasingly chilled. Once they reach the bottom, they will feel like they have broken a fever.

INHABITANTS

None

TREASURE

None

43. THE RED ROOM

Thermistius, the Sun Brother stands here, meditating in vigil against the madness. The Sullox have become resistant to the illusions and reality-twisting of their efreeti enemies, and Thermistius is using that resilience to keep the madness from below at bay. He, Claude, and the lupins are planning a foray into the basement to clear it of Xoriat influence.

INHABITANTS

Thermistius is one of the Sullox, a humanoid race with ties to elemental fire. The Brotherhood of the Sun is an order of sullox knights who are dedicated to fighting efreeti. For more information on Thermistius, the Sun Brother, see Appendix B: Non-Player Characters .

TREASURE

There is a red-hot iron chest in the room. It is magically self-heating and deals 13 (3d8) fire damage per round of contact. It is locked with a DC 15 lock. The lock is built in to the chest and is also heated. It will melt normal tools that might be used to open it.

Inside the chest is a pool of molten gold worth 2,000 gp when cooled.

Note that the chest with the molten gold in it weighs several hundred pounds and the molten gold will take a long time to cool if removed from the chest.

ENCOUNTER SCALING

For level 6: Use Thermistius, the Sun Brother

For level 8: Use Thermistius, the Sun Brother and a single Burning Hound (see Appendix A: New Monsters)

For level 10: Use Thermistius, the Sun Brother and four Burning Hounds (see Appendix A: New Monsters)



44. BED ROOM (LUPINS)

If forced into combat, the lupins will call out, and Claude Amber (if he is able) will arrive to aid them in 3 rounds.

INHABITANTS

This room contains Claude Amber's lupin allies. For more information on Lupins, see Appendix A: New Monsters.

TREASURE

The lupins guard a chest that contains the following (ignore the treasure in the adventure):

- 900 gp
- 1,500 sp
- a *potion of clairvoyance*
- a *potion of flying*
- 2 *potions of greater healing*
- a *cloak of displacement*

ENCOUNTER SCALING

For level 6: Use 1 Lupin Champion and 7 Lupins

For level 8: Use 2 Lupin Champions and 6 Lupins

For level 10: Use 4 Lupin Champions and 4 Lupins

45. FOYER

The gremlins don't attack. They cavort around the PCs, poking and prodding them. They seem to communicate with each other, but even *comprehend languages* will think their babbling is gibberish. If a PC lets them, they will walk up to the PC, open the PC's belt pouch and walk away with a random object. They might eat it. They might sing to it. The gremlins have AC 13 and 5 hit points each. If the PCs attack them, they seem unconcerned. If a gremlin dies, its skeleton will crawl out of its corpse after 2 rounds. The skeletons have the same statistics and behavior as the gremlins. If a skeleton is destroyed, a tiny gremlin will climb out of each of its eyesockets the next round and grow back into full sized gremlins. This could go on for a while. While within 20 ft of a gremlin, reality doesn't quite work and all rolls are made at disadvantage. Spells are targeted randomly, and a PC casting a spell has a 1 in 6 chance of mistakenly casting the wrong spell. An attack that misses a gremlin may hit another target within reach (including the attacker). In addition, strange effects will occur. Importantly, though, the strange things that happen here seem *right*. The gremlin that ate your dagger? You are a bit jealous – you're hungry and it looked kind of tasty.

Roll on the following table or choose your own, a particularly harmful effects and favoring those that will have the PCs questioning reality:

- 1 – An article of the PC's clothing comes to life and tries to escape. The PC realizes that it hasn't been fed in days, and that it is right to leave since it isn't being taken care of.

2 – A PC's face melts off (this does no damage and it will regrow after a long rest). This surprises the PC, because the PC lost track of time and thought that it wouldn't happen for another hour or so.

3 – A PC feels overcome with nausea and vomits up a tiny ooze. The ooze loves the PC and follows it around. It is gross, but maybe kind of cute? In any case, it is your pet now.

PET OOZE

Tiny ooze, unaligned

Armor Class 9

Hit Points 6 (3d4+0)

Speed 5 ft, climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	8 (-1)	10 (+0)	2 (-4)	6 (-2)	2 (-4)

Damage Resistances cold, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 30 ft. (blind beyond this radius)

Languages –

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one creature. *Hit:* 1 (1d4 + -1) bludgeoning damage and 2 (1d4) acid damage.

INHABITANTS

Six gremlins.

TREASURE

None

ENCOUNTER SCALING

Not applicable. The gremlins are more plot devices than adversaries.

4 – A low-intelligence PC suddenly becomes a genius (19 Intelligence). The PC's intelligence returns to normal after a long rest, but the PC will remember having been smart.

5 – A PC loses all sense of direction and can determine how far to move, but direction is determined randomly. This is how everyone moves, of course. The other PCs are just playing some silly game by pretending otherwise. This ends once the PC leaves the room.

6 – A PC is convinced that the other PCs have contracted lycanthropy. Sleep?

That's when the PC will get eaten. Some things are inevitable. Best get your affairs in order.



PART SIX: THE DUNGEON

The dungeon of Castle Amber, like the rest of the castle, exists unstuck in time – the PCs will only encounter one version of it. Unfortunately for them, the version that they have entered has been twisted by entities from Xoriat, the plane of madness.

The dungeon uses the Random Encounters – Castle Amber table from Part One: Introduction. If you wish for some variation, the following creatures would be appropriate:

- Gelatinous Cube (p. 241 MM)
- Ghouls (p. 148 MM) – from area 55
- Grell (p. 172 MM)
- Intellect Devourer (p. 191 MM) – possibly having possessed Gaston from area 47.
- Nothic (p. 236 MM)

46. MAGIC LETTER SQUARE

As written, the magic letter square looks like it should be a puzzle, but it isn't – there's nothing to figure out and the results of passing through the room are essentially random. If that is appealing, go ahead and use it as written. Otherwise, you can use the slightly different alternative below:

The PCs enter at the right. Each of the letter squares marked with a circle has a translucent spirit hovering over it. The three closest to the PCs are:

GOHEN – Has the head of an owl and the body of a wolf.

ORARE – Is humanoid, with a canine head and bird's wings.

NEHOG – Has the head of a wolf and the body of an owl.

The other two are:

HAZAH – Has the head of a stag, the body of a man, and the wings of a moth. It holds a black sphere.

ERARO – Has the head of a rabbit, the body of a man, and the tail of a cat. It holds a silver sphere.



The PCs should each make a Wisdom (Perception) check at DC 25. If any of them succeed, they should briefly catch a glimpse of a great mass of writhing tentacles that is spread across the squares and holds the spirits like puppets. The image only lasts for a moment.

When the PCs enter the room, NEHOG speaks (its voice is like music): "We each guard a path. We each hold a gift to give."

The effects are as follows:

GOHEN – *Enhance ability* (Owl's Wisdom): lasts until dispelled.

ORARE – Advantage on all saving throws: lasts until dispelled.

HAZAH – Make a DC 20 saving throw or be struck blind. (Can be removed by a *remove curse*.) On a successful save, the target has disadvantage on Wisdom (Perception) rolls involving sight until a long rest is completed.

ERARO – Make a DC 20 saving throw or contract lycanthropy. (Can be removed by a *remove curse*.)

NEHOG – *Enhance ability* (Eagle's Splendor): lasts until dispelled.

The Lunacy effect remains as written. It can be removed by a *remove curse* spell.

INHABITANTS

The spirits are insubstantial. Once NEHOG greets them, they will no longer speak. If addressed, GOHEN, ORARE, or NEHOG will gesture to suggest their paths, while HAZAH or ERARO will make offering gestures with their spheres.

Once someone crosses a spirit's pathway, the spirit disappears.

TREASURE

None

47. CELLS (A – D)

The only cell door that is locked is the one with the minotaur illusion. The minotaur will act realistically. If combat breaks out, it will shake the bars of its cell and appear likely to break out.

INHABITANTS

Gaston Amber is imprisoned here by his own lunacy. The invisible stalker (p. 192 MM) will attack anyone fighting with Gaston or anyone who enters its cell.

Gaston has AC 11, 55 hp, and attacks once per round at +3 with his dagger for 3 (1d4 + 1) points of piercing damage.

If Gaston is killed, the picture of the moon becomes much less realistic: Gaston was unconsciously enhancing it with *minor illusion*.

TREASURE

None.

ENCOUNTER SCALING

For level 6: Use the encounter as above.

For level 8: Add a second invisible stalker.

For level 10: If Gaston is wounded, he uses his reaction to cast *thunderclap*. This will remind him that he knows how to cast *shatter*, which he will begin to use at the highest level possible (as a 9th-level wizard).

48. MORGUE (A)

The corridor is remarkably clean. The walls, ceiling, and floor all appear to be made of a smooth, seamless material. The markings painted on the doors appear to be haphazard splashes of paint at first glance, but at a closer look they are incredibly intricate knotted designs that look like they were painted with a very tiny paintbrush and a great deal of skill and patience. Three of the bodies with missing brains are humans. Two are tabaxi.

INHABITANTS

None alive.

TREASURE

None (unless you really like corpses).

48. THE BRAIN COLLECTOR (B)

INHABITANTS

The Brain Collector (see Appendix A: New Monsters) is here practicing its grisly trade. It is in the process of removing a brain from a lupin and will complete this in 5 rounds (and have a sixth brain) unless the PCs interrupt.

TREASURE

In the bin in the corner are the following:

- 120 sp
- 138 gp
- 9 pp
- 4 gems worth 100 gp each (2 x carnelian, 2 x onyx)
- an ebony statuette of a griffon worth 250 gp
- a silver ring set with garnets worth 250 gp
- a *Deep Pocket* (see Appendix D: New Items) containing two javelins and 57 cp
- a +2 dagger that is always very cold to the touch

There is also a great deal of esoteric equipment in this room. Much of it is alien in nature, but anyone skilled in medicine or trained with alchemist's tools would find some of it useful.

ENCOUNTER SCALING

For level 6: Use the Brain Collector

For level 8: Use the Brain Collector and 1 Psychic Ghost

For level 10: Use the Brain Collector and 5 Psychic Ghost

49. MAGEN VATS

INHABITANTS

The four magen are guards of the vats. Magen are detailed in Appendix A: New Monsters.

TREASURE

The safe is locked with a DC 20 lock. A *magic mouth* will attempt to discourage anyone from picking the lock, warning of deadly traps. There are no traps. The safe contains:

- 3 crystal vials of powdered platinum, worth 300 gp each
- A flask of quicksilver, worth 500 gp
- 4 human-shaped figurines: one carved from black onyx and inlaid with gold worth 500 gp, one carved from tiger eye and inlaid with silver worth 600 gp, one carved from malachite and inlaid with copper and electrum worth 750 gp, and one carved from opal and inlaid with platinum worth 2,000 gp

The room contains a wide variety of ingredients and reagents, though many of them are poorly labelled. A DC 15 Intelligence (Investigation) check will discover 2 *potions of healing* and a *potion of lightning resistance*. A result of 20 or more on this check will also find a *potion of mind reading*.

ENCOUNTER SCALING

For level 6: Use a Demos Magen, a Caldron Magen, a Galvan Magen, and a Hypnos Magen.

For level 8: Use a Demos Magen, a Caldron Magen Dissolver, a Galvan Magen, and a Hypnos Magen.

For level 10: Use a Demos Magen, a Caldron Magen Dissolver, a Galvan Magen Storm Battery, and a Hypnos Magen.

50. ALCHEMISTRY LABORATORY

The doors will be secured with arcane lock cast as a sixth-level spell. Characters who cannot be put to sleep by magic or who do not breathe, such as elves or warforged, will be immune to the effects of the black dust and do not need to make a saving throw. Others will need to make a DC 15 Constitution saving throw every round they are in contact with the black dust or fall asleep. Each of the room's 20 vents has a 20 ft x 20 ft cloud of dust that comes out from it. Each cloud moves at a speed of 20 ft per round and will pursue the PCs as if intelligent. The clouds will not, however, leave the room.

After 10 rounds, the black clouds suddenly reverse and get sucked up into the vents.

If any PCs fall asleep, they will have dreams as described. If they fail a DC 15 Intelligence saving throw, the dream will become real. DMs are encouraged to create dreams that will contribute to their individual campaigns and to take inspiration from a PC's character traits. This is also a good

opportunity to provide the PCs with hints if needed. For instance, if the PCs do not have the silver keys, a dream might show the location of one of them. DMs are likewise discouraged from using the dreams to arbitrarily punish players. The effects should be fun – or at least interesting. For instance, unless a player wants to sit out, having a PC travel to Averogne by dream is likely to just bore the player unnecessarily until the other PCs catch up, so that listed dream is not recommended. Similarly, killing a PC via dream seems pointless and unsatisfying to all involved.

INHABITANTS

None

TREASURE

The room is full of valuable alchemical equipment and materials. PCs searching the room will find 3 doses of truth serum, 2 doses of drow poison, 1 dose of wyvern poison (for the effects of these substances, see p 258 DMG), a *potion of fire resistance*, and a *potion of climbing*. There is also *Potion of the Wolf* (see Appendix D: New Items).

In addition, various members of the Amber family come here to cast rituals and other spells. A few spell book pages have been left here for convenience, scattered among disorganized piles of experimental notes. They contain the following wizard spells:

1st-level: *brew* (see Appendix C: Character Options), *burning hands*, *comprehend languages*, *detect magic*, *identify*, *protection from good and evil*, *unseen servant*

2nd-level: *enlarge/reduce*, *gentle repose*, *locate object*, *magic weapon*, *pyrotechnics*

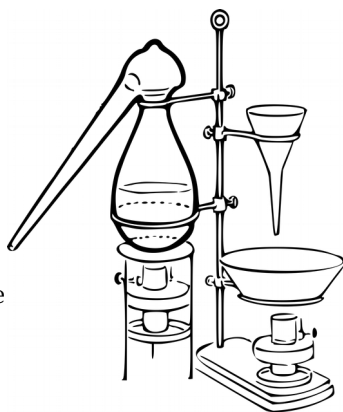
51. LAIR OF THE GREAT WORM

INHABITANTS

This room appears to contain an enormous mound of treasure. It is the lair of a Slime Worm. For more details see Appendix A: New Monsters.

TREASURE

The slime worm is coated in a large number of coins: 50,000 cp, 5,000 sp, and 1,000 gp. It is also covered by a variety of broken art objects, weapons, and armor. Among these things, the PCs can find: three identical silver goblets worth 75 gp each, an ornate breastplate worth 700 gp, and a single gold and copper candlestick worth 50 gp. There are also numerous normal weapons and pieces of armor in various states of repair.



Retrieving any of these items might not be worth the effort, however: they are all stuck to the worm with noxious worm slime.

ENCOUNTER SCALING

For level 6: Use a Slime Worm.

For level 8: Use either a Slime Worm or an Amphisbaena Slime Worm.

For level 10: Use an Amphisbaena Slime Worm.

52. BOBBING FOR A KEY

Placing your hand in the acid does 14 (4d6) acid damage per round and prevents you from using that hand until you are healed. Bathing in it does 65 (10d12) acid damage per round. I would advise not bathing in it. Use *mage hand*.

INHABITANTS

None.

TREASURE

The key

53. THE DEMON OF DEATH

INHABITANTS

The Death Demon (see Appendix A: New Monsters), has been trapped here for months. It is one of the horde of death demons that were summoned to kill Stephen Amber, and various members of the Amber family have taken turns interrogating it – some to discover what they can about Stephen's tomb and others to merely entertain themselves. As such, the demon knows a bit about some of the family members.

Things the Death Demon will be willing to tell the PCs:

- It – and others of its kind – were summoned by Henry Amber to kill Stephen and take Stephen's body to a tomb.
- The tomb was accessible via a dimensional gate that Henry had set up. The gate closed after they went through and they needed to find their own way out.
- Henry was a powerful wizard who specialized in conjuration and summoning magics, but was not as powerful as his brother.
- Stephen was conducting a magical ritual when they attacked. They caught him by surprise.
- Stephen destroyed many Death Demons before they were able to overpower him. The surviving Death Demons were all very impressed.

The demon was one of several trapped in a forcecage by Stephen so it did not accompany the others to his tomb and is not familiar with it. The demon will also happily lie to the PCs. Feel free to make up your own lies, or use some of the following:

- Henry was working with John-Louis, who was the primary contact of the demons. John-Louis also designed the tomb.
- The demon will mock Isabel for crying over Stephen's death.
- Death demons can bring people back from the land of the dead, resurrecting them – but it has refused to do that because of the way it has been treated by them.
- The demon will make a passing reference to Janet being the only member of the family it has any respect for (it doesn't know she is dead).
- Henry warned them that Stephen kept his magic in his left eye, but the demons never figured out what that meant.

Mostly, the demon will attempt to stir up chaos, though if it thinks that it can manipulate the PCs into freeing it, it will attempt to do so. The demon speaks only Abyssal, but it can communicate telepathically with anyone capable of language. Having a demon speak to you in your head should be suitably disturbing.

TREASURE

The *Abyssal Horn*, see Appendix D: New Items.

ENCOUNTER SCALING

For level 6: Use a Death Demon.

For level 8: Use a Death Demon Hunter

For level 10: Use a Death Demon Hordemaster

54. STORAGE ROOM

INHABITANTS

None

TREASURE

The scroll can be found with a DC 10 Intelligence (Investigation) check. If the PCs already have a copy of the scroll, it will disappear as soon as they find the one in this room.

55. KENNELS

INHABITANTS

The hellhounds (p. 182 MM) have been bound into the service of the Amber family, but they are still fiends – they won't hesitate to attempt to kill anyone they don't perceive as a family member.

TREASURE

Inside one doghouse is a human skull that is charred and has clearly been gnawed on. It has large, faceted, citrines as eyes – each of which is worth 250 gp.

ENCOUNTER SCALING

For level 6: Use 3 hell hounds.

For level 8: Use 4 hell hounds.

For level 10: Use 5 hell hounds.



56. ENTRANCE TO THE LAND OF THE GHOULS

The pit is 10 ft x 10 ft and 70 feet deep. It is strewn with chains – hanging from the sides and criss-crossing the width of the pit. The ghouls are well practiced at climbing and navigating the chains and have advantage on any Strength (Athletics) or Dexterity (Acrobatics) checks involving moving among them. They will not hesitate to take any combat into the pit, where they feel that they will have an advantage. See below for details on The Land of the Ghouls at the bottom of the pit.

INHABITANTS

The ghouls guard the pit. Since their primary interaction with the living has been with members of the Amber family, they are as afraid of living people as most living people are afraid of the undead. Ghouls can be found on p. 148 MM. Ghoul Sentinels are detailed in Appendix A: New Monsters.

TREASURE

One of the ghoul sentinels has a +3 spear that it will wield in combat.

ENCOUNTER SCALING

For level 6: Use 1 Ghoul Sentinels and 5 Ghouls

For level 8: Use 4 Ghoul Sentinels and 2 Ghouls.

For level 10: Use 6 Ghoul Sentinels.

THE LAND OF THE GHOULS

At the bottom of the pit is a narrow tunnel that leads upwards at a slight angle. Medium-sized creatures will need to walk single-file. After about a quarter-mile, the tunnel widens into a worked stone chamber set with a locked gate (DC 18) that looks out onto a river. A group of ghouls equivalent to those who guard the pit's entrance show up every 24 hours to unlock the gate and relieve the guards in area 56. The off-duty guards take the key with them.

Beyond the gate is the Land of the Ghouls. This is the dark mirror of Averoigne, inhabited by civilized undead. The land matches the map of Averoigne and the culture is similarly based on the medieval French countryside. Here, though, cults to elder demons are common and accepted, and the church is itself openly necromantic. An alternate version of Azedarc rules the church as Archbishop (and a lich). PCs who attempt to follow the clues of the To Those Who Would Be Free note in this land may have interesting results. Azedarc and his vampiric henchman Jehan do have potions of time travel, but few of the other clues will lead to much success. Interestingly, the stone arch that leads to Sylaire does exist in this land, and the PCs can use it to enter Sylaire. When the PCs leave Sylaire they will end up in Averoigne rather than the Land of the Ghouls.

57. THE GATE OF THE SILVER KEYS

If the PCs have not discovered the location of three keys, it is best to reduce the number needed for the gate.

INHABITANTS

Amber Golems are detailed in Appendix A: New Monsters.

TREASURE

If the PCs already have a copy of the scroll, the one they have will disappear as soon as they find the one in this room.

ENCOUNTER SCALING

For level 6: Use 1 Amber Golem.

For level 8: Use 2 Amber Golems.

For level 10: Use 2 Amber Golems.

PART SEVEN: AVEROIGNE

Characters, locations, and situations in this section are directly lifted from the short stories of Clark Ashton Smith, typically placing the PCs into the role of the protagonist. For your convenience, I have cited the titles of these stories where appropriate. These are short stories of a few pages each which can be found online. Reading them can provide you with quite a bit of background and a good feel for the flavor of Averoigne.

Religion in Averoigne. In the original Averoigne stories, the region is clearly under the dominion of medieval Christianity which considers magic to be a tool of the devil. The church is often presented as corrupt or powerless in the face of actual magic. Wizards and cultists draw power from demons and elder gods, and some of them have infiltrated the church. Averoigne is also the site of old faiths with a druidic bent, some of which practiced human sacrifice. If you do not wish to introduce Christianity to your setting, it is easy enough to simply keep the actual teachings of the church vague. In Eberron, the church might appear much like the Church of the Silver Flame, but use different iconography.

Random Encounters – Averoigne

WANDERING MONSTER ENCOUNTER TABLE III (1D8)

DIE ROLL	ENCOUNTER
1	Gérard de L'Automne
2	Gilles Grenier
3	Jehan Mauvaissoir
4	Werewolves
5	Moriamis
6	Druids
7	Cultists
8	Spirits

1 – GÉRARD DE L'AUTOMNE

Gérard de L'Automne appeared in the Clark Ashton Smith story "A Rendezvous in Averoigne," published in *Weird Tales* in 1931.

See Gérard de L'Automne in Appendix B: Non-Player Characters

2 – GILLES GRENIER

Gilles Grenier appeared in the Clark Ashton Smith story "The Mandrakes," published in *Weird Tales* in 1933. He is a

sorcerer who primarily sells philters of love and similar magical concoctions. He murdered his wife and buried her under his mandrakes. Ever since then, his potions haven't been working as intended.

Gilles does not know how to brew a potion of time travel, but he could potentially do so if given the formula and could eventually duplicate a potion if given a sample. If Gilles brews a potion of time travel, there is a 50% chance that it provides travel in the wrong direction (though it will still work to summon Stephen's tomb).

See Gilles Grenier in Appendix B: Non-Player Characters

3 – JEHAN MAUVAISSOIR

Jehan Mauvaissoir appeared in the Clark Ashton Smith story "The Holiness of Azédarac," published in *Weird Tales* in 1933. Jehan carries a *Potion of Time Travel*.

See Jehan Mauvaissoir in Appendix B: Non-Player Characters .

See also 61. The Potion of Time Travel for additional background information and options.

4 – WEREWOLVES

Werewolves (p. 211 MM) will be encountered running with a pack of wolves (p. 341 MM).

For level 6: Use 3 Werewolves and 4 Wolves

For level 8: Use 4 Werewolves and 4 Wolves

For level 10: Use 6 Werewolves and 6 Wolves

5 – MORIAMIS

Moriamis appeared in the Clark Ashton Smith story "The Holiness of Azédarac," published in *Weird Tales* in 1933. In the story, she was a sorcerer who lived 700 years in the past. She was Azédarac's lover and learned the secrets of time travel from him. She is a potential source of a *Potion of Time Travel*.

See Moriamis in Appendix B: Non-Player Characters

See also 61. The Potion of Time Travel for additional background information and options.

6 – DRUIDS

This encounter will be with a group of druids. They are not necessarily violent, but they distrust all outsiders as their religious beliefs are illegal. They will be impressed by displays of non-druidic magic, but may need to be convinced that it is not fiendish in origin.

For level 6: Use 4 Druids (p. 346 MM) and 2 Scouts (p. 349 MM)

For level 8: Use 4 Druids (p. 346 MM), 2 Berserkers (p. 344 MM) and 4 Scouts (p. 349 MM)

For level 10: Use 5 Druids (p. 346 MM), 3 Berserkers (p. 344 MM) and 6 Scouts (p. 349 MM)

7 – CULTISTS

This encounter will be with a group of evil cultists. They are devoted to their dark god Sodagui, and they have a giant toad

that they have bred with their foul magics and now revere as their god's avatar. If you have *Volo's Guide to Monsters*, you may wish to use the Warlock of the Great Old One on page 220 in the place of some cult fanatics.

For level 6: Use 4 cult fanatics (p. 345 MM) and 1 giant toad (p. 329 MM), or use 1 warlock of the great old one, 4 cultists, and 1 giant toad.

For level 8: Use 6 cult fanatics (p. 345 MM) and 1 giant toad (p. 329 MM), or use 1 warlock of the great old one, 4 cult fanatics, and 1 giant toad.

For level 10: Use 8 cult fanatics (p. 345 MM) and 1 giant toad (p. 329 MM), or use 1 warlock of the great old one, 6 cult fanatics, and 1 giant toad.

8 – SPIRITS

This encounter with undead spirits should occur at night. It would be particularly appropriate in the marshlands near Sylaire.

For level 6: Use 4 will-o'-wisps (p. 301 MM)

For level 8: Use 1 wraith (p. 302 MM) and 3 will-o'-wisps (p. 301 MM)

For level 10: Use 2 wraiths (p. 302 MM) and 3 will-o'-wisps (p. 301 MM)

Additional encounter options. On or near the road, a group of bandits (p. 343 MM) would be an appropriate encounter. In cities at night, gargoyles (p. 140 MM) could appear. A green hag (p. 177 MM) would work well in Averogne's forests or swamps.

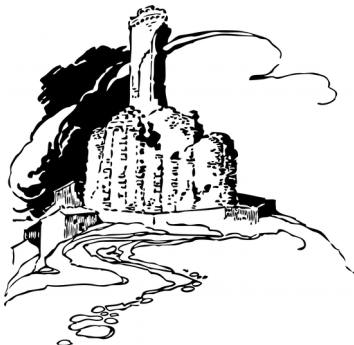
X. ENTRANCE TO AVEROIGNE

The Inn of Bonne Joissance appeared in the Clark Ashton Smith story "The Holiness of Azédarac," published in *Weird Tales* in 1933. It lies a days journey from both Ximes and Vyones.

The map scale is set at 1 hex = 12 miles. To be more consistent with both the text of the adventure and the original stories, set the scale at 1 hex = 6 miles, instead.

58. THE ENCHANTED SWORD OF SYLAIRE

Literary background. This section is heavily based upon the Clark Ashton Smith story "The Enchantress of Sylaire," published in *Weird Tales* in 1941. In the original story, Sephora seduces a young man and tricks him into killing her ex-lover, Malachie du Marias, a sorcerer who has been turned into a werewolf. The



werewolf, in turn, had tried to reveal Sephora's true nature to her new lover. This nature is not fully revealed, but it is clear that the visage she presented to the world was an illusion. It is also suggested that her servants may be vampires.

The nature of the enchantress. I have presented two versions of Sephora in Appendix B: Non-Player Characters : one which adheres to the text of the adventure, in which she is not malicious and another which harkens back to the original story, in which she is an evil succubus in disguise.

The sword. The enchanted sword of Sylaire is a legendary weapon. For details, see Appendix D: New Items. Currently, Sephora has dedicated it as her pact weapon. If she gives it to the PCs, she will require an hour to perform the ritual that will allow it to be parted from her.

The wolf-man. Malachie du Marias is a werewolf, but he was once Sephora's lover. The curse of lycanthropy was inflicted upon him, and he can easily be presented as a tragic figure. What you decide to do with Sephora should have an effect upon how he is presented. The evil version of Sephora could have easily inflicted the curse of lycanthropy upon him and want him dead because he could reveal her secrets. The neutral version might lament his state and pity him, but legitimately fear that he is hunting her.

Malachie lives in a cave about an hour's walk from Sephora's tower. In his cave he has a *Mirror of Truth* (see Appendix D: New Items), a purse with 500 sp, and his spellbooks. His spellbooks contain the following spells:

1st-level: *absorb elements*, *alarm*, *detect magic*, *mage armor*, *magic missile*, *protection from evil and good*, *shield*, *sleep*

2nd-level: *blindness/deafness*, *misty step*, *phantasmal force*, *locate object*, *web*

3rd-level: *blink*, *dispel magic*, *fireball*, *glyph of warding*, *lightning bolt*, *major image*, *remove curse*

4th-level: *fire shield*, *Mordenkainen's faithful hound*, *polymorph*, *stone shape*

5th-level: *far step*, *transmute rock*, *wall of stone*

If using the CR 9 version of Malachie, add:

6th-level: *globe of invulnerability*, *true seeing*

7th-level: *prismatic spray*

Malachie is an extremely canny foe. He has rendered himself immune to being charmed, which makes him particularly dangerous to Sephora. He has laid out multiple *glyphs of warding* that will only be triggered by either Sephora, her servants, or any humans. Glyphs in the forest are set to do thunder damage, so as to serve as both defense and an early warning system. Glyphs in his cave will trigger blindness, web, and Mordenkainen's faithful hound spells. If Malachie knows the PCs are about, he will also set silent *alarm* spells to keep him aware of their whereabouts.

In combat, Malachie will use *blink* or *far step* for mobility. He will begin with ranged area effect spells. Once he has defenses such as *fire shield* in place, he will often close to

melee range in his hybrid form, using *green flame blade* with his claws.

ENCOUNTER SCALING

Sephora is intended to be more powerful than the PCs. If you have a high-level party, you may wish to provide her with servants:

For the neutral version of Sephora, Veterans (p. 350 MM) or Druids (p. 346 MM) would be appropriate servants. If you have access to *Volo's Guide to Monsters*, the Swashbuckler on page 217 would be an excellent substitute for a veteran. For the fiendish version of Sephora, you could use Veterans or Swashbucklers as above and Cult fanatics instead of Druids. Alternately, you could use Lamia (p. 201 MM) hiding behind illusions.

Malachie du Marias is presented with multiple versions as well. See Appendix B: Non-Player Characters for details. For level 6: Use the CR 7 version of Malachie du Marias. Add 3 normal Wolves (p. 341 MM). For level 8: Use the CR 9 version of Malachie du Marias. Add 3 normal Wolves (p. 341 MM). For level 10: Use the CR 9 version of Malachie du Marias. Add one normal Werewolf (p. 211 MM) and 3 normal Wolves (p. 341 MM).

59. THE VIPER-CIRCLED MIRROR

Literary background. This section is a retelling of the Clark Ashton Smith novella "The Colossus of Ylourgne," published in *Weird Tales* in 1933. The story is much the same as presented in the adventure, but it features Gaspard du Nord in the heroic role, standing atop the cathedral to stop the colossus. Nathaire, in the story, was dying and he transferred his soul into the colossus, which bore his likeness.

Fighting the colossus. The colossus will terrorize the small villages and farms in the countryside around Vyones before breaking down the walls and attacking the city. The city will be overrun with people seeking shelter.

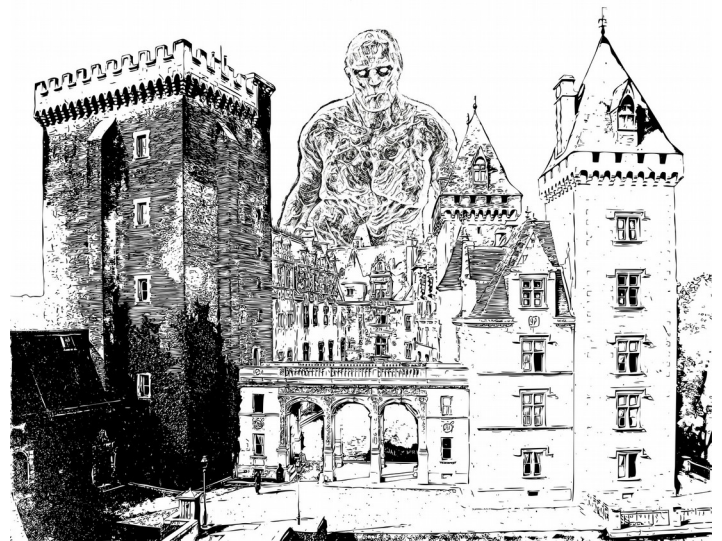
In the original story, Gaspard's powder caused the colossus to seek out the graves of those who made up its body and, eventually, dig its own grave. In order to make the battle with the colossus more interesting, I suggest that Gaspard's powder has the following effects:

- Each dose of the powder will deal 6d6 points of damage to the colossus and force it to make a DC 20 Charisma saving throw (magic resistance applies). If it fails the saving throw, it is stunned until the end of its next turn. On a successful save, it is not stunned, but it has disadvantage on attacks and ability checks until the end of its next turn.
- The second dose of the powder delivered will reduce its immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks to resistance to such damage.

- The third dose of the powder delivered will remove its magic resistance.
- The fourth dose of the powder delivered will remove its resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- The fifth dose of the powder delivered will deal 10 points of damage to the colossus at the beginning of its turn each round until it reaches 0 hit points.

Delivery of the powder is through being thrown at the colossus's face. This is a ranged weapon attack with range 10/20.

Furthermore, Gaspard has prepared the *fly* spell and can cast it at 4th-level so that it affects two PCs. He will support the PCs however he can, but will not enter combat directly. See Gaspard du Nord in Appendix B: Non-Player Characters for more details.



ENCOUNTER SCALING

The Colossus of Ylourgne can be found in Appendix B: Non-Player Characters under Nathaire's entry.

If you use my suggested powder effects above, then:

For level 6: Increase the damage dealt by the powder to 6d10 and reduce the number of doses needed for each effect by one (such that the first dose delivered has the effect of changing the colossus's damage immunities to resistances, the second removes its magic resistance, etc.).

For level 8: Use the effects as written.

For level 10: The colossus does not have disadvantage on attacks and ability checks if it is successful on its saving throw.

REWARDS

The Vyones city council will provide a reward of 1,000 gp if the PCs volunteer and defeat the colossus. They will also be treated as heroes of Vyones, receiving free food, drink, and lodging for up to one month. The church will look past any magic used provided it is not flaunted.

The *viper-circled mirror* acts as a *crystal ball of true seeing*.

60. THE RING OF EIBON

Literary background. This section is based upon the Clark Ashton Smith story "The Beast of Averroigne," published in *Weird Tales* in 1933. In the original story Luc le Chaudronnier is a magician living in Ximes who is recruited by the church to stop the beast, which has been slaughtering people and animals since a comet appeared in the sky. Luc consults the ancient demon held captive in the ring he had inherited. The ring dates back to ancient times and was said to have belonged to the great sorcerer Eibon. The demon agrees to vanquish the beast in return for its freedom. Luc, along with some men-at-arms, lay in wait outside the abbey where the beast is most active. When the beast appears, Luc smashes the ring, releasing the demon. The demon destroys the beast, who is revealed to have been possessing the body of the abbott. Luc and the men-at-arms keep this latter fact secret so as to preserve the abbott's reputation, claiming that he was a victim of the beast (which Luc decides is, in its own way, true).

The beast and the colossus. If it seems like too great a coincidence to have two great dangers terrorizing Averroigne at the same time, you can easily allude to Nathaire harnessing eldritch energies from the comet for use in animating the colossus.

The role of the ring. In the adventure, the nature and role of the ring is glossed over. My suggestion is that Luc le Chaudronnier is using the ring to track the beast, and it has led him to the abbott's window. The beast wounded Luc, who warded it off with his magic. For details on Luc le Chaudronnier see Appendix B: Non-Player Characters .

ENCOUNTER SCALING

See the Beast of Averroigne in Appendix A: New Monsters. For level 6: use the CR 7 version of the Beast of Averroigne. For level 8: use the CR 9 version of the Beast of Averroigne. For level 10: use the CR 11 version of the Beast of Averroigne.

REWARDS

Luc will be willing to give the ring to the PCs if they defeat the beast. For details on Error: Reference source not found, see Appendix D: New Items.

61. THE POTION OF TIME TRAVEL

Literary background. This section is based upon the Clark Ashton Smith story "The Holiness of Azédarac," published in *Weird Tales* in 1933. In the story, Azédarac (whom the adventure calls Azedarc) is an evil sorcerer who had infiltrated the church and become the Bishop of Ximes. A young priest, Brother Ambrose, had been sent to Ximes by the archbishop to find proof of this. He stole Azédarac's unholy tome, The Book of Eibon, and set off to Vyones to present it as proof to the archbishop. Azédarac, in turn, sent his fixer Jehan Mauvaissoir to make sure Ambrose never arrived in Vyones.

Jehan intercepted Ambrose at the Inn of Bonne Joissance and slipped a potion of time travel into his wine. Ambrose was sent 700 years into the past, where Moriamis rescued him from druids who were about to sacrifice him. Moriamis confessed to him that she knew Azédarac – he had lived in her time and she knew his secrets of time travel. She implied that they had been lovers and that he had betrayed and abandoned her. She brewed Ambrose a green potion to take him back to the future and expose Azédarac, but also gave him a red one to return to her if he wished. The green potion took him decades further than he wished, and he took the red potion, returning to the past. Moriamis had intentionally brewed the potion too strong, wanting to ensure that Ambrose returned to her.

The Ambrose Option. If the PCs show up in Ximes and ask around about Azedarc and a potion of time travel, Azedarc's agents report back to him. Azedarc will then send Jehan to take care of the PCs. Jehan will arrange a secret meeting with the PCs, claiming to have information that they seek. This isn't a lie, exactly. He'll happily tell the PCs what they want to know over a bottle of wine in which he's slipped a red potion of time travel. If the PCs discover the ruse, they can overpower Jehan and acquire a potion. If they don't, they get sent back 700 years. They can then encounter Moriamis, who will send them back to the future (and give them an extra potion) if they promise to expose Azedarc. See Moriamis, Azedarc and Jehan Mauvaissoir in Appendix B: Non-Player Characters for more details.

Another way. If the PCs are subtle and approach Azedarc directly, he will trade for a potion of time travel in exchange for the PCs' secrecy and some magical secrets he does not possess. This might take the form of a magic item or access to wizard spells that he doesn't have. Alternatively, he might ask them to take care of a minor problem for him, as there is a young priest who Azedarc believes knows too much. This would be



Ambrose. Ambrose himself is not dangerous other than what he knows about Azedarc, but his lover Moriamis possesses powerful druidic magics (as well as the ability to brew her own potions of time travel). If the PCs agree to this task, Azedarc will have Jehan secretly follow them to ensure that they follow through with it.

The effects of a *Potion of Time Travel* are described in Appendix D: New Items. See Ambrose, Moriamis, Azedarc and Jehan Mauvaissoir in Appendix B: Non-Player Characters for more details.

PART EIGHT: THE TOMB OF STEPHEN AMBER

The tomb. Stephen's brother Henry wanted to ensure that his brother's body and soul were well-separated after death. As a result, he prepared a tomb for him, hiding his body away on a demiplane and setting wards to deter anyone from retrieving the body. The tomb itself is a large stone building. It is set on a flat, mist-covered plain. A bank of silvery fog hovers about 100 feet out from the tomb. Entering the fog simply causes a PC to emerge from it elsewhere near the tomb.

Imprisoned guardians. Henry used *imprisonment* along with powerful summoning spells to create guardians for the tomb. The guardians will all be freed from their prisons shortly before the PCs enter. The *imprisonment* spell required a large gemstone for each casting, worth 500 gp per hit die of the creature imprisoned. These have each taken on magical properties due to the creatures that they contained. None of the doors in the tomb are locked. Henry intended to add additional safeguards, but he died first.

Stephen's ghost. When the PCs arrive in front of the tomb, the ghost of Stephen Amber will appear. As the ghost fades in and out, it should be obvious that it is taking a great deal of effort for it to materialize and that it will not be able to do so for long. It will address the PCs, with relief, "You've made it here... I helped you as much as I could... dangers inside... Henry... free me... unmake... my death... destroy it." Stephen's ghost's speech is uneven and hard to follow. PCs may make a Wisdom (Insight) check to interpret it. A DC 10 Wisdom (Insight) check will reveal that Henry is responsible for both Stephen's death and the dangers the PCs might find in his tomb.

A DC 15 Wisdom (Insight) check will reveal that he is asking the PCs to destroy some object in order to bring him back to life.

A DC 20 Wisdom (Insight) check will reveal that the object he is asking the PCs to destroy is probably something that is symbolic of or depicts his murder.

Tackling the tomb. Given the difficulty of the tomb encounters, it is likely that PCs will want to rest between some encounters. They can do this safely in any of the guardian rooms or outside the tomb. There are no random encounters and most of the room inhabitants are too big to actually fit through the doorways (they were trapped in gems when they were brought in).

62. FIRST GUARDIAN

The creature is neither asleep nor on a pile of coins. The room is a cube, 50 feet on each side.

INHABITANTS

See below.

TREASURE

The gem is in the center of the room. It is worth 500 gp per hit die of the guardian. See Lightning Gem in Appendix D: New Items for details.

ENCOUNTER SCALING

For level 6: Use a Half Dragon Chimera. See Appendix A: New Monsters for details.

For level 8: Use a Young Blue Dragon. (p. 91 MM)

For level 10: Use a Behir. (p. 25 MM)

63. FIRE

The hallway is 50 ft. high and 50 ft. wide. The walls and ceiling are on fire and only a 10 ft path down the center of the hallway is safe – and even that is uncomfortably hot. Stepping off the center 10 feet of the hall deals an immediate 1d8 fire damage. If you begin your turn off of the central path, you take 1d8 fire damage for every 5 feet off the path you are.

INHABITANTS

See below.

TREASURE

The gem is up against the inner wall about halfway into the room. PCs with a passive perception of 16 or higher will notice it if they are 30 feet away or less. It is worth 500 gp per hit die of the guardian. See Fire Gem in Appendix D: New Items for details.

ENCOUNTER SCALING

For level 6: Use a Salamander Noble. See Appendix A: New Monsters for details.

For level 8: Use an Elemental Inferno. See Appendix A: New Monsters for details.

For level 10: Use an Efreeti. (p. 145 MM)

64. AIR

The hallway is 50 ft. wide with walls that appear to be opalescent – possibly some kind of polished stone. The walls travel both up and down as far as can be seen, disappearing into clouds in both directions.

Optional weirdness. If you don't like the idea of the ground being thousands of feet below, you could simply have this room wrap such that those who fall out of sight into the mists will eventually come from above. If you do this, it could be fun to have the gem get knocked off of the path so that the PCs can try to catch it each time it falls by. If you don't use this option, this area can be particularly dangerous as it is

not that difficult for a wyvern to knock PCs off of the cloud path.

INHABITANTS

The wyvern is sitting on the path, but will launch itself as soon as the PCs round the corner. If the fight goes badly for it, it will attempt to shove PCs off of the path.

TREASURE

The gem is on the path around the far corner. It could easily be knocked off. It is worth 500 gp per hit die of the guardian. See *Venom Gem* in Appendix D: New Items for details.

ENCOUNTER SCALING

For level 6: Use a Wyvern. (p. 303 MM)

For level 8: Use a Greater Wyvern. See Appendix A: New Monsters for details.

For level 10: Use a Half Dragon Greater Wyvern. See Appendix A: New Monsters for details.

65. SECOND GUARDIAN

The room is a 50 foot cube of rough-hewn stone. The floor is covered with heaps of rocks, making it difficult terrain.

INHABITANTS

The giant will be camouflaged standing near the door where the PCs enter. His plan will be to attack them from behind.

TREASURE

The gem is in the giant's pouch. It is worth 500 gp per hit die of the guardian. See *Stoneborn Gem* in Appendix D: New Items for details.

ENCOUNTER SCALING

For level 6: Use a Stone Giant. (p. 156 MM)

For level 8: Use a Stone Giant Warrior. See Appendix A: New Monsters for details.

For level 10: Use a Stone Giant Lurker. See Appendix A: New Monsters for details.

66. THIRD GUARDIAN

The room itself seems to pulse and breathe. Strange liquid drips from the ceiling and appears to be slurped up by the floor.

INHABITANTS

The gibbering moulder is in one of the corners of the room (determined randomly) when the PCs open the door.

TREASURE

The gem has been swallowed by the gibbering moulder. It is worth 500 gp per hit die of the moulder, but it is really gross. See *Madness Gem* in Appendix D: New Items for details.

ENCOUNTER SCALING

For level 6: Use a Large Gibbering Moulder. See Appendix A: New Monsters for details.

For level 8: Use a Huge Gibbering Moulder. See Appendix A: New Monsters for details.

For level 10: Use a Great Gibberer. See Appendix A: New Monsters for details.

67. EARTH

The mud is about 10 feet deep, but the floor is uneven so it is up to 15 feet deep in places. Movement through the mud is difficult. Each foot that a creature moves through the mud costs 4 feet of movement. A creature must make a DC 12 Strength saving throw when it moves into the area for the first time on a turn or ends its turn there. On a failed save, a creature sinks into the mud and is restrained, though it can use an action to end the restrained condition on itself by pulling itself free of the mud.

INHABITANTS

The mud golem will begin submerged and attempt to pull PCs down into the mud.

TREASURE

This room has no gem. The golem has simply been here for years.

ENCOUNTER SCALING

For level 6: Use a Lesser Mud Golem. See Appendix A: New Monsters for details.

For level 8: Use a Mud Golem. See Appendix A: New Monsters for details.

For level 10: Use a Greater Mud Golem. See Appendix A: New Monsters for details.

68. WATER

The water comes to just below the door. This might make opening the door on the other side tricky.

INHABITANTS

See below.

TREASURE

The gem is in the detritus on the room's floor. It will require a successful DC 18 Intelligence (Investigation) check to find. One check can be made each hour spent searching. PCs with no swim speed make this check with disadvantage. The gem is worth 500 gp per hit die of the guardian. See *Water Gem* in Appendix D: New Items for details.

ENCOUNTER SCALING

For level 6: Use a Giant Shark. (p. 328 MM)

For level 8: Use a Sea Terror. See Appendix A: New Monsters for details.

For level 10: Use a Giant Sea Terror. See Appendix A: New Monsters for details.

69. FOURTH GUARDIAN

INHABITANTS

The hydra will rush the door as soon as it opens.

TREASURE

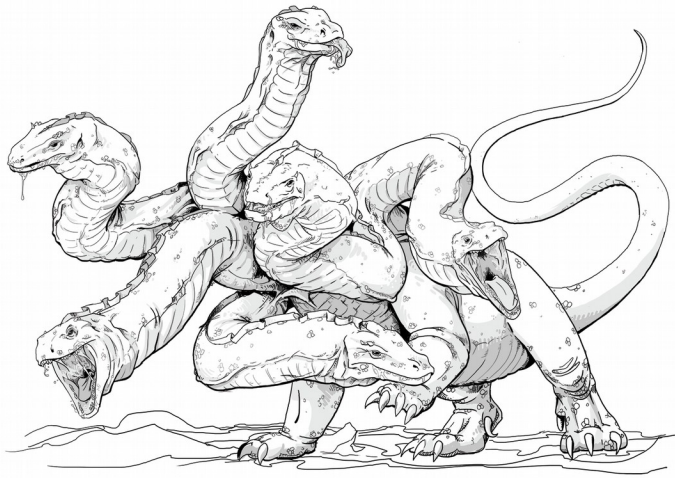
The gem has been knocked into the corner of the room. It is worth 500 gp per hit die of the guardian. See *Health Gem* in Appendix D: New Items for details.

ENCOUNTER SCALING

For level 6: Use a Three-Headed Hydra, See Appendix A: New Monsters for details.

For level 8: Use a Hydra. (p. 190 MM)

For level 10: Use a Vile Hydra. See Appendix A: New Monsters for details.



70. STEPHEN'S CRYPT

Stephen's casket does not have a message engraved on it. PCs must figure out that they need to destroy the tapestry. If a PC succeeds on a DC 15 Intelligence (Investigation) check, remind them that Stephen's ghost said something about unmaking or destroying something to undo his death. The PCs need not burn the tapestry. They can destroy it however they'd like.

Stephen uses *plane shift* to return the PCs to the area in front of Castle Amber. The mists are gone, though the mists of the Mournland are visible in the distance.

If you don't wish for the castle to crumble, Stephen will thank the PCs again and say that he needs to have a serious talk with his family. He'll enter the castle. PCs will find the doors are sealed with *arcane lock*. If the PCs are still there in the morning, the castle will be gone, as Stephen finished sending it through to Averroigne. If they come back months later, however, it might return...

INHABITANTS

Stephen Amber's corpse.

TREASURE

If the PCs revive Stephen, he will provide each of them with a gift to thank them – one of his spare magic items. Choose one of the following for each PC:

- Belt of Dwarvenkind
- Broom of Flying
- Cloak of the Manta Ray
- *Golden Bow* (See Appendix D: New Items.)
- Immovable Rod
- Javelin of Lightning
- Robe of Eyes
- Ring of the Ram
- Slippers of Spider Climbing
- *Shockwave Boots* (See Appendix D: New Items.)
- *Tar'skai, The Great Maul* (See Appendix D: New Items.)
- Wand of Wonder
- If the PCs have not recovered *Delver* or received the *Figurine of Wondrous Power – Amber Phoenix*, these items will be available as options as well. See Appendix D: New Items.

Alternately, you may randomly roll for magic items from the *Dungeon Master's Guide* or select those which are appropriate for each character. Stephen will restore up to three PCs to life with wishes from his *ring of three wishes*.

ENCOUNTER SCALING

None. If the PCs decide to attack Stephen, they will likely lose. See Appendix B: Non-Player Characters for details on Stephen Amber. Stephen is a 20th-level wizard and a 5th-level paladin. Having recently awakened from the dead, he will not have magic items attuned to him, which will be his only real weakness. Still, he can *shapechange* into an ancient dragon which gives him a few hundred extra hit points and incredible physical abilities while maintaining his formidable spellcasting. He knows he is not in top form and he does not want to have escaped death only to be killed again, so he will not hesitate to go all out with spells like *shapechange*, *sunburst*, and *disintegrate*.

APPENDIX A: NEW MONSTERS

AMBER CROCODILE

While no larger than normal crocodiles, these animals were bred to be strong and wily enough to thrive in Castle Amber’s indoor forest.

AMBER CROCODILE

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 42 (5d10+15)

Speed 20 ft, swim 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	3 (-4)	12 (+1)	5 (-3)

Skills Stealth +4

Senses passive Perception 11

Languages –

Challenge 2 (450xp)

Hold Breath. The crocodile can hold its breath for 15 minutes

Barrel Roll. When the crocodile bites a creature it has grappled, it can spin in place, dealing an extra 7 (2d6) slashing damage.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the crocodile can’t bite another target.

Tail: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target not grappled by the crocodile. *Hit:* 9 (2d8 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

featureless, amber-colored mask. Beneath their robes, their torsos are sealed beneath a breastplate of the same material. They can easily be mistaken for constructs instead of undead.

AMBER ZOMBIE

Medium undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving throws Wisdom +1

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands common

Challenge 1 (100xp)

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

Strength in Numbers. For each zombie ally within 5 feet, a zombie’s slam attack does an additional die of damage. When the zombies are within range of each other, their amber masks and breastplates begin to glow with an inner light.

Explosive Demise. If the zombie is destroyed without having taken radiant damage, its body explodes in 1d4 rounds. All creatures within a 10 ft radius of the corpse must make a DC 13 Dexterity saving throw, taking 13 (3d8) points of necrotic damage on a failed save or half as much on a successful one. If any of the damage that was done to destroy the zombie was radiant, it does not explode.

ACTIONS

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

AMBER ZOMBIE

Amber zombies were created through a combination of arcane and divine necromancy.

Inoffensive servants. While most zombies are characterized by their hideous visage and decaying stench, Amber zombies are treated with preservative measures so that they can serve as attendants to nobility. Their faces are sealed beneath a

Random Encounters – Indoor Forest, 17. A Crock of Crocs

ARANEA

Aranea are magical, shapeshifting giant spiders.

Unwarranted Arachnophobia. Despite their fearsome appearance, aranea are not evil. Most aranea associate little with humanoids in order to avoid conflict altogether. They are curious and social, however, so they do occasionally assume their humanoid forms to seek out peaceful interactions with humanoids. They do not eat intelligent creatures.

Uncursed Shifters. Aranea are often referred to as werespiders. Though they are not actual lycanthropes, they do have three forms. They can shift between these forms at will and are not compelled by astrological cycles. Their natural form is that of a giant spider which can be distinguished from non-aranea by the braincase on its back. From birth, each aranea has a unique humanoid form that it can change into. This is often human, but it could be that of another medium or small-sized humanoid race. In addition, like true lycanthropes, they have a hybrid form that has arachnoid fangs and spinnerets in its hands. Hybrid forms vary in appearance and typically have extra eyes and limbs.

Natural Magic. The aranea are natural spellcasters who typically focus on enchantment, divination, and illusion magics. They often use these abilities in hunting animal prey, entertaining themselves and each other, and avoiding conflict with creatures more powerful than they are. Some aranea do practice more combat-oriented magics, but they tend to avoid fire-based spells, since their webs are flammable.



ARANEA

Medium monstrosity (shapechanger), neutral

Armor Class 15 (natural armor)

Hit Points 65 (10d8 +20)

Speed 50 ft. Climb 25ft

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

Skills Athletics +4 Perception +3 Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 4 (1,100xp)

Spider Climb: The aranea climbs, including upside down, without needing to make an ability check.

Web Sense: While in contact with a web, the aranea knows the exact location of any other creature in contact with the same web.

Web Walker: The aranea ignores movement restrictions caused by webbing.

Shapechanger: The aranea can use its action to polymorph into a spider-humanoid hybrid or into a humanoid, or back into its true form, which is a medium spider. Each aranea has a unique humanoid form, which is either a small or medium humanoid. In humanoid form, an aranea has a speed of 30 ft. and cannot use its bite attack or web. Otherwise, its statistics are the same in each form. It does not revert to its true form if it dies.

Spellcasting: The aranea is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). An aranea typically knows the following sorcerer spells:

- Cantrips (at will): mending, minor illusion, prestidigitation, shocking grasp
- 1st-level (4 slots): charm person, detect magic
- 2nd-level (2 slots): detect thoughts, invisibility

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 12 Strength check, escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

BEAROWL

Magically bred creatures, bearowls have the body of an enormous brown bear with the wings and rear talons of a giant owl. They are more predatory than normal bears, though they are still omnivorous and tend to prefer easy meals over a fight.

Unlikely Agility. Bearowls are ungainly-looking bulky creatures that most would not expect to be able to get airborne. Their wingspan seems far too small to support their great bulk. While their wings are, in fact, extraordinarily strong, they actually possess minor levitation magics that allow them to lighten their bodies at will. This makes them not only flightworthy, but also much faster and more agile than most expect them to be.

BEAROWL

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 68 (7d10+21)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses darkvision 120 ft., passive Perception 13

Languages –

Challenge 3 (700 xp)

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

Keen Smell and Sight. The bearowl has advantage on Wisdom (Perception) checks that rely on smell or sight.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

Random Encounters – Indoor Forest

Random Encounters – Castle Amber, 7. Servants' Quarters (Aranea Lair)

BEAST OF AVEROIGNE

The beast is a bizarre serpentine humanoid wrapped in dimly glowing mists that mask its features from inspection.

THE BEAST OF AVEROIGNE:

CHALLENGE RATING 7

Medium fiend, chaotic evil

Armor Class 18 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	18 (+4)	8 (-1)	14 (+2)	15 (+2)

Saving throws Wis +5, Con +7

Skills Perception +5 Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 15

Languages understands Common and Abyssal, but does not speak

Challenge 7 (2,900xp)

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

Possessor. The beast possesses a mortal host who must make a DC 15 Charisma saving throw when exposed to the light of the comet or polymorph into the beast's form. The beast has some limited access to the thoughts and knowledge of its mortal host. The host has no memory of being the beast and will attempt to rationalize away any evidence that points toward the possession.

Regeneration. If there is a creature *Poisoned* by its unholy aura at the start of its turn, the beast regains 10 hit points. The beast dies only if it starts its turn with 0 hit points and doesn't regenerate.

Unholy Aura. The beast gives off dim light within 10 feet. Those who start their turn within this light must succeed at a DC 15 Charisma saving throw or be *Poisoned* until the beginning of their next turn.

ACTIONS

Multiattack. The beast makes three attacks: one bite and two claws.

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.



Blood-Red Origin. A blazing red scar in the night sky may mark the gate to another realm. The beast travels along the light of a comet, slithering out of its hellish domain.

Body by Proxy. As a naturally bodiless fiend, the beast must possess a humanoid in order to take physical form. While it is not necessary for it to do so, it is drawn to bodies of people who are respected for their kindness and mild manner.

Insatiable Bloodlust. The beast will seek out victims when the comet is in the sky. While it shows some preference for those its host cares for, it tends not to prey too heavily on those in its host's immediate vicinity so as to avoid discovery.

Three Versions. The statistics below reflect the Beast of Averaigne at three different challenge ratings. While this is intended for the use of DMs who wish an appropriate level of challenge for their PCs, it could also be used to represent a beast that grows stronger over the course of a few weeks of feeding on the souls of the innocent.

THE BEAST OF AVEROIGNE:

CHALLENGE RATING 9

Medium fiend, chaotic evil

Armor Class 20 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	18 (+4)	8 (-1)	14 (+2)	15 (+2)

Saving throws Wis +6, Con +8

Skills Perception +6 Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 15

Languages understands Common and Abyssal, but does not speak

Challenge 9 (5,000xp)

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

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

Possessor. The beast possesses a mortal host who must make a DC 16 Charisma saving throw when exposed to the light of the comet or polymorph into the beast's form. The beast has some limited access to the thoughts and knowledge of its mortal host. The host has no memory of being the beast and will attempt to rationalize away any evidence that points toward the possession.

Regeneration. If there is a creature *Poisoned* by its unholy aura at the start of its turn, the beast regains 10 hit points. The beast dies only if it starts its turn with 0 hit points and doesn't regenerate.

Unholy Aura. The beast gives off dim light within 10 feet. Those who start their turn within this light take 9 (2d8) necrotic damage and must succeed at a DC 16 Charisma saving throw or be *Poisoned* until the beginning of their next turn.

ACTIONS

Multiattack. The beast makes three attacks: one bite and two claws.

Bite *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Error: Reference source not found

THE BEAST OF AVEROIGNE:

CHALLENGE RATING 11

Medium fiend, chaotic evil

Armor Class 20 (natural armor)

Hit Points 152 (16d8 + 80)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	20 (+5)	8 (-1)	14 (+2)	15 (+2)

Saving throws Wis +6, Con +9 Dex +9

Skills Perception +6 Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 15

Languages understands Common and Abyssal, but does not speak

Challenge 11 (7,200xp)

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

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

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

Possessor. The beast possesses a mortal host who must make a DC 16 Charisma saving throw when exposed to the light of the comet or polymorph into the beast's form. The beast has some limited access to the thoughts and knowledge of its mortal host. The host has no memory of being the beast and will attempt to rationalize away any evidence that points toward the possession.

Regeneration. If there is a creature *Poisoned* by its unholy aura at the start of its turn, the beast regains 10 hit points. The beast dies only if it starts its turn with 0 hit points and doesn't regenerate.

Sense the Prey. The beast has advantage on attacks against creatures *Poisoned* by its unholy aura.

Unholy Aura. The beast gives off dim light within 15 feet. Those who start their turn within this light take 11 (2d10) necrotic damage and must succeed at a DC 16 Charisma saving throw or be *Poisoned* until the beginning of their next turn.

ACTIONS

Multiattack. The beast makes three attacks: one bite and two claws.

Bite *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

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

Error: Reference source not found

BRAIN COLLECTOR

The Neh-Thalggu are denizens of Xoriat. Their body shapes can vary, but they typically have six to eight crablike legs; four (or more) large, bulging eyes; a toothy maw; and masses of tentacles.

Brain Hunters. The brain collectors were created by Illithids to hunt down humanoids and bring their brains back for consumption. They perform surgery to extract the brains and store them within their own body for transport. Once they have encapsulated the brain of a humanoid, they can tap its psionic potential to increase its own psychic power.



Venomous Connections. They have a psionically active venom that they inject with their bite. They can use this to establish a link with their victims and wear away at them from the inside.

Psychic Ghosts. With effort, neh-thalggu can create a psychic shell to serve as a spectral form for the memories of one of the brains it has consumed, creating a bizarre form of undead spirit under its control. It uses these psychic ghosts to aid it in collecting brains, both in combat and as surgical assistants.

NEH-THALGGU

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 153 (18d10+54)

Speed 40 ft, climb 20 ft.

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

Damage Resistances psychic

Skills Arcana +7 Perception +6

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, telepathy 30 ft.

Challenge 9 (5,000 xp)

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

Innate Spellcasting (Psionics). The brain collector's innate spellcasting ability is Intelligence (spell save DC 15). The brain collector can innately cast the following spells, requiring no material components:

- **At will:** *charm person*, *detect thoughts*
- **1/day each:** *blur*, *dissonant whispers*, *haste*, *hold person*, *phantasmal force*, *sleep*, *slow*

Braincasting. For each brain that the brain collector has consumed, it can cast one of its spells an additional time per day.

Psychic Link. Creatures the brain collector has poisoned have disadvantage on saving throws against its spells.

Summon Psychic Ghost. When the brain collector consumes a brain, it can perform a bizarre rite taking 10 minutes. If it does, it summons a psychic ghost (see below).

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 14 (4d6) poison damage and the target must succeed on a DC 15 Constitution saving throw or be *Poisoned* for 1 minute.

REACTIONS

Psychic feedback. If a creature the brain collector has poisoned deals damage to the brain collector, the brain collector can use its reaction to force it to take an amount of psychic damage equal to half the damage taken by the brain collector unless it succeeds on a DC 15 Charisma saving throw.

48. The Brain Collector

PSYCHIC GHOST

Medium undead, chaotic evil

Armor Class 10

Hit Points 27 (6d8)

Speed 0 ft, fly 40 ft.

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

Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from non-magical weapons.

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 xp)

Fade from View. The ghost can become invisible as a bonus action. It becomes visible if it attacks.

Follow the Link. The ghost is sensitive to the psychic link created by the brain collector's poison. It has advantage against those the Brain Collector has poisoned and those poisoned have disadvantage on saving throws against the ghost's *Freeze* attack.

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

Psychic Tether. A psychic ghost cannot be separated from its brain collector by more than 120 ft. If it is, it can take no actions except moving directly towards the brain collector.

ACTIONS

Freeze. *Melee Spell Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) psychic damage and the target must succeed on a DC 10 Strength saving throw or be *Restrained* until the end of the ghost's next turn.

48. The Brain Collector



BURNING HOUND

Medium elemental, unaligned

Armor Class 14 (natural armor)

Hit Points 33 (6d8+6)

Speed 40 ft

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

Damage Immunities fire, poison

Condition Immunities poisoned

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages understands Primordial but cannot speak it

Challenge 1/2 (100 xp)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage and 3 (1d6) fire damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

REACTIONS

Feed from Flame. When the hound is hit by an attack that deals fire damage, it can use its reaction to heal 6 (1d8 + 2) hit points.

43. The Red Room

BURNING HOUND

Burning hounds are canine elementals that have been bred by the sullox to help hunt efreeti.

CAPRAE

Caprae are goat-like humanoids from faerie realms.

SPUNKY KID

Medium fey, chaotic neutral

Armor Class 13

Hit Points 46 (5d8+24)

Speed 50 ft, climb 20 ft.

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

Skills Athletics +3 Perception +3 Deception +5

Senses passive Perception 13

Languages Common, Sylvan

Challenge 1/2 (50 xp)

Magic Resistance: The spunky kid has advantage on saving throws against spells and other magical effects.

Charge. If the spunky kid moves at least 10 feet straight toward a target and then hits it with a headbutt attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

ACTIONS

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



16. The Billygoat's Woe

GOAT BROTHER

Large fey, chaotic neutral

Armor Class 13 (hide armor)

Hit Points 68 (8d10+24)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	13 (+1)

Skills Athletics +3 Perception +2 Deception +3

Senses passive Perception 12

Languages Common, Sylvan

Challenge 3 (700 xp)

Magic Resistance: The goat brother has advantage on saving throws against spells and other magical effects.

Charge. If the goat brother moves at least 10 feet straight toward a target and then hits it with a headbutt attack on the

same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Drunken Luck. When the goat brother is hit by an attack, he may roll 2d6 and add the result to his AC for that attack, possibly causing the attack to miss. If he does so, he falls prone. The goat brother may only use this ability when drunk.

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 5) piercing damage.

DEATH DEMON

The death demon, or Ostegos, appears as a gaunt, gray humanoid with batlike wings, a fanged maw, and metal-tipped claws. They are often used as assassins, especially in groups.



DEATH DEMON

Large fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 93 (11d10+33)

Speed 30 ft, fly 40 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

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

Damage Immunities necrotic, poison

Saving Throws Con +6 Wis +4

Skills Perception +4

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

Languages Abyssal, telepathy 120 ft

Challenge 7 (2,900xp)

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

3/day each: *darkness*, *silence*, *teleport*

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed save and half as much on a successful one.

Adamantine Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage, and the target must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

53. The Demon of Death

DEATH DEMON HUNTER

Large fiend, chaotic evil

Armor Class 18 (natural armor)

Hit Points 133 (14d10+56)

Speed 40 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	17 (+3)	16 (+3)

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

Damage Immunities necrotic, poison

Condition Immunities poisoned

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

Skills Investigation +5 Perception +7 Stealth +7

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages Abyssal, telepathy 120 ft

Challenge 9 (5,000xp)

Innate Spellcasting. The demon's innate spellcasting ability is Charisma (spell save DC 15). The death demon can innately cast the following spells, requiring no material components:

3/day each: *counterspell*, *darkness*, *invisibility*, *silence*, *teleport*

1/day: *glyph of warding*, *scrying*

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed save and half as much on a successful one.

Adamantine Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage, and the target must make succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

53. *The Demon of Death*

DEATH DEMON HORDEMASTER

Large fiend, chaotic evil

Armor Class 18 (natural armor)

Hit Points 189 (18d10+90)

Speed 40 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	17 (+3)	16 (+3)	17 (+3)

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

Damage Immunities necrotic, poison

Condition Immunities poisoned

Saving Throws Str +10, Dex +7, Con +9, Int +7, Wis +7

Skills Investigation +5 Perception +7 Stealth +7

Senses truesight 60 ft., darkvision 120 ft., passive Perception 17

Languages Abyssal, telepathy 120 ft

Challenge 11 (7,200xp)

Innate Spellcasting. The demon's innate spellcasting ability is Charisma (spell save DC 15). The death demon can innately cast the following spells, requiring no material components:

3/day each: *bane*, *counterspell*, *darkness*, *fear*, *silence*, *teleport*

1/day: *circle of death*, *cloudkill*, *dispel magic*

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

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save and half as much on a successful one. The demon receives a number of temporary hit points equal to half of the necrotic damage its bite deals.

Adamantine Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage, and the target must make succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Death's Door. If a creature dies within 120 feet of the demon, it can use its reaction to instantly teleport to a space within 5 feet of the where the death occurred.

ELEMENTAL

Elemental infernos are enormous fire elementals.



ELEMENTAL INFERNO

Huge elemental, chaotic neutral

Armor Class 14

Hit Points 126 (12d12+48)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	18 (+4)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 9 (5,000 xp)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 9 (2d8) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 9 (2d8) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 9 (2d8) fire damage at the start of each of its turns.

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

Water Susceptibility. For every 5 feet that elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 9 (2d8) fire damage at the start of each of its turns.

Explosion (Recharge 6). The elemental releases a wave of flame that rushes out from it in every direction. Creatures within a 30 ft. radius centered on the elemental must make a DC 16 Dexterity save, taking 44 (8d10) fire damage on a failed save, or half as much damage on a successful one.

FROST SALAMANDER

The frost salamander is detailed on page 223 of *Mordenkainen's Tome of Foes*. It is included here for convenience along with a greater and lesser version.



FROST SALAMANDER, LESSER

Large elemental, unaligned

Armor Class 15 (natural armor)

Hit Points 95 (11d10+33)

Speed 60 ft, burrow 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	7 (-2)	11 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Immunities cold

Saving Throws Con +6, Wis +3

Skills Perception +3

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13

Languages Primordial

Challenge 6 (2,300 xp)

Burning Fury. When the salamander takes fire damage, its Freezing Breath automatically recharges.

ACTIONS

Multiattack. The salamander makes five attacks: four with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and 3 (1d6) cold damage.

Freezing Breath (Recharge 6). The salamander exhales chill wind in a 30 foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 33 (6d10) cold damage on a failed save, or half as much damage on a successful one.

40. The White Room

FROST SALAMANDER, GREATER

Huge elemental, unaligned

Armor Class 18 (natural armor)

Hit Points 197 (18d12+80)

Speed 60 ft, burrow 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	7 (-2)	11 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Immunities cold

Saving Throws Con +9, Wis +4

Skills Perception +4

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

Perception 14

Languages Primordial

Challenge 11 (7,200 xp)

Burning Fury. When the salamander takes fire damage, its Freezing Breath automatically recharges.

ACTIONS

Multiattack. The salamander makes five attacks: four with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 12 (1d12 + 6) piercing damage and 7 (2d6) cold damage.

Freezing Breath (Recharge 5-6). The salamander exhales chill wind in a 60 foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 55 (10d10) cold damage on a failed save, or half as much damage on a successful one.

40. The White Room

GHOUL SENTINEL

Ghoul sentinels are well-disciplined ghoulish warriors who are occasionally used as guardians.

GHOUL SENTINEL

Medium undead, neutral evil

Armor Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	11 (+0)	12 (+1)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 3 (700xp)

Turning Defiance. The sentinel and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The sentinel makes one attack with its bite and one attack with its claws or spear.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing if used with two hands.

56. Entrance to the Land of the Ghouls

GIANT

STONE GIANT WARRIOR

Huge giant, neutral

Armor Class 18 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	22 (+6)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +7, Con +10, Wis +5

Skills Athletics +14, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Giant

Challenge 9 (5,000xp)

Stone Camouflage: The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

65. Second Guardian

STONE GIANT LURKER

Huge giant, neutral

Armor Class 19 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	10 (+0)	12 (+1)	9 (-1)

Damage Resistances Poison

Saving Throws Dex +8, Con +10, Wis +5

Skills Athletics +14, Perception +5, Stealth +8

Senses darkvision 60 ft., passive Perception 15

Languages Giant

Challenge 11 (7,200xp)

Ambush. During its first turn, the giant has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the giant scores against a surprised creature is a critical hit.

Sneak Attack. Once per turn, the giant deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the giant that isn't incapacitated and the giant doesn't have disadvantage on the attack roll.

Stone Camouflage: The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

65. Second Guardian

GIANT AMOEBA

Giant amoebas are large ooze-like organisms with a 15 ft radius. They are nearly transparent, with a grayish, 1 ft nucleus at their center.

GIANT AMOEBA

Huge ooze, unaligned

Armor Class 8

Hit Points 114 (12d12+36)

Speed 10 ft, climb 10 ft.

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

Damage Resistances bludgeoning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages –

Challenge 5 (1,800 xp)

Transparent. Even when the amoeba is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot it if it has neither moved nor attacked. If it is underwater, this check is made at disadvantage. A creature that tries to enter the amoeba's space while unaware of the amoeba is surprised by it.

Amphibious. The amoeba can breathe both air and water.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) bludgeoning damage and 13 (4d6) acid damage and make a DC 16 Dexterity saving throw or be grappled. Until the grapple ends, the target is restrained.

Engulf. A creature that the amoeba has grappled must make a DC 16 Strength saving throw. If the target fails, it takes 21 (6d6) acid damage and is engulfed. An engulfed creature can't breathe, is restrained, and takes 34 (8d6) acid damage at the start of each of the amoeba turns. An engulfed creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the amoeba.

GIBBERING MOUTHER

Gibbering mouters are horrific enough creatures in their usual forms, but when they are permitted to consume other living things, they can gradually become larger and even more terrifying. A great gibberer is the result of a huge gibbering mouter that has consumed numerous magical creatures.

Spawning Ground. The largest of the mouters can actually create others of their kind, which ooze up from the aberrant ground around them.



LARGE GIBBERING MOUTHER

Large aberration, neutral

Armor Class 13 (natural armor)

Hit Points 102 (12d10+36)

Speed 10 ft, swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	17 (+3)	5 (-4)	11 (+0)	8 (-1)

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages –

Challenge 6 (2,300 xp)

Aberrant Ground. The ground in a 15-foot radius around the mouter is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 13 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The mouter babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 30 feet of the mouter and can hear the gibbering must succeed on a DC 11 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d10 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a

5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack. On a 9 or 10, the creature takes 14 (4d6) psychic damage.

ACTIONS

Multiattack. The gibbering mouter makes one bite attack and, if it can, uses its Blinding Spittle.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 20 (5d6 + 3) piercing damage plus 7 (2d6) poison damage. If the target is Medium or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the mouter.

Blinding Spittle (Recharge 5–6). The mouter spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 14 Dexterity saving throw or be *Blinded* until the end of the mouter's next turn. A blinded creature must succeed on a DC 14 Constitution saving throw or be *Poisoned* for 1 minute.

HUGE GIBBERING MOUTHER

Huge aberration, neutral

Armor Class 15 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 10 ft, swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	19 (+4)	5 (-4)	13 (+1)	8 (-1)

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages –

Challenge 8 (3,900 xp)

Aberrant Ground. The ground in a 20-foot radius around the mouter is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 14 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The mouter babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 30 feet of the mouter and can hear the gibbering must succeed on a DC 12 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d10 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined

direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack. On a 9 or 10, the creature takes 14 (4d6) psychic damage.

ACTIONS

Multiattack. The gibbering mouter makes one bite attack and, if it can, uses its Blinding Spittle.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 31 (5d10 + 4) piercing damage plus 7 (2d6) poison damage. If the target is Large or smaller, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the mouter.

Blinding Spittle (Recharge 5–6). The mouter spits a chemical glob at a point it can see within 20 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 14 Dexterity saving throw or be *Blinded* until the end of the mouter's next turn. A blinded creature must succeed on a DC 15 Constitution saving throw or be *Poisoned* for 1 minute.

REACTIONS

Spawn (1/Day). If the mouter takes psychic damage, it can use its reaction to spawn a medium gibbering mouter (see p. 157 MM) in an adjacent space.



GREAT GIBBERER

Huge aberration, neutral

Armor Class 15 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 10 ft, swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	19 (+4)	6 (-3)	14 (+2)	10 (+0)

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

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 12

Languages –

Challenge 10 (5,900 xp)

Aberrant Ground. The ground in a 20-foot radius around the moulder is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 15 Strength saving throw or be *Restrained* until the start of its next turn.

Gibbering. The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 30 feet of the moulder and can hear the gibbering must succeed on a DC 13 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d10 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack

against a randomly determined creature within its reach or does nothing if it can't make such an attack. On a 9 or 10, the creature takes 21 (6d6) psychic damage.

Psychic Drain. If a creature takes psychic damage from the moulder's gibbering feature, the moulder heals an amount equal to half the psychic damage taken.

ACTIONS

Multiattack. The gibbering moulder makes two bite attacks. If it can, it uses its Blinding Spittle instead of one bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 31 (5d10 + 4) piercing damage plus 7 (2d6) poison damage. If the target is Large or smaller, it must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

Blinding Spittle (Recharge 5–6). The moulder spits a chemical glob at a point it can see within 30 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 10 feet of the flash must succeed on a DC 15 Dexterity saving throw or be *Blinded* until the end of the moulder's next turn. A blinded creature must succeed on a DC 16 Constitution saving throw or be *Poisoned* for 1 minute.

REACTIONS

Spawn (1/Day). If the moulder takes psychic damage, it can use its reaction to spawn a medium gibbering moulder (see p. 157 MM) in an adjacent space.

GOLEM

Amber golems. One of the most beautiful of the golems, amber golems are typically created in the forms of enormous lions.

Bone golems. Often mistaken for undead, bone golems are four-armed arcane creations made from a combination of human and animal bones. They appear much like multi-armed skeletons and are easily mistaken for undead. Lesser bone golems are human-sized and have four arms. Greater bone golems are usually over 7 feet tall and have six arms.

Mud golems. One of the least beautiful of the golems, mud golems are thought to have originated as simplified versions of clay golems.



AMBER GOLEM

Large construct, neutral

Armor Class 16 (natural armor)

Hit Points 104 (11d10 +44)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	3 (-4)	12 (+1)	1 (-5)

Damage Immunities poison, bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but cannot speak

Challenge 7 (2,900xp)

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

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

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

ACTIONS

Multiattack. The golem makes three melee attacks: one bite and two claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

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

57. *The Gate of the Silver Keys*



BONE GOLEM, LESSER

Medium construct, neutral

Armor Class 12

Hit Points 45 (7d8 +14)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities necrotic; poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, but cannot speak

Challenge 3 (700xp)

Berserk. Whenever the golem starts its turn with 20 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points. The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 20 hit points or fewer, the golem might go berserk again.

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

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

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

ACTIONS

Multiattack. The golem makes four melee attacks.

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

27. Consultation Room

BONE GOLEM, GREATER

Medium construct, neutral

Armor Class 16 (iron banding)

Hit Points 93 (11d8 +44)

Speed 30 ft

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

Damage Immunities necrotic; poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, but cannot speak

Challenge 5 (1,800xp)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points. The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

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

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

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

Necrotic Absorption. Whenever the golem is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

ACTIONS

Multiattack. The golem makes six melee attacks.

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

MUD GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft, burrow (mud only) 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

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

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

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but cannot speak

Challenge 8 (3,900xp)

Berserk: Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Freeze. If the golem takes cold damage, it partially freezes; until the end of its next turn its speed is reduced by 10 feet and its armor class increases by 2.

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

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

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

Mud Slide. The golem can burrow through mud or walk on top of mud without sinking. While doing so, the golem doesn't disturb the material it moves through. The golem ignores the effects of difficult terrain due to mud.

ACTIONS

Multiattack. The golem makes two slam attacks or one hug attack.

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

Hug: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 22 (5d6 +5) bludgeoning damage and the target is grappled (escape DC 18). Until the grapple ends, the target takes 33 (8d6 +5) bludgeoning damage at the beginning of each of its turns and the golem cannot use its hug or slam attacks on another target.

GREATER MUD GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft, burrow (mud only) 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities poison, psychic, bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but cannot speak

Challenge 10 (5,000xp)

Berserk: Whenever the golem starts its turn with 70 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Freeze. If the golem takes cold damage, it partially freezes; until the end of its next turn its speed is reduced by 10 feet and its armor class increases by 2.

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

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

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

Mud Slide. The golem can burrow through mud or walk on top of mud without sinking. While doing so, the golem doesn't disturb the material it moves through. The golem ignores the effects of difficult terrain due to mud.

ACTIONS

Multiattack. The golem makes two slam attacks or one hug attack.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Haste (Recharge 5–6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

Hug: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 39 (6d10 + 6) bludgeoning damage and the target is grappled (escape DC 18). Until the grapple ends, the target takes 50 (8d10 + 6) bludgeoning damage at the beginning of each of its turns and the golem cannot use its hug or slam attacks on another target.

HALF DRAGON CHIMERA

This chimera has a blue, scaled body and a central head of a blue dragon, flanked by the heads of a goat and a lion.

HALF DRAGON CHIMERA

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	7 (-2)	14 (+2)	11 (+0)

Skills Perception +8

Damage Resistances lightning

Senses blindsight 10 ft., darkvision 60 ft, passive Perception 18

Languages Draconic

Challenge 7 (2,900 xp)

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

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

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

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

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

62. First Guardian

HYDRA

THREE-HEADED HYDRA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-5)	10 (+0)	7 (-2)

Skills Perception +6

Senses darkvision 60 ft, passive Perception 16

Languages –

Challenge 6 (2,300 xp)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has three heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

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

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

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.



69. Fourth Guardian

VILE HYDRA

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-5)	10 (+0)	7 (-2)

Damage Immunities Acid

Skills Perception +8

Senses darkvision 60 ft., passive Perception 16

Languages –

Challenge 10 (5,900 xp)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

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

Vitriolic Reaction. If the hydra loses a head, its acid spit recharges.

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

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads. If it can use its acid spit, it can substitute it for one of the bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and 7 (2d6) acid damage.

Acid Spit (Recharge 5–6). The hydra spits acid at a point it can see within 40 feet of it. Each creature within 10 feet of the point of impact must make a DC 16 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

KILLER BEE SWARM

Killer bees can reach three inches in length and can sting repeatedly.

KILLER BEE SWARM

Medium swarm of tiny beasts, unaligned

Armor Class 12

Hit Points 27 (6d8)

Speed 10 ft., climb 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	1 (-5)	8 (-1)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10 ft., passive Perception 9

Languages –

Challenge 1 (200 xp)

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

ACTIONS

Stings. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 15 (6d4) piercing damage and 7 (2d6) poison damage, or 7 (3d4) piercing damage and 3 (1d6) poison damage if the swarm has half of its hit points or fewer.

29. Reliquary Storage

KILLER TREE

Killer trees can look like a variety of tree species, as they gradually change to match their surroundings over days. In an encounter, they are functionally immobile, but they can slowly crawl across the forest floor, covering about 10 feet per hour.

KILLER TREE

Huge plant, unaligned

Armor Class 15 (natural armor)

Hit Points 95 (10d12+30)

Speed 0 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	17 (+3)	4 (-3)	13 (+1)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Skills Perception +4 Stealth +2

Senses passive Perception 14

Languages –

Challenge 5 (1,800 xp)

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

Tentacle Branches. The tree can have up to four tentacles at a time. Each tentacle can be attacked (AC 15; 18 hit points; immunity to poison and psychic damage). Destroying a tentacle deals no damage to the tree, which will eventually regrow it. A tentacle can also be broken if a creature takes an action and succeeds on a DC 20 Strength check against it.

ACTIONS

Multiattack: The tree makes four attacks with its tentacles, uses Reel, and makes one attack with its bite.

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage and the target must make a DC 15 Constitution saving throw or be *Stunned* for one round.

Tendrils: *Melee Weapon Attack:* +7 to hit, reach 20 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and the tree can't use the same tentacle on another target.

Reel: The tree pulls each creature grappled by it up to 15 feet straight toward it.

LIVING STATUE

Living statues are animated sculptures. They may take any form, but are often humanoid.



13. *The Forest of Doom*

AMBER LIVING STATUE

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 52 (8d8 +16)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

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

Languages –

Challenge 2 (450 xp)

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

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

ACTIONS

Touch of Chaos. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* Roll 1d6 to determine the effect:

- 1 *bless* (as the spell)
- 2 *bane* (as the spell)
- 3 *flesh to stone* (as the spell)
- 4 magical gift (see below)
- 5 *enhance ability* (as the spell, ability chosen randomly)
- 6 *contagion* (as the spell)

Spell save DC 12, durations are permanent unless dispelled or otherwise magically reversed.

The magical gift will be one of the following (roll 1d8):

- 1 *Brooch of Shielding*, DMG p. 156
- 2 *Chime of Opening*, DMG p. 158
- 3 *Driftglobe*, DMG p. 166
- 4 *Figurine of Wondrous Power – Amber Phoenix* (See Appendix D: New Items)
- 5 *Medallion of Thoughts*, DMG p. 181
- 6 *Periapt of Health*, DMG p. 184
- 7 *Ring of Warmth*, DMG p. 193
- 8 *Stone of Good Luck*, DMG p.205

Once a statue uses its Touch of Chaos, it returns to its original placement and becomes inanimate.

CRYSTAL LIVING STATUE

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 45 (7d8 +14)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

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

Languages –

Challenge 2 (450 xp)

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

Flowing Movement. Crystal living statues are often designed to perform specific dances. When dancing, they use Dexterity for checks and have advantage on Dexterity (Performance) checks.

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

Shard Blast. As a reaction when the statue is first reduced to less than one half of its maximum hit points, it may spray shattered crystal shards in a 10 ft. radius. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The statue makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Random Encounters – Castle Amber

IRON LIVING STATUE

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 68 (8d8 +32)

Speed 20 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	19 (+4)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

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

Languages –

Challenge 3 (700xp)

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

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

Absorb Metal. As a reaction when the statue struck with a nonmagical metal weapon, it can absorb the weapon and hold it fast. The statue takes normal damage from the attack, but the attacker must make a DC 14 Strength saving throw. On a failed save, the weapon is stuck inside the statue and wrenched from the attacker's grip. The weapon cannot be removed unless the statue is slain.

ACTIONS

Multiattack. The statue makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Random Encounters – Castle Amber

ROCK LIVING STATUE

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 85 (10d8 +40)

Speed 20 ft

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

Damage Immunities poison, psychic

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

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

Languages –

Challenge 4 (1,100xp)

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

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

ACTIONS

Multiattack. The statue makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Lava Splash (Recharge 5-6). The statue sprays molten rock from its fingertips in a 15ft cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one.

Random Encounters – Castle Amber

LUPIN

Lupins are humanoids with human-like bodies and dog-like heads. They are covered in fur and live in tribal groups. In Eberron, they can be found in the Eldeen Reaches, but there is some speculation that they are not native to Khorvaire. Lupins will sometimes ride trained dire wolves.

LUPIN

Medium humanoid (lupin), neutral good

Armor Class 13 (studded leather armor)

Hit Points 22 (4d8 +4)

Speed 40 ft

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Lupin

Challenge ½ (100xp)

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

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

Zealous Strike (1/Day). The lupin can deal an extra 7 (2d6) damage on an attack.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage, or 5 (1d8+1) piercing damage if used with two hands to make a melee attack.

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

LUPIN LANCER

Medium humanoid (lupin), neutral good

Armor Class 16 (scale armor and shield)

Hit Points 45 (7d8 +14)

Speed 40 ft

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Lupin

Challenge 2 (450xp)

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

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

Zealous Strike (Recharge 6). The lupin can deal an extra 7 (2d6) damage on an attack.

Wolfrider. If the lupin is riding a dire wolf, the lupin can use a bonus action to order the wolf to take an attack on its turn.

Charge. If the lupin is riding a dire wolf and moves at least 20 feet straight towards a target and then hits with its lance attack on the same turn, the target takes an extra 4 (1d8) damage. If the target is a medium or smaller creature, it must make a DC 12 Strength saving throw or be knocked prone.

Actions

Lance. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d12+2) piercing damage.

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

20. The Wild Hunt



LUPIN CHAMPION

Medium humanoid (lupin), neutral good

Armor Class 16 (scale armor)

Hit Points 67 (9d8 +27)

Speed 40 ft

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Lupin

Challenge 3 (700xp)

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

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

Zealous Strike (Recharge 5-6). The lupin can deal an extra 7 (2d6) damage on an attack.

War Howl (1/Day). As a bonus action, the lupin lets loose a howl. All enemies within 30 ft who can hear the lupin and are not immune to the frightened condition must make a DC 12 Wisdom saving throw or be at disadvantage on all attack rolls until the end of the lupin's next turn.

ACTIONS

Multiattack. The lupin makes two melee weapon attacks.

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

MAGEN

Magen are variant flesh golems that have been given basic sentience. In Eberron, they were early prototypes of the warforged, but proved far too expensive and slow to produce. Despite their intelligence, magen are not truly alive like warforged and, while they are capable of independently interpreting directives, they do not have true free will. When a magen dies, its body bursts into flame and dissolves into smoke. There are a variety of different sorts of magen: deimos magen are the most basic sort, appearing almost like normal humans. Caldron magen are filled with acidic ichor and can stretch their limbs up to twenty feet. Galvan magen can store and release electricity. Hypnos magen were a failed attempt to give magen free will by making them psychically active. They do have psychic abilities, but they typically lack the initiative to do so unless following orders.

CALDRON MAGEN

Medium construct, neutral

Armor Class 13 (natural armor)

Hit Points 60 (8d8 +24)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	17 (+3)	7 (-2)	10 (+0)	7 (-2)

Damage Resistances poison, bludgeoning

Damage immunities acid

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses passive Perception 10

Languages Common

Challenge 2 (450xp)

Explosive Dissolution. When the magen reaches 0 hit points, it explodes and dies. Each creature within 5 feet must succeed at a DC 13 Dexterity saving throw or take 5 (2d4) fire damage and 7 (2d6) acid damage.

Grappler. The magen has advantage on attack rolls against any creature grappled by it.

Long step. The magen can take a 20 ft. step as a bonus action.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Wrap: *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* The target is grappled (escape DC 14). Until the grapple ends, the target takes 7 (2d6) acid damage at the beginning of each of its turns.

CALDRON MAGEN DISSOLVER

Medium construct, neutral

Armor Class 14 (natural armor)

Hit Points 105 (10d8 +40)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	7 (-2)	10 (+0)	7 (-2)

Damage Resistances poison, bludgeoning

Damage immunities acid

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses passive Perception 10

Languages Common

Challenge 4 (1,100xp)

Explosive Dissolution. When the magen reaches 0 hit points, it explodes and dies. Each creature within 5 feet must succeed at a DC 13 Dexterity saving throw or take 5 (2d4) fire damage and 7 (2d6) acid damage.

Grappler. The magen has advantage on attack rolls against any creature grappled by it.

Long step. The magen can take a 20 ft. step as a bonus action.

Spew acid (Recharge 5-6). The magen squirts acid in a 10 foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save or half damage on a successful save.

ACTIONS

Multiattack. The magen makes two slam attacks or one slam attack and one wrap attack..

Slam. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Wrap: *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* The target is grappled (escape DC 14). Until the grapple ends, the target takes 7 (2d6) acid damage at the beginning of each of its turns.

Random Encounters – Castle Amber, 49. Magen Vats

DEMOS MAGEN

Medium construct, neutral

Armor Class 12 (natural armor)

Hit Points 37 (5d8 +15)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	7 (-2)	10 (+0)	7 (-2)

Damage Resistances poison, bludgeoning

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses passive Perception 10

Languages Common

Challenge 1 (100xp)

Explosive Dissolution. When the magen reaches 0 hit points, it explodes and dies. Each creature within 5 feet must succeed at a DC 13 Dexterity saving throw or take 5 (2d4) fire damage.

ACTIONS

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

Random Encounters – Castle Amber, 49. Magen Vats

DEMOS MAGEN HALBERDIER

Medium construct, neutral

Armor Class 18 (plate armor)

Hit Points 37 (5d8 +15)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	7 (-2)	10 (+0)	7 (-2)

Damage Resistances poison, bludgeoning

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses passive Perception 10

Languages Common

Challenge 1 (100xp)

Explosive Dissolution. When the magen reaches 0 hit points, it explodes and dies. Each creature within 5 feet must succeed at a DC 13 Dexterity saving throw or take 5 (2d4) fire damage.

ACTIONS

Halberd. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

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

2. The Grand Salon

DEMOS MAGEN PUGILIST

Medium construct, neutral

Armor Class 13 (natural armor)

Hit Points 52 (7d8 +21)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	7 (-2)	10 (+0)	7 (-2)

Damage Resistances poison, bludgeoning

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses passive Perception 10

Languages Common

Challenge 2 (450xp)

Explosive Dissolution. When the magen reaches 0 hit points, it explodes and dies. Each creature within 5 feet must succeed at a DC 13 Dexterity saving throw or take 5 (2d4) fire damage.

Flurry. When the magen hits with a slam attack, it can use its bonus action to make an extra slam attack.

Light on its Feet. When the magen misses with a slam attack, it can use its bonus action to take the Dodge action.

ACTIONS

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

2. The Grand Salon

GALVAN MAGEN

Medium construct, neutral

Armor Class 16 (natural armor)

Hit Points 65 (10d8 +20)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Damage Resistances poison, bludgeoning

Damage immunities lightning

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses passive Perception 10

Languages Common

Challenge 3 (700xp)

Explosive Dissolution. When the magen reaches 0 hit points, it explodes and dies. Each creature within 5 feet must succeed at a DC 13 Dexterity saving throw or take 5 (2d4) fire damage and 7 (2d6) lightning damage.

Static shock. A melee weapon does extra lightning damage when the magen attacks with it (included in the attack).

ACTIONS

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and 10 (3d6) lightning damage.

Zap (Recharge 5-6). The magen releases a bolt of lightning in a 60 ft line. Each creature in that area must make a DC 12 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one.

Random Encounters – Castle Amber, 49. Magen Vats

GALVAN MAGEN STORM BATTERY

Medium construct, neutral

Armor Class 18 (natural armor)

Hit Points 90 (12d8 +36)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Damage Resistances poison, bludgeoning

Damage immunities lightning

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses passive Perception 10

Languages Common

Challenge 5 (1,800xp)

Explosive Dissolution. When the magen reaches 0 hit points, it explodes and dies. Each creature within 5 feet must succeed at a DC 14 Dexterity saving throw or take 5 (2d4) fire damage and 10 (3d6) lightning damage.

Static shock. A melee weapon does extra lightning damage when the magen attacks with it (included in the attack).

ACTIONS

Multiattack. The magen makes two melee weapon attacks.

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and 14 (4d6) lightning damage.

Zap (Recharge 5-6). The magen releases a bolt of lightning in a 60 ft line. Each creature in that area must make a DC 14 Dexterity saving throw, taking 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one.

REACTIONS

Battery powered. If the magen is subjected to lightning damage, it takes no damage and may immediately use its Zap ability as a reaction.

Random Encounters – Castle Amber, 49. Magen Vats

HYPNOS MAGEN

Medium construct, neutral

Armor Class 15 (natural armor)

Hit Points 78 (12d8 +24)

Speed 30 ft

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

Damage Resistances poison, bludgeoning

Damage immunities psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses passive Perception 11

Languages Common, telepathy 120 ft

Challenge 5 (1,800xp)

Explosive Dissolution. When the magen reaches 0 hit points, it explodes and dies. Each creature within 5 feet must succeed at a DC 13 Dexterity saving throw or take 5 (2d4) fire damage.

Innate Spellcasting: The magen's innate spellcasting ability is Charisma (spell save DC 12). The magen can innately cast the following spells, requiring no material components:

- **3/day each:** detect thoughts, hold person, shield, suggestion
- **1/day each:** confusion, hypnotic pattern

ACTIONS

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

Mind Spike (Recharge 4-6). One creature the magen can see must succeed on a DC 13 Intelligence saving throw or take 18 (4d8) psychic damage and be stunned for 1 round. A creature that succeeds on the save takes half damage and is not stunned.

Dominate (3/Day). The magen targets one humanoid it can see within 30 feet of it. The target must succeed on a DC 13 Wisdom saving throw or be magically charmed by the magen for one hour or until the magen stops concentrating. The charmed target is under the magen's control and can't take reactions, and the magen and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends.

Random Encounters – Castle Amber, 49. Magen Vats

MIDAS SQUIRREL

Midas squirrels are creatures of Thelanis, and cannot live outside of Thelanis or its manifest zones. Within these environs, they have the ability to transform acorns to gold, and they must then eat these golden acorns to survive.

MIDAS SQUIRREL

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 40 ft Climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	9 (-1)	2 (-4)	12 (+1)	6 (-2)

Senses Perception 11

Languages –

Challenge 0 (10 xp)

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

19. King Midas' Acorns

SALAMANDER

SALAMANDER NOBLE

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft

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

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage immunities fire

Senses darkvision 60 ft., passive Perception 12

Languages Ignan, Common

Challenge 7 (2,900xp)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

Innate Spellcasting: The salamander’s innate spellcasting ability is Charisma (spell save DC 13). The salamander can innately cast the following spells, requiring no material components:

- **3/day each:** *burning hands*, *flaming sphere*
- **1/day each:** *conjure elemental* (fire elemental only), *fireball*, *wall of fire*

ACTIONS

Multiattack. The salamander makes three attacks: two with its glaive and one with its tail.

Glaive. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can’t make tail attacks against other targets.

SEA TERROR

A sea terror is an aquatic monstrosity that resembles a large shark with powerful tentacles arrayed around its maw.

SEA TERROR

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 115 (11d10 + 55)

Speed 0 ft, swim 60 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	5 (-3)	12 (+1)	8 (-1)

Skills Perception +4 Stealth +4

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 14

Languages Understands Sahuagin but cannot speak

Challenge 7 (2,900xp)

Blood Frenzy. The sea terror has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Savage Rending. Any hit the sea terror scores with its bite attack against a creature it has restrained is a critical hit.

Water Breathing. The sea terror can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 5) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the sea terror can't use its tentacles on another target.

68. Water

GIANT SEA TERROR

Huge monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 0 ft, swim 60 ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	5 (-3)	12 (+1)	8 (-1)

Skills Perception +5 Stealth +5

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15

Languages Understands Sahuagin but cannot speak

Challenge 10 (5,900xp)

Blood Frenzy. The sea terror has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Deadly Maw. If the sea terror hits a target with its tentacle attack, it can spend a bonus action to make a bite attack against that target.

Savage Rending. Any hit the sea terror scores with its bite attack against a creature it has restrained is a critical hit.

Water Breathing. The sea terror can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 34 (5d10 + 7) piercing damage.

Tentacles. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the sea terror can't use its tentacles on another target.

68. Water

SLIME WORM

Slime worms are enormous worm-like creatures that specialize in ambushing their prey. The amphisbaena slime worm is a bizarre version with a head at either end.

SLIME WORM

Huge monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 126 (11d12+55)

Speed 20 ft, burrow 10 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	1 (-5)	8 (-1)	4 (-3)

Skills Stealth +3

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 19

Languages –

Challenge 8 (3,900xp)

Camouflage. The slime worm is covered with a sticky slime that allows it to bind loose objects to its back. If it is resting in an area where it is surrounded by similar material, it has advantage on Dexterity (Stealth) checks.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 17 (5d6) acid damage at the start of each of the worm's turns.

If the worm takes 20 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 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 worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

SLIME WORM, AMPHISBAENA

Huge monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 179 (16d12+75)

Speed 20 ft, burrow 10 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	1 (-5)	9 (-1)	4 (-3)

Skills Stealth +3

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 19

Languages –

Challenge 11 (3,900xp)

Camouflage. The slime worm is covered with a sticky slime that allows it to bind loose objects to its back. If it is resting in an area where it is surrounded by similar material, it has advantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. The worm makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 17 (5d6) acid damage at the start of each of the worm's turns.

If the worm takes 25 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 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 worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

51. *Lair of the Great Worm*

51. *Lair of the Great Worm*

TABAXI

Tabaxi are feline humanoids. Rules for tabaxi PCs can be found in *Volo's Guide to Monsters*.

TABAXI DEVOTEE

Medium humanoid (tabaxi), chaotic neutral

Armor Class 14 (leather armor)

Hit Points 22 (5d8)

Speed 30 ft Climb 20 ft.

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

Skills Acrobatics +5 Perception +3 Performance +4

Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 1 (100xp)

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

Burst of speed (1/day). The tabaxi may Dash as a bonus action.

Sneak Attack: Once per turn, the tabaxi deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the tabaxi that isn't incapacitated and the tabaxi doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The tabaxi makes three iron claw attacks.

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

Random Encounters – Castle Amber, 3. Study, 9. Bedroom (Richard's Den), 20. The Wild Hunt

TABAXI FLAME ZEALOT

Medium humanoid (tabaxi), chaotic neutral

Armor Class 16 (leather armor +1)

Hit Points 65 (10d8 +20)

Speed 30 ft Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	17 (+3)

Skills Acrobatics +6 Perception +4 Performance +5

Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 4 (1,100xp)

Mobility. The tabaxi gains +4 AC against opportunity attacks.

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

Burst of speed (1/day). The tabaxi may Dash as a bonus action.

Sneak Attack: Once per turn, the tabaxi deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the tabaxi that isn't incapacitated and the tabaxi doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The tabaxi makes three iron claw attacks.

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

Reactions

Burning Claw. When the tabaxi takes damage from a melee attack, she may immediately make an iron claw attack against her attacker. If it hits, this attack does an additional 9 (2d8) fire damage.

Random Encounters – Castle Amber, 3. Study, 9. Bedroom (Richard's Den)



TABAXI DREAMSEEKER

Medium humanoid (tabaxi), chaotic neutral

Armor Class 17 (mage armor)

Hit Points 90 (12d8 +36)

Speed 30 ft Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	13 (+1)	14 (+2)	19 (+4)

Skills Acrobatics +6 Arcana +3 Perception +3

Performance +6 Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 5 (1,800xp)

Mobility. The tabaxi gains +4 AC against opportunity attacks.

Burst of speed (1/day). The tabaxi may Dash as a bonus action.

Spellcasting. The tabaxi is a 9th-level spellcaster. Her spellcasting ability is Charisma (Spell save DC 16, +7 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips (at will): *dancing lights*, *green flame blade*, *mage hand*, *minor illusion*, *ray of frost*

1st-level (4 slots): *disguise self*, *mage armor*, *magic missile*

2nd-level (3 slots): *mirror image*, *misty step*, *phantasmal force*

3rd-level (3 slots): *blink*, *lightning bolt*

4th-level (3 slots): *sickening radiance*

5th-level (1 slot): *cone of cold*

ACTIONS

Multiattack. The tabaxi makes two iron claw attacks.

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

REACTIONS

Defensive casting. When the tabaxi is hit by a weapon attack, she may cast a cantrip with the attacker as the target.

Luck Manipulation (2/Day). The tabaxi may use her reaction to give advantage or disadvantage to an attack roll, ability check, or saving throw of anyone she can see.

Random Encounters – Castle Amber

THOUL

Thouls are hobgoblins who have been magically enhanced with traits of ghouls and trolls. Visually, they are usually indistinguishable from hobgoblins.

THOUL

Medium humanoid (goblinoid), neutral evil

Armor Class 13 (hide armor)

Hit Points 26 (5d8 +8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	9 (-1)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 2 (450xp)

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

Regeneration. The thoul regains 5 hit points at the start of its turn. If the thoul takes acid or fire damage, this trait doesn't function at the start of the thoul's next turn. The thoul dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The thoul makes two attacks: one with its claws and one with its longsword or two with its claws.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage or 7 (1d10+2) slashing damage if used in two hands.

Random Encounters – Castle Amber

TROAR

Troars are the product of magical experimentation that involves giant boars devouring live trolls. The resulting creature is a warped giant boar with regenerative properties.

TROAR

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 105 (10d10+50)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 11

Languages –

Challenge 6 (1,100xp)

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

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

Charge. If the troar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

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

ACTIONS

Multiattack. The troar makes two tusk attacks.

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

Random Encounters – Indoor Forest



VAMPIRE ROSE

Vampire roses are predatory bushes that feed off the blood of other creatures.

VAMPIRE ROSE BUSH

Medium plant, unaligned

Armor Class 13 (natural armor)

Hit Points 38 (7d8+7)

Speed 10 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	3 (-4)	10 (+0)	8 (-1)

Damage Vulnerabilities fire

Damage Resistances piercing

Skills Stealth +2

Senses passive Perception 10

Languages –

Challenge 3 (700 xp)

False Appearance. While the vampire rose remains motionless, it is indistinguishable from a normal rose bush.

Hypnotic Injection. The vampire rose may use a bonus action to inject a grappled creature with a hypnotic anesthetic. The target must make a DC 13 Wisdom saving throw or be *Incapacitated*. An incapacitated character may make a new saving throw after taking damage. If it succeeds, it is no longer incapacitated, but is still grappled.

Blood Drain. If the vampire rose begins its turn with a creature grappled, it deal 9 (2d8) points of damage.

ACTIONS

Thorn Whip. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* The target take 5 (1d8 + 1) piercing damage and is grappled (escape DC 13).

22. Flowers of Evil

WHITE APE

Medium beast, unaligned

Armor Class 12

Hit Points 37 (5d8+15)

Speed 30 ft, climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	6 (-2)

Skills Athletics +6 Perception +3 Stealth +2

Senses darkvision 120 ft., passive Perception 13

Languages –

Challenge 1 (200 xp)

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

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* The target take 11 (2d6 + 4) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +6 to hit, range 25/50 ft., one creature. *Hit:* The target take 7 (1d6 + 4) bludgeoning damage.

35. Ballroom

WHITE APE

White apes are large, nocturnal gorilla-like primates that live in caves.

WYVERN

Most wyverns are the lesser kin of dragons, but a few wyverns can begin to rival their more famous cousins.

GREATER WYVERN

Huge dragon, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	7 (-2)	13 (+1)	7 (-2)

Skills Perception +4

Senses darkvision 60 ft, passive Perception 14

Languages understands Draconic

Challenge 8 (3,900 xp)

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. 20 (4d6 + 6) piercing damage. The target must make a DC 17 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

HALF DRAGON GREATER WYVERN

Huge dragon, unaligned

Armor Class 16 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	19 (+4)	11 (+0)	13 (+1)	12 (+1)

Damage Resistances Poison

Saving Throws Dex +5 Con +8 Wis +5

Skills Perception +4

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

Languages Draconic

Challenge 10 (3,900 xp)

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. 20 (4d6 + 6) piercing damage. The target must make a DC 17 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

Poison Breath (Recharge 5–6). The wyvern exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 49 (14d6) poison damage on a failed save, or half as much damage on a successful one.

64. Air

64. Air

APPENDIX B: NON-PLAYER CHARACTERS

AMBROSE

61. *The Potion of Time Travel*

Ambrose is a young priest who was sent to Ximes by the Archbishop of Averoine to investigate Azedarc, who was suspected of sorcery.

AMBROSE

Medium humanoid (human), lawful good

Armor Class 11

Hit Points 32 (5d8 + 10)

Speed 30 ft

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

Skills Investigation +4, Religion +4

Senses passive Perception 13

Languages Common

Challenge 1/4 (50 xp)

ACTIONS

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

ANDREW DAVID AMBER

20. *The Wild Hunt*

As a child, Andrew David was kidnapped by caprae, and was raised among them until he was rescued by his brother, Richard. He considers himself as much beast and fey as he does human, and he rarely leaves the indoor forest. He is married to Isidora Amber.

Andrew Davis makes effective use of his ranger spells, both in combat and out. He is likely to spy upon the PCs with *beast sense*. When the Hunt rides, he uses *pass without trace*. In combat, he will use both *hunters mark* and *ensnaring strike*.

The indoor forest is his creation. After his rescue, he never felt at home until he began turning the family gardens into his own reflection of Thelanis. When he married Isidora, she began to aid him in his transformations. He is extremely protective of the forest and its inhabitants. He is aware of Kavitha and her true nature and is wary of her.

ANDREW DAVID AMBER

Medium humanoid (human?), chaotic evil

Armor Class 16 (breastplate)

Hit Points 71 (11d8 + 22)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	13 (+1)	13 (+1)	12 (+1)

Saving Throws Strength +6 Dexterity +3

Skills Animal Handling +4 Athletics +6 Nature +4

Perception +4 Survival +4 (Stealth +10 with *pass without trace*)

Senses passive Perception 14

Languages Common, Sylvan

Challenge 5 (1,800xp)

Natural Explorer. When tracking other creatures in the indoor forest, Andrew David learns their exact number, their sizes, and how long ago they passed through the area. In the indoor forest, any group Andrew David travels with ignores difficult terrain.

Spellcasting. Andrew David is a 9th-level spellcaster. His spellcasting ability is Wisdom (Spell save DC 12, +4 to hit with spell attacks). He knows the following Ranger spells:

- 1st-level (4 slots): *animal friendship*, *hunter's mark*, *ensnaring strike*
- 2nd-level (3 slots): *beast sense*, *pass without trace*
- 3rd level (2 slots): *conjure animals*

ACTIONS

Multiattack. Andrew David makes two melee weapon attacks.

Lance. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Flail +1. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

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

Andrew David carries a *flail* +1 and a *potion of greater healing*, and he wears a *ring of plant control* (see Appendix D: New Items). His breastplate has a beautifully enameled pattern of leaves on it, and is worth 750 gp.

AZEDARC

61. *The Potion of Time Travel*

Azedarc is a corrupt wizard who has infiltrated the church of Averoigne and become the bishop of Ximes. He has mastered the secrets of time travel and once lived 700 years in the past. His closest companion and trusted aide is Jehan Mauvaissoir.



AZEDARC

Medium humanoid (human), lawful evil

Armor Class 14 (mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	20 (+5)	16 (+3)	17 (+3)

Damage Resistances damage from spells

Skills Arcana +9, Deception +7, Religion +9

Senses passive Perception 13

Languages Common, Infernal, Primordial

Challenge 9 (5,000 xp)

Arcane Recovery (1/Day). When Azedarc finishes a short rest, he recovers up to 7 levels of spell slots, though none of these may be 6th-level or higher.

Arcane Ward. When Azedarc casts an abjuration spell of 1st-level or higher, he creates a magical ward that lasts until he finishes a long rest. The ward has 33 hit points. Whenever he takes damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, he takes any remaining damage.

While the ward has 0 hit points, it can't absorb damage. but whenever he casts an abjuration spell, the ward regains a number of hit points equal to twice the level of the spell.

Spell Resistance. Azedarc has advantage on saving throws against spells.

Spellcasting. Azedarc is a 14th-level spellcaster. His spellcasting ability is Intelligence (Spell save DC 17, +9 to hit with spell attacks). He has prepared the following wizard spells:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *minor illusion*, *prestidigitation*

1st-level (4 slots): *cause fear*, *mage armor*, *magic missile*, *shield*, *sleep*

2nd-level (3 slots): *arcane lock*, *detect thoughts*, *suggestion*

3rd-level (3 slots): *clairvoyance*, *lightning bolt*, *nondetection*

4th-level (3 slots): *gibberish* (see Appendix C: *Character Options*), *dimension door*, *phantasmal killer*, *stoneskin*

5th-level (2 slots): *enervation*, *scrying*

6th-level (1 slot): *mass suggestion*

7th-level (1 slot): *symbol*

ACTIONS

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

CATHERINE AMBER

34. Throne Room

If Catherine possesses a PC, many of her capabilities will depend upon the body she inhabits. She will bring some significant capabilities with her, however, including her spellcasting.



CATHERINE AMBER

Medium humanoid (human), chaotic evil

Armor Class as PC

Hit Points as PC

Speed as PC

STR	DEX	CON	INT	WIS	CHA
—	—	—	17 (+3)	9 (-1)	16 (+3)

Damage Resistances psychic

Skills Deception +7, Intimidation +7

Senses passive Perception 9

Languages Common, Draconic

Challenge 9 (3,900xp)

Arcane Recovery (1/Day). When Catherine finishes a short rest, he recovers up to 6 levels of spell slots, though none of these may be 6th-level or higher.

Portent. When Catherine finishes a long rest, roll two d20 and record the numbers rolled. She can replace any attack roll, saving throw, or ability check made by her or a creature that she can see with one of these foretelling rolls. She must choose to do so before the roll, and she can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When she finishes a long rest, she loses any unused foretelling rolls.

Expert Divination. When Catherine casts a divination spell of 2nd-level or higher using a spell slot, she regain one expended spell slot. The slot she regains must be of a level lower than the spell cast and can't be higher than 5th-level.

The Third Eye. Catherine can use an action to choose one of the following, which lasts until she is incapacitated or takes a short or long rest. She can't use the feature again until she finishes a rest.

- **Darkvision:** She gains darkvision out to a range of 60 feet.
- **Ethereal Sight:** She can see into the Ethereal Plane within 60 feet.
- **Greater Comprehension:** She can read any language.
- **See Invisibility:** She can see invisible creatures and objects within 10 feet that are within line of sight.

Spellcasting. Catherine is a 13th-level spellcaster. Her spellcasting ability is Intelligence (Spell save DC 15, +7 to hit with spell attacks). She has prepared the following wizard spells:

Cantrips (at will): *fire bolt*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*
 1st-level (4 slots): *charm person*, *magic missile*, *shield*, *unseen servant*
 2nd-level (3 slots): *detect thoughts*, *mirror image*
 3rd-level (3 slots): *clairvoyance*, *counterspell*, *lightning bolt*
 4th-level (3 slots): *arcane eye*, *greater invisibility*
 5th-level (2 slots): *dominate person*, *cone of cold*
 6th-level (1 slot): *chain lightning*, *magic jar*
 7th-level (1 slot): *prismatic spray*

ACTIONS

As the possessed PC

REACTIONS

Defensive casting. When the Catherine is hit by a weapon attack, she may cast a cantrip with the attacker as the target.

CHARLES AMBER

30. Chapel Library

Charles has always lived in the shadow of his sister. He dedicated his life to study and became an acolyte under Simon. The works he read opened new doors, however, and he made a pact with the darkness to gain arcane power.



CHARLES AMBER

Medium humanoid (human), chaotic neutral

Armor Class 14 (mage armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft

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

Damage Resistances necrotic

Saving Throws Wisdom +3 Charisma +5

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

Senses normal vision in magical/nonmagical darkness 120 ft., passive Perception 10

Languages Common, Abyssal, Elvish, telepathy 30 ft.

Challenge 6 (3,900xp)

Ritual Casting. Charles has a book of shadows with the following spells, which he can cast as rituals:

comprehend languages, detect magic, purify food and drink, unseen servant, gentle repose, silence. If Charles dies, the book turns to ash.

One of the Dead: Undead must make a DC 13 Wisdom saving throw in order to attack Charles. He can influence undead with Charisma (Persuasion) and Charisma (Intimidate) checks and has advantage on these checks when dealing with undead.

Strength from the Living: When a creature within 20 feet of Charles takes necrotic damage, he gains temporary hit points equal to half the damage taken.

Spellcasting. Charles is a 9th-level spellcaster. his spellcasting ability is Charisma (Spell save DC 13, +5 to hit with spell attacks). He knows the following sorcerer spells:

At will: *chill touch, eldritch blast, friends, mage hand, message, prestidigitation, thaumaturgy, mage armor, speak with dead, confusion*
 1st – 5th-level (2 slots): *animate dead, counterspell, darkness, dimension door, dispel magic, enervation, hex, hold monster, remove curse, vampiric touch*

ACTIONS

Bone Dagger +1. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6+2) necrotic damage. See, *Bone Dagger* in Appendix D: New Items for details.

Charles wears a ring of spell storing into which Simon (with +5 Wisdom bonus) has cast *cure wounds* and *dispel magic*.

CLAUDE AMBER

36. Library

Claude is not violent, but he will defend himself and his friends. He is very close to the lupin, who have accepted him as one of their own. He considers them a second family. Thermistius is a friend and ally.

CLAUDE AMBER

Medium humanoid (human?), lawful good

Armor Class 19 (plate)

Hit Points 135 (18d8 + 54)

Speed 30 ft

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

Damage Resistances fire

Condition Immunities frightened

Saving Throws Wisdom +7 Charisma +8

Skills History +5 Insight +7 Persuasion +8 Religion +7

Senses passive Perception 14

Languages Common, Dwarfish, Giant

Challenge 7 (2,900xp)

Lay on Hands. As an action, Claude can heal wounds, cure diseases, or neutralize poisons by touch. Each day, he can cure up to 50 points of damage. Curing a disease or neutralizing a poison is equivalent to healing 5 points of damage.

Divine Aura. Claude and his allies within 10 ft gain a +4 bonus to saving throws while he is conscious and are immune to being frightened.

Divine Smite. When Claude hits a creature with a melee weapon attack, he can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell-level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8

Spellcasting. Claude is a 10th-level spellcaster. His spellcasting ability is Charisma (Spell save DC 16, +8 to hit with spell attacks). He knows the following Paladin spells:

1st-level (4 slots): *bless, cure wounds, protection from evil and good, purify food and drink, sanctuary, sleep*

2nd-level (3 slots): *branding smite, calm emotions, hold person, locate object, zone of truth*

3rd-level (2 slots): *counterspell, create food and water, hypnotic pattern, remove curse*

ACTIONS

Multiattack. Claude makes three melee weapon attacks.

Silverblade Halberd +1. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

REACTIONS

Rebuke the Violent (Recharges on a short rest).

Immediately after an attacker within 30 feet deals damage with an attack against a creature other than him, Claude can use his reaction to force the attacker to make a Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

Guardian Aura. When a creature within 10 ft takes damage, Claude can use his reaction to choose to take that damage instead.

Claude's halberd is made of magically strengthened silver and it glows in the presence of lycanthropes. See Silverblade Halberd in Appendix D: New Items. He has a *feather token* (bird) tucked into his belt (though he won't use it inside), and he wears a *ring of fire resistance*.



GASPARD DU NORD

59. The Viper-Circled Mirror

Gaspard du Nord was a student of Nathaire. While he was fascinated by magic, he was uncomfortable with the darker aspects of it and gave up his studies. He will support the PCs with his spells and local influence if they are willing to fight the colossus.

GASPARD DU NORD

Medium humanoid (human), neutral good

Armor Class 14 (mage armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft

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

Skills Arcana +5, Investigation +5, Perception +3

Senses passive Perception 13

Languages Common, Infernal

Challenge 3 (700 xp)

Spellcasting. Gaspard is a 6th-level spellcaster. His spellcasting ability is Intelligence (Spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

- Cantrips (at will): *light*, *message*, *mage hand*, *ray of frost*
- 1st-level (4 slots): *alarm*, *mage armor*, *protection from evil and good*
- 2nd-level (3 slots): *detect thoughts*, *gentle repose*, *levitate*
- 3rd-level (3 slots): *dispel magic*, *fly*, *remove curse*

ACTIONS

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

GÉRARD DE L'AUTOMNE

Random Encounters – Averaigne

Gérard is a troubadour, but he does not practice bardic magic.

GÉRARD DE L'AUTOMNE

Medium humanoid (human), chaotic good

Armor Class 17 (chain shirt and shield)

Hit Points 104 (16d8 +32)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	9 (-1)	14 (+2)	16 (+3)

Saving Throws Con +5, Cha +6

Skills Athletics +5, Performance +6, Persuasion +6

Senses passive Perception 12

Languages Common

Challenge 7 (2,900xp)

Improved Critical. Gérard scores a critical hit on attacks when he rolls a 19 or 20.

Indomitable (2/day): Gérard rerolls a failed saving throw.

Lightfooted. Gérard can take the Dash or Disengage action as a bonus action on each of his turns.

ACTIONS

Multiattack. Gérard makes three melee weapon attacks.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Lunge (Recharge 5-6): *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

REACTIONS

Parry. Gérard adds 3 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

GILLES GRENIER

Random Encounters – Averaigne

Gilles Grenier makes his living selling potions, particularly love potions. Lately, however, his attempts at creating love potions have resulted in *potions of rage* (see Appendix D: New Items for details)

GILLES GRENIER

Medium humanoid (human), chaotic neutral

Armor Class 14 (mage armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	16 (+3)	9 (-1)	11 (+0)

Skills Arcana +6, Nature +6

Senses passive Perception 9

Languages Common, Infernal

Challenge 3 (700 xp)

Arcane Recovery (1/Day). When Gilles finishes a short rest, he recovers up to 3 levels of spell slots.

Spellcasting. Gilles is a 6th-level spellcaster. His spellcasting ability is Intelligence (Spell save DC 13, +5 to hit with spell attacks). He has prepared the following wizard spells:

- Cantrips (at will): *dancing lights*, *friends*, *poison spray*, *prestidigitation*
- 1st-level (4 slots): *brew* (see Appendix C: Character Options), *charm person*, *mage armor*, *sleep*
- 2nd-level (3 slots): *hold person*, *melf's acid arrow*, *locate object*
- 3rd-level (3 slots): *bestow curse*, *lightning bolt*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+1) piercing damage.

Gilles carries a *potion of greater healing*, a *potion of poison*, and a *potion of rage* (see Appendix D: New Items).

ISABEL AMBER

Random Encounters – Castle Amber

Isabel is an ambitious and talented young arcanist who sees a path for herself to eventually lead the family. She knows that Stephen is missing and is well aware that all is not right in the castle. She could potentially serve as a resource for the PCs, though convincing her to help may not be easy, as she is tightly focused on her own ambition and self interest. Bringing Stephen back would present a major barrier to her plans.

Isabel is arrogant and self-centered, but does not go out of her way to be cruel (though neither does she avoid it). She will dismiss the opinions and priorities of others unless they match up with hers. She will show off and, as a result, has a tendency to favor higher level spells. Similarly, she will use her Master Transmuter ability with little hesitation.



In addition to her Arcana Staff (see Appendix D: New Items), Isabel carries a potion of speed and scrolls of *dispel magic*, *charm monster*, and *globe of invulnerability*. Isabel's necklace has a dragonshard spellbook in it with the following spells:

- 1st-level: comprehend languages, detect magic, magic missile, shield
- 2nd-level: alter self, rope trick, web
- 3rd-level: clairvoyance, counterspell, dispel magic, sending, slow
- 4th-level: dimension door, polymorph, stoneskin

- 5th-level: animate objects, telekinesis, wall of stone
- 6th-level: disintegrate, mass suggestion
- 7th-level: teleport

ISABEL AMBER

Medium humanoid (human), chaotic evil

Armor Class 16 (mage armor, ring of protection)

Hit Points 91 (14d8 +28)

Speed 30 ft (40 ft. with Transmuter's Stone)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	20 (+5)	13 (+1)	19 (+4)

Saving Throws Intelligence +9 Wisdom +5

Skills Arcana +9, Insight +5, Intimidation +8

Senses passive Perception 11

Languages Common, Draconic, Elvish, Sylvan

Challenge 9 (3,900xp)

Arcane Recovery (1/Day). When Isabel finishes a short rest, he recovers up to 7 levels of spell slots, though none of these may be 6th-level or higher.

Improved Ranged Spell Attacks. When Isabel makes a ranged spell attack using her arcana staff as an arcane focus, she has +11 to hit and her range is doubled.

Spellcasting. Isabel is a 14th-level spellcaster. Her spellcasting ability is Intelligence (Spell save DC 17, +9 to hit with melee spell attacks, +11 to hit with ranged spell attacks). She has prepared the following wizard spells:

- Cantrips (at will): fire bolt, mage hand, message, minor illusion, prestidigitation
- 1st-level (4 slots): charm person, mage armor, magic missile, shield
- 2nd-level (3 slots): alter self*, rope trick*, scorching ray
- 3rd-level (3 slots): clairvoyance, counterspell, lightning bolt, slow*
- 4th-level (3 slots): confusion, greater invisibility, polymorph*, stoneskin*
- 5th-level (2 slots): animate objects*, wall of force
- 6th-level (1 slot): disintegrate*
- 7th-level (1 slot): teleport

Transmuter's Stone. Isabel carries a magic stone she crafted that gives the bearer one of the following effects:

- Darkvision out to a range of 60 feet.

- An increase to speed of 10 feet while she is unencumbered
- Proficiency in Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage (her choice)

Each time Isabel cast a transmutation spell of 1st level or higher (marked with * above), she can change the effect of your stone if the stone is on her person. By default, she gives herself an increased speed.

ACTIONS

Arcana Staff +2. *Melee Weapon Attack:* +7 to hit, reach 5 ft. one target. *Hit:* 5 (1d6+3) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage

Master Transmuter (1/Day). Isabel may use an action and choose one of the following effects. If she does, her transmuter's stone is destroyed and can't be remade until she finishes a long rest.

- Major Transformation:** Isabel can spend 10 minutes handling one nonmagical object – no larger than a 5-foot cube – to transform it into another nonmagical object of similar size and mass and of equal or lesser value.
- Panacea:** Isabel removes all curses, diseases, and poisons affecting a creature that she touches. The creature also regains all its hit points.
- Restore Life:** Isabel casts the raise dead spell on a creature she touches, without expending a spell slot.
- Restore Youth:** Isabel touches a willing creature, and that creature's apparent age is reduced by 3d10 years, to a minimum of 13 years. This effect doesn't extend the creature's lifespan.

Shapechanger (1/short or long rest). Isabel can cast polymorph without expending a spell slot. When she does so, she can target only herself and transform into a beast whose challenge rating is 1 or lower.

ISIDORA AMBER

Random Encounters – Indoor Forest

Isidora is Andrew David's wife. She helped him develop the indoor forest and now she tends the plants there, including the more dangerous ones. She will happily show off her creations to the PCs. After all, the vampire roses are thirsty, and they are her favorite. If forced into combat, she will use *call lightning*. The sound will summon the Wild Hunt. She will then flee, using wild shape if needed, and lead the PCs to one of the pit traps or the

killer trees to gain some time. At this point she will begin summoning fey and calling the denizen's of the forest to her aid.

Isidora wears *slippers of spider climbing*. She has a bracelet with a perfect agate (worth 1,000 gp) set into it. This agate will be consumed if she casts *awaken*.

ISIDORA AMBER

Medium humanoid (tiefling), chaotic evil

Armor Class 16 (barkskin)

Hit Points 71 (11d8 +22)

Speed 30 ft, climb 30 ft (with slippers of spider climbing)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	14 (+2)	20 (+5)	15 (+2)

Damage Resistances Fire

Saving Throws Intelligence +5 Wisdom +8

Skills Nature +5 Perception +8 Survival +8

Senses darkvision 60 ft., passive Perception 18

Languages Common, Druidic, Infernal, Sylvan

Challenge 7 (2,900xp)

Innate Spellcasting: Isidora's innate spellcasting ability is Charisma(spell save DC 12). She can innately cast the following spells, requiring no material components:

- **at will:** *thaumaturgy*
- **1/day each:** *hellish rebuke*, *darkness*

Spellcasting. Isidora is an 11th-level spellcaster. Her spellcasting ability is Wisdom (Spell save DC 16, +8 to hit with spell attacks). She knows the following druid spells: Cantrips (at will): *druidcraft*, *mold earth*, *produce flame*, *shillelagh*

1st-level (4 slots): *animal friendship*, *cure wounds*, *faerie fire*

2nd-level (3 slots): *barkskin*, *heat metal*, *moonbeam*

3rd-level (3 slots): *animal head* (see Appendix C: Character Options), *dispel magic*, *plant growth*, *speak with plants*

4th-level (3 slots): *awaken*, *conjure woodland beings*,

5th-level (2 slots): *scrying*, *tree stride*

6th-level (1 slots): *heal*, *wall of thorns*

Wild Shape (2/Day). Isidora may spend a bonus action to transform into a beast of CR 3 or less. She can remain in this form for 5 hours. She reverts back if she spends a bonus action to do so, falls unconscious, drops to 0 hit points, or dies. While transformed, Isidora:

- has her game statistics are replaced by the statistics of the beast, but retains her alignment,

personality, and Intelligence, Wisdom, and Charisma scores. She also retains all of her skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency the bonus is higher than hers, use the creature's bonus. If the creature has any legendary or lair actions, she can't use them. Her attacks in beast form count as magical.

- Gains the beast's hit points and Hit Dice. When she reverts to her normal form, she returns to the number of hit points she had before she transformed. However, if she reverts as a result of dropping to 0 hit points, any extra damage carries over to her normal form. As long as the excess damage doesn't reduce her normal form to 0 hit points, she isn't knocked unconscious.
- can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended
- can't cast spells, and her ability to speak or take any action that requires hands is limited to the capabilities of the beast form. Transforming doesn't break concentration on a spell or prevent taking actions that are part of a spell previously cast.
- chooses whether her equipment falls to the ground in her space, merges into the new form, or is worn by it. Worn equipment functions as normal. Equipment doesn't change to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until she leaves the form.

ACTIONS

Shillelagh (+1 Quarterstaff). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 6) bludgeoning damage.

JANET AMBER, TROLL IMPOSTER

10. Bedroom

MUTANT TROLL COSPLAYER

CHALLENGE RATING 7

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 115 (11d10+55)

Speed 30 ft

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

Damage Resistances: Poison

Skills Perception +2 Deception -2

Senses darkvision 60 ft., passive Perception 10

Languages Giant, Common (poorly)

Challenge 7 (2,900xp)

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

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid 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.

Stench: Any creature that starts its turn within 5 feet of the troll must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and be *Poisoned* until the start of its next turn. On a successful saving throw, the creature is immune to the troll's Stench for 24 hours.

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 plus 7 (2d6) poison damage.

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

MUTANT TROLL COSPLAYER

CHALLENGE RATING 9

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 147 (14d10+70)

Speed 30 ft

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

Damage Resistances: Poison, bludgeoning from nonmagical attacks

Skills Perception +3 Deception -2

Senses darkvision 60 ft., passive Perception 10

Languages Giant, Common (poorly)

Challenge 9 (5,000xp)

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

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid 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.

Stench: Any creature that starts its turn within 5 feet of the troll must succeed on a DC 17 Constitution saving throw or take 7 (2d6) poison damage and be *Poisoned* until the start of its next turn. On a successful saving throw, the creature is immune to the troll's Stench for 24 hours.

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 7 (2d6) poison damage.

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

The challenge 9 and above versions of the troll each have a third arm and long reach. The third arm does not help as far as fitting into Janet's clothes, but that was really a lost cause anyway.

MUTANT TROLL COSPLAYER

CHALLENGE RATING 11

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 184 (16d10 +96)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	22 (+6)	7 (-2)	9 (-1)	7 (-2)

Damage Resistances: Poison, bludgeoning and slashing from nonmagical attacks

Skills Perception +3 Deception -2

Senses darkvision 60 ft., passive Perception 10

Languages Giant, Common (poorly)

Challenge 11 (7,200xp)

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

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid 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.

Stench: Any creature that starts its turn within 5 feet of the troll must succeed on a DC 17 Constitution saving throw or take 7 (2d6) poison damage and be *Poisoned* until the start of its next turn. On a successful saving throw, the creature is immune to the troll's Stench for 24 hours.

ACTIONS

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 7 (2d6) poison damage.

JEHAN MAUVAISSOIR

Medium humanoid (human), lawful evil

Armor Class 17 (glamoured studded leather)

Hit Points 117 (18d8 +36)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	13 (+1)	17 (+3)	15 (+2)

Saving Throws Dex +8, Int +5

Skills Athletics +7 Deception +10, Insight +7, Intimidation +6, Perception +7, Sleight of Hand +8, Stealth +8

Senses passive Perception 17

Languages Common, Thieves' Cant

Challenge 10 (5,900xp)

Assassinate. Jehan has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit he scores against a creature that is surprised is a critical hit.

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

Evasion. If Jehan is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack (1/Turn). Jehan deals an extra 32 (7d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and Jehan doesn't have disadvantage on the attack roll.

Spellcasting. Jehan is a 1st-level spellcaster. His spellcasting ability is Intelligence (Spell save DC 13, +5 to hit with spell attacks). He knows the following wizard spells:

Cantrips (at will): *friends*, *mage hand*, *minor illusion*

1st-level (2 slots): *alarm*, *disguise self*

ACTIONS

Multiattack. Jehan makes three attacks: two with his short sword and one with his dagger.

Short sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft. one target. *Hit:* 7 (1d6+4) piercing damage.

Dagger of Venom. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4+5) piercing damage plus poison if applicable.

REACTIONS

Uncanny Dodge. Jehan halves the damage that he takes from an attack that hits him. He must be able to see the attacker.

JEHAN MAUVAISSOIR

Random Encounters – Averigne, 61. The Potion of Time Travel

Jehan Mauvaissoir is Azedarc's henchman. Jehan carries a red *potion of time travel* (see Appendix D: New Items), which will send the imbibor back in time 700 years.

John-Louis Amber

2. The Grand Salon

John-Louis Amber is cultured and refined, and will happily discuss gruesome combat details as if they were topics for polite conversation. He is particularly interested in creativity in combat, so he enjoys the limitations imposed by the rules of boxing. He has been developing an addiction to gambling.

When facing multiple opponents in combat, he makes effective use of his spells. Uses for *absorb elements* and *shield* are obvious. *Lightning lure* is good for those who are avoiding direct combat. If facing a group, he will whittle his opponents down, *misty step* away and affect a large group of opponents with a *color spray* (at higher than first level if he has the slots available).



JOHN-LOUIS AMBER

CHALLENGE RATING 5

Medium humanoid (human), neutral evil

Armor Class 17 (leather +1)

Hit Points 95 (10d8 +50)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	20 (+5)	11 (+0)	13 (+1)	17 (+3)

Saving Throws Strength +5 Constitution +8

Skills Athletics +5 Insight +4, Intimidation +6

Senses passive Perception 11

Languages Common

Challenge 5 (1,800xp)

Distant spell (2/Day): When John-Louis casts one of his sorcerer spells, he can double its range.

Spellcasting. John-Louis is a 3rd-level spellcaster. His spellcasting ability is Charisma (Spell save DC 14, +5 to hit with spell attacks). He knows the following sorcerer spells:

Cantrips (at will): *friends*, *lightning lure*, *mage hand*, *minor illusion*

1st-level (4 slots): *absorb elements*, *color spray*, *shield*

2nd-level (2 slots): *misty step*

Tides of Chaos (1/Day). John-Louis can gain advantage on one attack roll, ability check, or saving throw.

ACTIONS

Multiattack. John-Louis makes three rapier attacks.

Rapier +1. *Melee Weapon Attack:* +9 to hit, reach 5 ft. one target. *Hit:* 10 (1d8+6) piercing damage.

REACTIONS

Parry. John-Louis adds 3 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

JOHN-LOUIS AMBER

CHALLENGE RATING 8

Medium humanoid (human), neutral evil

Armor Class 18 (studded leather +1)

Hit Points 133 (14d8 +70)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	20 (+5)	11 (+0)	13 (+1)	17 (+3)

Saving Throws Strength +5 Constitution +8

Skills Athletics +5 Insight +4, Intimidation +6

Senses passive Perception 11

Languages Common

Challenge 8 (3,900xp)

Improved Critical. John-Louis scores a critical hit on attacks when he rolls a 19 or 20.

Distant spell (2/Day): When John-Louis casts one of his sorcerer spells, he can double its range.

Quickened Spell (1/Day): John-Louis casts one of his sorcerer spells as a bonus action.

Spellcasting. John-Louis is a 3rd-level spellcaster. His spellcasting ability is Charisma (Spell save DC 14, +5 to hit with spell attacks). He knows the following sorcerer spells:

Cantrips (at will): *friends, lightning lure, mage hand, minor illusion*

1st-level (4 slots): *absorb elements, color spray, shield*

2nd-level (2 slots): *misty step*

Tides of Chaos (1/Day). John-Louis can gain advantage on one attack roll, ability check, or saving throw.

ACTIONS

Multiattack. John-Louis makes three rapier attacks.

Rapier +2. *Melee Weapon Attack:* +11 to hit, reach 5 ft. one target. *Hit:* 11 (1d8+7) piercing damage.

REACTIONS

Parry. John-Louis adds 3 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

JOHN-LOUIS AMBER

CHALLENGE RATING 10

Medium humanoid (human), neutral evil

Armor Class 18 (studded leather +1)

Hit Points 152 (16d8 +80)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	20 (+5)	11 (+0)	13 (+1)	17 (+3)

Saving Throws Strength +6 Constitution +9

Skills Athletics +6, Insight +5, Intimidation +7

Senses passive Perception 11

Languages Common

Challenge 10 (5,900xp)

Improved Critical. John-Louis scores a critical hit on attacks when he rolls a 19 or 20.

Indomitable (1/day): John-Louis rerolls a failed saving throw.

Quickened Spell (2/Day): John-Louis casts one of his sorcerer spells as a bonus action.

Distant spell (2/Day): When John-Louis casts one of his sorcerer spells, he can double its range.

Extend spell (1/Day): When John-Louis casts one of his sorcerer spells, he can double its duration.

Spellcasting. John-Louis is a 5th-level spellcaster. His spellcasting ability is Charisma (Spell save DC 15, +6 to hit with spell attacks). He knows the following sorcerer spells:

Cantrips (at will): *friends, lightning lure, mage hand, message, minor illusion*

1st-level (4 slots): *absorb elements, color spray, shield*

2nd-level (3 slots): *enhance ability, misty step*

3rd-level (2 slots): *counterspell*

Tides of Chaos (1/Day). John-Louis can gain advantage on one attack roll, ability check, or saving throw.

ACTIONS

Multiattack. John-Louis makes four attacks: three rapier attacks and one dagger attack.

Rapier +2. *Melee Weapon Attack:* +11 to hit, reach 5 ft. one target. *Hit:* 11 (1d8+7) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4+5) piercing damage

REACTIONS

Parry. John-Louis adds 4 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

LITTLE APE

35. Ballroom

Little Ape is unlikely to be hostile. He would be happy to talk to people who aren't members of the Amber family, as the white apes are not great conversationalists.

LITTLE APE

Small humanoid (human), chaotic neutral

Armor Class 14

Hit Points 32 (5d8 +10)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	14 (+2)	13 (+1)	15 (+2)	17 (+3)

Skills Acrobatics +6, History +3, Insight +4, Performance +5

Senses passive Perception 12

Languages Common, Gnomish, Elvish

Challenge 1 (200xp)

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

- At will: *vicious mockery*
- 3/day each: *charm monster*, *polymorph*

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

ACTIONS

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

KAVITHA

15. The Maiden and the Unicorn

Kavitha is not particularly aggressive, though she is worried about Stephen. She is intensely loyal to her friends.

She carries four *beads of force*. If attacked, she will use one and then change into her true form. If she thinks that she has been attacked by mistake, she will attempt to convince her attackers that she means them no harm before she reveals her true form.

In addition to the beads, she carries a potion of diminution and three spell scrolls: *fireball*, *major image*, and *wall of fire*.



KAVITHA

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85))

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	13 (+1)	20 (+5)

Skills Dex +6 Con +9 Wis +5 Cha +9

Skills Insight +5 Perception +9 Persuasion +9 Stealth +6

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic, Sylvan

Challenge 10 (5,900 xp)

Amphibious. The dragon can breathe air and water.

Spellcasting. The dragon is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +5 to hit with spell attacks). She knows the following sorcerer spells:

- Cantrips (at will): firebolt, mending, message, minor illusion, prestidigitation
- 1st-level (4 slots): detect magic, sleep
- 2nd-level (3 slots): detect thoughts, knock
- 3rd-level (3 slots): clairvoyance, dispel magic

ACTIONS

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

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

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

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

- **Fire Breath:** The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.
- **Weakening Breath:** The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. Kavitha magically polymorphs into her humanoid form, that of an amber-skinned young human woman. She reverts to its true form if she dies or uses an action to change back. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In her new form, the dragon retains her alignment, hit points, Hit Dice, ability to speak, spells, proficiencies, and Intelligence, Wisdom, and Charisma. Her statistics and capabilities are otherwise replaced by those of the new form.

LUC LE CHAUDRONNIER

60. The Ring of Eibon

Luc is from a long line of magicians. While he considers himself to be one of Averoigne’s few white magicians, he is practical above all else and will work with fiends if doing so serves the greater good.

LUC LE CHAUDRONNIER

Medium humanoid (human), chaotic good

Armor Class 14 (mage armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	13 (+1)	14 (+2)	17 (+3)

Skills Arcana +3, Investigation +3, Deception +5

Senses passive Perception 12

Languages Common, Primordial

Challenge 3 (700 xp)

Spellcasting. Luc is a 7th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He knows the following sorcerer spells:

- Cantrips (at will): *acid splash*, *dancing lights*, *message*, *mage hand*, *prestidigitation*
- 1st-level (4 slots): *detect magic*, *mage armor*, *ray of sickness*
- 2nd-level (3 slots): *blur*, *shatter*
- 3rd-level (3 slots): *clairvoyance*, *dispel magic*
- 4th-level (1 slot): *dimension door*

ACTIONS

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

REACTIONS

Defensive casting. When Luc is hit by a weapon attack, he may cast a cantrip with the attacker as the target.

MADELINE AMBER

25. Buried Alive!

Madeline is dressed in her burial clothing and carries nothing but her beloved *sword of vengeance* (p. 206 DMG) that she was buried with.

Under normal circumstances, Madeline is brusque, direct, and practical. Normal circumstances, however, do not include her being locked in a tomb and left for dead. She will be in a bit of a daze and somewhat suggestible unless she sees a trigger, such as her brother.

MADELINE AMBER

Medium humanoid (human), chaotic neutral

Armor Class 8

Hit Points 102 (12d8 +48)

Speed 30 ft

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

Saving Throws Strength +7 Constitution +7

Skills Animal Handling +4 Athletics +8 Intimidation +3

Senses passive Perception 11

Languages Common

Challenge 7 (2,900xp)

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

Improved Critical. Madeline scores a critical hit on attacks when she rolls a 19 or 20.

Indomitable (1/day): Madeline rerolls a failed saving throw.

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

ACTIONS

Multiattack. Madeline makes two melee weapon attacks.

Longsword of Vengeance +1. *Melee Weapon Attack:* +8 to hit, reach 5 ft. one target. *Hit:* 14 (2d8+5) slashing damage or 16 (2d10+5) slashing damage if used in two hands.

REACTIONS

Parry. Madeline adds 3 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

MALACHIE DU MARIAS

58. *The Enchanted Sword of Sylaire*

Malachie was not always evil; he has been corrupted by the curse of lycanthropy. At times, when he is in his human form, bits of his original self will peek out and he will show people kindness. He respects and fears Sephora, and he may attempt to warn the PCs not to trust her.

The CR 7 version of Malachie carries a *potion of greater healing*. The CR 9 version of Malachie carries a *potion of superior healing* and a *potion of heroism*.

MALACHIE DU MARIAS

CHALLENGE RATING 7

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 12 in humanoid form, 13 (natural armor) in wolf or hybrid form, 15 with *mage armor*

Hit Points 91 (14d8 +28)

Speed 30 ft (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+1)	14 (+2)	15 (+2)	18 (+4)	13 (+1)	12 (+1)

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

Condition Immunities charmed

Saving Throws Intelligence +7 Wisdom +4

Skills Arcana +7, Perception +4, Stealth +5

Senses passive Perception 14

Languages Common (can't speak in wolf form), Sylvan

Challenge 7 (2,900xp)

Shapechanger. Malachie can use his action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into his true form, which is humanoid. His statistics, other than AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. He reverts to his true form if he dies.

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

Spellcasting. Malachie is a 10th-level spellcaster. His spellcasting ability is Intelligence (Spell save DC 15, +7 to hit with spell attacks). He has prepared the following wizard spells:

Cantrips (at will): *friends*, *green flame blade*, *mending*, *minor illusion*, *ray of frost*

1st-level (4 slots): *absorb elements*, *mage armor*, *magic missile*, *shield*

2nd-level (3 slots): *blindness/deafness*, *misty step*, *web*

3rd-level (3 slots): *blink*, *fireball*

4th-level (3 slots): *fire shield*, *Mordenkainen's faithful hound*, *polymorph*

5th-level (2 slots): *far step*

Arcane Recovery (1/Day). When Malachie finishes a short rest, he recovers up to 5 levels of spell slots.

ACTIONS

Multiattack (Hybrid Form Only): Malachie makes two attacks: one with its bite and one with its claws or dagger.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werewolf lycanthropy (p. 211 MM).

Claws (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

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

REACTIONS

Arcane Deflection. When Malachie is hit by an attack or fails a saving throw, he can use his reaction to gain a +2 bonus to his AC against that attack or a +4 bonus to that saving throw. When he uses this feature, he can't cast spells other than cantrips until the end of his next turn.

MALACHIE DU MARIAS

CHALLENGE RATING 9

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 13 in humanoid form, 14 (natural armor) in wolf or hybrid form, 16 with *mage armor*

Hit Points 120 (16d8 +48)

Speed 30 ft (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+1)	16 (+3)	16 (+3)	18 (+4)	13 (+1)	12 (+1)

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

Condition Immunities charmed

Saving Throws Intelligence +8 Wisdom +5

Skills Arcana +8, Perception +5, Stealth +7

Senses passive Perception 15

Languages Common (can't speak in wolf form), Sylvan
Challenge 9 (3,900xp)

Shapechanger. Malachie can use his action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into his true form, which is humanoid. His statistics, other than AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. He reverts to his true form if he dies.

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

Spellcasting. Malachie is a 13th-level spellcaster. His spellcasting ability is Intelligence (Spell save DC 16, +8 to hit with spell attacks). He has prepared the following wizard spells:

Cantrips (at will): *friends*, *green flame blade*, *mending*, *minor illusion*, *ray of frost*

1st-level (4 slots): *absorb elements*, *mage armor*, *magic missile*, *shield*

2nd-level (3 slots): *blindness/deafness*, *misty step*, *web*

3rd-level (3 slots): *blink*, *fireball*, *gibberish* (see Appendix C: Character Options)

4th-level (3 slots): *fire shield*, *Mordenkainen's faithful hound*, *polymorph*

5th-level (2 slots): *far step*, *wall of stone*

6th-level (1 slot): *globe of invulnerability*, *true seeing*

7th-level (1 slot): *prismatic spray*

Arcane Recovery (1/Day). When Malachie finishes a short rest, he recovers up to 6 levels of spell slots.

Durable Magic. While Malachie maintains concentration on a spell, he has a +2 bonus to AC and all saving throws.

ACTIONS

Multiattack (Hybrid Form Only): Malachie makes two attacks: one with its bite and one with its claws or dagger.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with werewolf lycanthropy (p. 211 MM).

Claws (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage.

Dagger (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage

REACTIONS

Arcane Deflection. When Malachie is hit by an attack or fails a saving throw, he can use his reaction to gain a +2 bonus to his AC against that attack or a +4 bonus to that saving throw. When he uses this feature, he can't cast spells other than cantrips until the end of his next turn.



MARY HELEN AMBER

Random Encounters – Castle Amber

Mary Helen is one of the few members of the Amber family who has no interest in practicing magic. This frustrates some of her relatives, as she has a rare talent: she attracts and can communicate with some of the spirits of Amber family ancestors. They use her to help defend the family. She doesn't like being used. It is a complicated relationship. Mary Helen wears a *brooch of shielding*. Her *greataxe +1* glows with the light of a torch on command and hums softly in the presence of incorporeal spirits or undead. Mary Helen just thinks it hums all the time, and she finds it kind of annoying. Madeline is her best friend (and sparring partner), and she is currently in mourning for her supposed death. She's hoping that Madeline's spirit might show up to chat.



MARY HELEN AMBER

Medium humanoid (human), chaotic neutral

Armor Class 18 (unarmored defense)

Hit Points 190 (20d8 +100)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	13 (+1)	14 (+2)	13 (+1)

Damage Resistances Force (brooch of shielding); bludgeoning, piercing, and slashing (when raging)

Saving Throws Strength +8 Constitution +9

Skills Athletics +8, History +5, Perception +6

Senses passive Perception 16

Languages Common, Goblin

Challenge 11 (7,200xp)

Rage. Mary Helen can enter a battle trance as a bonus action in which she is possessed by ancestor spirits. While raging, she gains the following benefits:

- Advantage on Strength checks and Strength saving throws
- +3 damage with melee weapon attacks using Strength
- Resistance to bludgeoning, piercing, and slashing damage.

The rage lasts for 1 minute. It ends early if she is unconscious, if her turn ends without her having attacked a hostile creature or taken damage, or if she ends it as a bonus action.

Unarmored Defense. She adds her Constitution modifier to her armor class when she is not wearing armor.

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

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

Danger Sense. She has advantage on Dexterity saving throws against effects she can see.

Innate Spellcasting: Mary Helen's innate spellcasting ability is Wisdom (spell save DC 14). She can innately cast the following spells, requiring no material components: 1/day: *augury* or *clairvoyance*

ACTIONS

Multiattack. Mary Helen makes three melee weapon attacks.

Greataxe +1. *Melee Weapon Attack:* +9 to hit, reach 5 ft. one target. *Hit:* 18 (2d12+5) slashing damage or 21 (2d12+8) slashing damage when raging.

REACTIONS

Spirit Shield. While raging, Mary Helen can use her reaction to reduce the damage another creature she sees within 30 feet takes by 14 (4d6). The attacker takes force damage equal to the reduction in damage.

MORIAMIS

Random Encounters – Averaigne

Moriamis was born over 700 years ago. She was the lover of Azedarc, and secretly learned how he made his potions of time travel. Azedarc abandoned her and traveled to the present time. She has learned of his treacheries and has vowed to ruin him. She has followed him into her future but finds this future a bit confusing and would happily provide a

potion of time travel in exchange for the PCs helping her in her quest.

Moriamis carries a red *potion of time travel* (see Appendix D: New Items) and knows how to brew both red and green *potions of time travel*.

MORIAMIS

Medium humanoid (human), neutral

Armor Class 16 (barkskin)

Hit Points 71 (11d8 +22)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	16 (+3)	20 (+5)	15 (+2)

Damage Immunities poison

Condition Immunities disease, poisoned

Saving Throws Intelligence +6 Wisdom +8

Skills Arcana +6, Nature +6 Persuasion +5 Survival +8

Senses passive Perception 15

Languages Common, Druidic

Challenge 7 (2,900xp)

Land's Stride. Moving through nonmagical difficult terrain costs Moriamis no extra movement. She can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement.

Spellcasting. Moriamis is an 11th-level spellcaster. Her spellcasting ability is Wisdom (Spell save DC 16, +8 to hit with spell attacks). She knows the following druid spells:

Cantrips (at will): *druidcraft, guidance, mending, shillelagh*

1st-level (4 slots): *brew* (see Appendix C: Character Options), *charm person, cure wounds, detect magic*

2nd-level (3 slots): *barkskin, enhance ability, hold person, lesser restoration, spider climb*

3rd-level (3 slots): *call lightning, dispel magic, plant growth, wind wall*

4th-level (3 slots): *divination, freedom of movement, hallucinatory terrain, locate creature, polymorph*

5th-level (2 slots): *commune with nature, scrying, reincarnate, tree stride*

6th-level (1 slots): *heal, sunbeam*

Wild Shape (2/Day). Moriamis may spend an action to transform into a beast of CR 1 or less. She can remain in

this form for 5 hours. She reverts back if she spends a bonus action to do so, falls unconscious, drops to 0 hit points, or dies. While transformed, Moriamis:

- has her game statistics are replaced by the statistics of the beast, but retains her alignment, personality, and Intelligence, Wisdom, and Charisma scores. She also retains all of her skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency the bonus is higher than hers, use the creature's bonus. If the creature has any legendary or lair actions, she can't use them. Her attacks in beast form count as magical.
- Gains the beast's hit points and Hit Dice. When she reverts to her normal form, she returns to the number of hit points she had before she transformed. However, if she reverts as a result of dropping to 0 hit points, any extra damage carries over to her normal form. As long as the excess damage doesn't reduce her normal form to 0 hit points, she isn't knocked unconscious.
- can't cast spells, and her ability to speak or take any action that requires hands is limited to the capabilities of the beast form. Transforming doesn't break concentration on a spell or prevent taking actions that are part of a spell previously cast.
- chooses whether her equipment falls to the ground in her space, merges into the new form, or is worn by it. Worn equipment functions as normal. Equipment doesn't change to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until she leaves the form.

ACTIONS

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

NATHAIRE

59. *The Viper-Circled Mirror*

Nathaire is dying and he has nothing to lose. He has collected bodies – several of which started out alive – and created the undead colossus as a vehicle for his vengeance upon a world that never appreciated his genius.

THE COLOSSUS OF YLOURGNE

Gargantuan undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 370 (20d20 + 160)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	26 (+8)	18 (+5)	11 (+0)	13 (+1)

Saving throws Int +9, Wis +5, Con +13

Damage Resistances cold, lightning, psychic

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

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 9

Languages Common, Abyssal, Infernal

Challenge 15 (13,000xp)

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

ACTIONS

Tree cudgel. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 42 (5d12 + 10) bludgeoning damage.

Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 32 (5d8 + 10) bludgeoning damage.

RICHARD AMBER

CHALLENGE RATING 7

Large humanoid (human?), chaotic neutral

Armor Class 19 (plate +1)

Hit Points 115 (11d10+55)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	9 (-1)	10 (+0)	16 (+3)

Saving Throws Strength +8 Constitution +8

Skills Athletics +8 Intimidation +6

Senses passive Perception 10

Languages Common, Sylvan

Challenge 7 (2,900xp)

Brave. Richard has advantage on saving throws against being frightened.

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

Indomitable (1/day): Richard rerolls a failed saving throw.

ACTIONS

Multiattack. Richard makes two melee weapon attacks.

Greatsword +1. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 5) piercing damage.

Roar (Recharge 5–6). Richard lets loose a great roar. Each creature within 30 feet must make a DC 14 Wisdom saving throw. On a failure, the target takes 18 (4d8) thunder damage and is frightened for one minute. On a success, the target takes half damage and isn't frightened. On its turn, a frightened creature may spend an action to make another attempt to save and end the fear effect.

RICHARD AMBER

9. *Bedroom (Richard's Den)*

Richard is vain and sensual. His transformation into an ogre-sized lion-man gives him an air of regal authority that he relishes. He surrounds himself with those who adore him, and he is not used to being disagreed with. He is likely to proposition any attractive members of the party (of any gender), especially if they have feline traits.

If Richard roars, it will be heard throughout the West Wing and any NPCs the party meets may be annoyed with them for the noise.

RICHARD AMBER

CHALLENGE RATING 9

Large humanoid (human?), chaotic neutral

Armor Class 20 (plate +2)

Hit Points 189 (18d10 +90)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	9 (-1)	10 (+0)	16 (+3)

Saving Throws Strength +9 Constitution +9

Skills Athletics +9 Intimidation +7

Senses passive Perception 10

Languages Common, Sylvan

Challenge 9 (5,000xp)

Brave. Richard has advantage on saving throws against being frightened.

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

Indomitable (2/day): Richard rerolls a failed saving throw.

ACTIONS

Multiattack. Richard makes three melee weapon attacks.

Greatsword +1. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 5) piercing damage.

Roar (Recharge 5–6). Richard lets loose a great roar. Each creature within 30 feet must make a DC 15 Wisdom saving throw. On a failure, the target takes 27 (6d8) thunder damage and is frightened for one minute. On a success, the target takes half damage and isn't frightened. On its turn, a frightened creature may spend an action to make another attempt to save and end the fear effect.

SEPHORA, THE ENCHANTRESS OF SYLAIRE

58. The Enchanted Sword of Sylaire

In the story that she originates in, it is left unclear whether Sephora is human or some sort of demonic creature. In either case, she is mysterious, self-serving, and manipulative. Her write-up below is that of a succubus. If you wish to use her as a non-evil NPC, treat her as human or fey and remove her fiendish characteristics (marked with an asterisk).



SEPHORA

Medium fiend (succubus), neutral evil

Armor Class 16 (mage armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft, fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	15 (+2)	16 (+3)	20 (+5)

Damage Resistances* cold, fire, lightning, poison, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed

Saving Throws Wisdom +7 Charisma +9

Skills Arcana +6, Deception +13, Insight +7, Persuasion +13 Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal*, Common, Infernal*, Sylvan, telepathy 60 ft.

Challenge 10 (5,900xp)

Innate Spellcasting. Sephora's innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 17), requiring no material components:

At will: *arcane eye*, *invisibility*, *levitate*, *mage armor* (self only), *silent image*, *speak with animals* (1/day) *conjure fey*, *finger of death*, *feeblemind*, *freedom of movement*

Spellcasting. Sephora is a 15th-level spellcaster. her spellcasting ability is Charisma (Spell save DC 17, +9 to hit with spell attacks). She regains expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *edritch blast*, *mage hand*, *minor illusion*, *prestidigitation*

1st – 5th-level (3 5th-level slots): *blink*, *charm person*, *counterspell*, *dispel magic*, *dream*, *far step*, *greater invisibility*, *hallucinatory terrain*, *hex*, *hold person*, *scrying*, *sleep*, *witch bolt*

Telepathic Bond.* Sephora ignores the range restriction on telepathy when communicating with a creature she has charmed. The two don't even need to be on the same plane of existence.

Shapechanger.* Sephora can use her action to polymorph into a Small or Medium humanoid, or back into her true form. Without wings, she loses her flying speed. Other than her size and speed, her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

ACTIONS

Claw (Fiend Form Only).* *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Charm. One humanoid Sephora can see within 30 feet must succeed on a DC 17 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys her verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to Sephora's Charm for the next 24 hours. Sephora can have only one target charmed at a time. If she charms another, the effect on the previous target ends.

Draining Kiss.* Sephora kisses a creature charmed by it or a willing creature. The target must make a DC 17 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Enchanted Sword of Sylaire. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Fey Presence (Recharges after a Short or Long Rest).

Sephora causes each creature in a 10-foot cube originating from her to make a DC 17 Wisdom saving throw. The creatures that fail their saving throw are all charmed or frightened by her (her choice) until the end of her next turn.

Summon Blade. Sephora can use an action to summon the Enchanted Sword of Sylaire to her hand. It disappears if it is more than 5 feet away from her for 1 minute or more. It also disappears if she uses this ability again or if she dismisses the weapon (no action required).

REACTIONS

Misty Escape (Recharges after a Short or Long Rest). When she takes damage, Sephora can use her reaction to turn invisible and teleport up to 60 feet to an unoccupied space she can see. She remains invisible until the start of her next turn or until she attacks or casts a spell.

Beguiling Defense. When another creature attempts to charm Sephora, she can use her reaction to attempt to turn the charm back on that creature. The creature must succeed on a DC 17 Wisdom saving throw or be charmed by her for 1 minute or until the creature takes any damage.

SIMON AMBER

32. Sanctum Sanctorum

Simon is a manipulator of others who has no sense of empathy or mercy, though he is too clever for that to be obvious. He will attempt to bend the PCs to his will and will feign sympathy for the fact that they are stuck in the castle with his crazy family.

SIMON AMBER

Medium humanoid (human), chaotic evil

Armor Class 19 (plate mail armor, ring of protection)

Hit Points 99 (18d8 + 18)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	16 (+3)	20 (+5)	13 (+1)

Saving Throws Strength +2 Dexterity +1 Constitution +2 Intelligence +4 Wisdom +10 Charisma+5

Skills Deception +5, History +7, Religion +7

Senses passive Perception 15

Languages Common, Draconic, Elvish

Challenge 10 (5,900xp)

Spellcasting. Simon is a 14th-level spellcaster. His spellcasting ability is Wisdom (Spell save DC 17, +9 to hit with spell attacks). He has prepared the following cleric spells:

Cantrips (at will): *chill touch*, *guidance*, *light*, *sacred flame*, *thaumaturgy*, *toll the dead*

1st-level (4 slots): *bane*, *cure wounds*, *inflict wounds*, *false life* *guiding bolt*, *ray of sickness*, *sanctuary*

2nd-level (3 slots): *blindness/deafness*, *hold person*, *ray of enfeeblement*, *spiritual weapon*, *zone of truth*

3rd level (3 slots): *animate dead*, *bestow curse*, *clairvoyance*, *dispel magic*, *spirit guardians*, *vampiric touch*

4th-level (3 slots): *blight*, *death ward*, *divination*, *guardian of faith*

5th-level (2 slots): *antilife shell*, *cloudkill*, *geas*, *scrying*

6th-level (1 slot): *harm*, *heal*

7th-level (1 slot): *divine word*

Reaper. When Simon casts a necromancy cantrip that normally targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other.

Divine Strike (1/turn). When Simon hits a creature with a melee attack, he can deal extra 9 (2d8) necrotic damage to the target, included below.

Touch of Death (2/Day). When Simon hits a creature with a melee attack, he can deal extra 33 necrotic damage to the target.

Inescapable Destruction. Simon ignores resistance to necrotic damage.

ACTIONS

Staff of the Python. *Melee Weapon Attack:* +5 to hit, reach 5 ft. one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and 9 (2d8) necrotic damage or 5 (1d8 + 1) bludgeoning damage and 9 (2d8) necrotic damage if used in two hands.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft. one target. *Hit:* 5 (1d8 + 1) bludgeoning damage and 9 (2d8) necrotic damage or 6 (1d10 + 1) bludgeoning damage 9 (2d8) necrotic damage if used in two hands.

Simon carries a *staff of the python*. He wears a *ring of protection* and ornate, golden plate mail worth 2,500 gp. His *broom of flying* is leaning up against the corner of the room.

"I hope you will think of the chapel as a refuge. Charles comes here because it is quiet. He... sigh... has replaced all the normal attendants with undead because they don't speak. I try to be accommodating and understanding... but some things do make me somewhat uncomfortable."

STEPHEN AMBER

70. Stephen's Crypt

Stephen feigns nonchalance, but he is deeply shaken by his death and resurrection. He is worried about his current nature, and is unsure if he is still human. He only vaguely remembers his time as a ghost, but will act as though he watched the PCs closely and treat them like old friends. PCs should *really* not fight him. While he is favorably inclined towards them, he currently has a great fear of death and will not hesitate to simply kill anyone who threatens his life. In combat, he will *shapechange* into an ancient green dragon, a form which provides him with extraordinary physical capabilities while still allowing him access to his spells. Stephen's rapier is an Arcane Blade +3. See Appendix D: New Items. He wears a *ring of feather falling* on his left hand and a *ring of three wishes* on his right.

Overwhelming Intensity. When Stephen casts a wizard spell, he can use a bonus action to gain an additional random effect (roll 1d20):

- 1 Stephen adds his Charisma modifier (+3) to his AC until the beginning of his next turn
- 2 Stephen can cast *suggestion* as an action on his next turn without using a spell slot.
- 3 If Stephen is attacked and missed by a creature that is within 10 feet of him and can see him before the start of his next turn, that creature must succeed on a DC 19 Wisdom saving throw or be charmed or frightened (William's choice) until the end of their next turn.
- 4 If Stephen is successfully attacked by a creature that is within 10 feet of him and can see him before the start of his next turn, that creature must succeed on a DC 19 Charisma saving throw or take an amount of psychic damage equal to half the damage it dealt to Stephen (minimum 1).
- 5 Stephen has advantage on Wisdom (Perception) and Intelligence (Investigation) checks until the end of his next turn.
- 6 Stephen has advantage on Charisma skill checks until the end of his next turn.
- 7 Stephen has advantage on Wisdom saving throws until the end of his next turn.
- 8 Until the end of his next turn, Stephen does not provoke attacks of opportunity.
- 9-10 Roll 1d8 twice and choose which effect to use
- 11-12 Choose an option 1-8 above
- 13 Stephen gains the effect of an enhance ability spell. It lasts for one minute and does not require concentration.
- 14 Stephen gains truesight until the beginning of his next turn.
- 15 Stephen may use a bonus action to cast a wizard spell that has him as the target on his next turn. This spell may not use a 9th-level spell slot.
- 16 Stephen gains advantage on all saving throws until the end of his next turn.
- 17 Stephen gain 31 temporary hit points.
- 18 Stephen can use his reaction to immediately teleport to a space he can see within 60 ft.
- 19 Until the end of his next turn, anyone who can see Stephen that attempts to attack him, target him with a spell, or create an area effect on an area he is in against his will must succeed on a DC 19 Wisdom saving throw or be unable to do so.
- 20 Choose any one of the above.

STEPHEN AMBER

Medium humanoid (human), neutral

Armor Class 18 (gold dragon scale mail) or 23 (with shield)

Hit Points 210 (30d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	22 (+6)	16 (+3)	17 (+3)

Damage Resistance fire

Condition Immunities disease

Saving Throws Intelligence +11 Wisdom +8

Skills Arcana +11, History +11, Insight +8, Persuasion +8

Senses passive Perception 13

Languages Common, Elvish, Dwarfish, Giant, Goblin, Primordial, Sylvan

Challenge 15 (13,000xp)

Channel Divinity. Once per short or long rest, Stephen can use one of the following:

Champion Challenge. As a bonus action, he issues a challenge to each creature of your choice that he can see within 30ft, forcing them to make a Wisdom saving throw. On a failed save, it can't willingly move more than 30ft away from him.

Turn the Tide. As a bonus action, each creature of his choice that can hear him within 30ft regains hit points equal to 1d6 + 3 if it has no more than half of its hit points.

Divine Smite. When Stephen hits a creature with a melee weapon attack, he can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell-level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8

Magical Insight. Stephen has advantage on saving throws against spells if he has the same spell prepared as a wizard spell.

Misty Step. Stephen can cast misty step at will, teleporting 30 ft. as a bonus action.

Overwhelming Intensity. When Stephen casts a wizard spell, he can use a bonus action to gain an additional random effect (roll 1d20) and see the table above on the previous page.

Signature Spells (1/Short rest). Stephen can cast tongues and clairvoyance once each without using a spell slot.

Spellcasting. Stephen is a 22nd-level spellcaster. His spellcasting ability is Intelligence (Spell save DC 19, +14 to hit with spell attacks with Arcane Blade +3). He has prepared the following wizard spells:

Cantrips (at will): *fire bolt*, *mage hand*, *message*, *minor illusion*, *prestidigitation*

1st-level (4 slots): *chromatic orb*, *comprehend languages*, *detect magic*, *unseen servant*

2nd-level (3 slots): *detect thoughts*, *mirror image*, *suggestion*

3rd-level (3 slots): *clairvoyance*, *blink*, *counterspell*, *dispel magic*, *fireball*, *haste*, *tongues*

4th-level (3 slots): *polymorph*, *stoneskin*, *wall of fire*

5th-level (3 slots): *cone of cold*, *dream*, *geas*, *scrying*

6th-level (3 slots): *disintegrate*, *true seeing*

7th-level (3 slots): *plane shift*, *teleport*

8th-level (2 slots): *dominate monster*, *sunburst*

9th-level (1 slot): *shapechange*

Stephen also knows the following paladin spells. His spellcasting ability for these spells is Charisma (Spell save DC 16, +8 to hit with spell attacks). He casts these spells using the spell slots listed above.

1st-level: *command*, *compelled duel*, *cure wounds*, *protection from evil and good*

2nd-level: *branding smite*, *lesser restoration*, *locate object*, *warding bond*, *zone of truth*

ACTIONS

Lay on Hands. As an action, Stephen can heal wounds, cure diseases, or neutralize poisons by touch. Each day, he can cure up to 25 points of damage. Curing a disease or neutralizing a poison is equivalent to healing 5 points of damage.

Multiattack. Stephen makes two rapier attacks. If he has his dagger drawn, he can also make a dagger attack.

Rapier +3. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) piercing damage. *Critical Hit:* 10 (1d8+6) piercing damage plus 18 (4d8) fire damage (flame bolt).

Dagger +1. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage

REACTIONS

Shield. Stephen can cast the *shield* spell at will as a reaction, providing him with +5 to his armor class and giving him immunity to magic missiles.

THERMISTIUS, THE SUN BROTHER

43. The Red Room

THERMISTIUS

Medium humanoid (sullox), lawful neutral

Armor Class 21 (plate and sun shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	14 (+2)	15 (+2)	12 (+1)

Damage Immunities fire

Saving Throws Strength +7 Constitution +6

Skills Animal Handling +4 Athletics +7

Senses see invisibility, immune to illusions, passive Perception 12

Languages Common, Primordial

Challenge 8 (3,900xp)

Brave. Thermistius has advantage on saving throws against being frightened.

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

Indomitable (2/day): Thermistius rerolls a failed saving throw.

ACTIONS

Multiattack. Thermistius makes two longsword attacks.

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

Flare Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage and target makes a successful DC 15 Constitution saving throw or takes 14 (4d6) fire damage and is blinded until the end of Thermistius's next turn. A target making a successful save takes half damage and is not blinded.

REACTIONS

Burning Shield. When Thermistius is hit with a weapon attack, he can spend his reaction to add 3 to his AC against the next melee attack made against him before the end of his next turn. If that attack misses, the attacker takes 7 (2d6) fire damage.

Thermistius carries a *sun shield* (see Appendix D: New Items).

WILLIAM AMBER

Random Encounters – Castle Amber

William is a mad wizard who is obsessed with self-transformation and his own immortality. His previous experiments with trolls turned some of the hobgoblin servants into thouls and created the troars in the indoor forest (see Appendix A: New Monsters). His latest obsession is lycanthropy, and he has recently learned how to transmit the curse under controlled conditions. His werewolf experimental subjects have escaped, however, and he is searching for them. William has transformed himself, granting him troll-like resilience. This has resulted in his body having transformed, giving him a disturbing, troll-like visage, including claws and

green-tinged skin. When he is outside of his private areas, he uses *extended disguise self* or *alter self* spells to assume his original appearance, that of a slight, bespectacled human with short, curly hair.

In combat, William is a dangerous opponent. He will cast *blink* and *cloudkill*, using his mobility and poison immunity to his advantage. If forced into melee, he will cast *haste* and drink his potion.

William carries a potion of hill giant strength – which raises his strength to 21 (+5) and scrolls of *dispel magic* and *dimension door*.

WILLIAM AMBER

Medium humanoid (human?), chaotic evil

Armor Class 15 (*mage armor*)

Hit Points 104 (12d8 +50)

Speed 30 ft, levitation 20 ft (*boots of levitation*)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	19 (+4)	19 (+4)	13 (+1)	14 (+2)

Damage Immunities poison

Condition Immunities poisoned

Saving Throws Intelligence +8 Wisdom +5

Skills Arcana +8, Nature +8, Deception +6

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant, Sylvan

Challenge 9 (5,000xp)

Magical Insight. William has advantage on saving throws against spells if he has the same spell prepared.

Overwhelming Intensity. When William casts a wizard spell, he can use a bonus action to gain an additional random effect (roll 1d8):

- 1 William adds his Charisma modifier (+2) to his AC until the beginning of his next turn
- 2 William can cast *suggestion* as an action on his next turn without using a spell slot.
- 3 If William is attacked and missed by a creature that is within 10 feet of him and can see him before the start of his next turn, that creature must succeed on a DC 16 Wisdom saving throw or be charmed or frightened (William's choice) until the end of their next turn.
- 4 If William is successfully attacked by a creature that is within 10 feet of him and can see him before the start of his next turn, that creature must succeed on a DC 16 Charisma saving throw or take an amount of psychic damage equal to half the damage it dealt to William (minimum 1).

- 5 William has advantage on Wisdom (Perception) and Intelligence (Investigation) checks until the end of his next turn.
- 6 William has advantage on Charisma skill checks until the end of his next turn.
- 7 William has advantage on Wisdom saving throws until the end of his next turn.
- 8 Until the end of his next turn, William does not provoke attacks of opportunity.

Spellcasting. William is a 10th-level spellcaster. His spellcasting ability is Intelligence (Spell save DC 16, +8 to hit with spell attacks). He has prepared the following wizard spells:

Cantrips (at will): *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *ray of frost*

1st-level (4 slots): *disguise self*, *magic missile*, *sleep*, *thunderwave*

2nd-level (3 slots): *alter self*, *invisibility*, *suggestion*

3rd-level (3 slots): *blink*, *gibberish* (see Appendix C: Character Options), *haste*, *lightning bolt*

4th-level (3 slots): *charm monster*, *polymorph*

5th-level (2 slots): *cloudkill*

Regeneration. William regains 10 hit points at the start of his turn. If he takes acid or fire damage, this trait doesn't function at the start of his next turn. William dies only if he starts his turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. William makes two claw attacks

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 3 (1d6) poison damage. Add an additional +3 to hit and damage if using the potion of hill giant strength.

APPENDIX C:

CHARACTER OPTIONS

NEW SPELLS

ANIMAL HEAD

3rd-level transmutation

Casting Time 1 action
Range Touch
Components V S M (fur/feather/scale)
Duration 8 hours

A willing creature's head is transformed into that of a beast of your choice. This does not affect the creature's ability to speak.

The creature gains your choice of either darkvision to 60 ft. or advantage on Wisdom (Perception) checks involving smell. It also gains advantage on Charisma skill checks with beasts and humanoids that have similar heads.

If the animal has a natural attack using a bite, horns, or other head-based natural weapon the creature's unarmed strikes will then deal 1d8 damage of the most appropriate of bludgeoning, piercing, or slashing.

Druid, Ranger, Wizard

BREW

1st-level transmutation

Casting Time 1 minute
Range Touch
Components V S M (herbs)
Duration 1 hour

You infuse a vial of liquid with magic to brew a temporary potion. When you create it, you decide upon its benefit. Choose one of the following:

- It provides advantage on a single attack roll. When you cast this spell you must choose whether it will apply to a melee weapon attack, a ranged weapon attack, a melee spell attack, or a ranged spell attack.
- It provides advantage on a single skill check of a single skill chosen when you cast this spell.
- It provides advantage on a single saving throw of a single attribute chosen when you cast this spell.

The effect applies to the first roll of the chosen type taken by a creature after drinking the potion, provided that the spell's duration has not expired.

At higher levels: The spell lasts an additional 2 hours for each slot level above first.

Artificer, Druid, Wizard

GIBBERISH

3rd-level enchantment

Casting Time 1 action
Range 90 feet
Components V S

Duration Concentration Up to 1 minute
Each creature in a 10-foot-radius sphere makes an Intelligence save. On a success, nothing happens. On a failure, the creature loses the ability to speak, read, and understand all language. It cannot cast spells with verbal components.

At the end of each subsequent turn, it can make an Intelligence save. If it succeeds, the spell's effects end for that creature.

Cleric, Bard, Sorcerer, Wizard

WARLOCK PATRON: MABAR, THE ENDLESS NIGHT

EXPANDED SPELL LIST

The following spells are added to the warlock spell list for you.

SPELL LEVEL SPELLS

1	False Life, Inflict Wounds
2	Gentle Repose, Silence
3	Feign Death, Speak with Dead
4	Evard's Black Tentacles, Death Ward
5	Antilife Shell, Contagion

ONE AMONG THE DEAD

Starting at first level, you have resistance to necrotic damage. In addition, if an undead targets you directly with an attack or a harmful spell, it must make a Wisdom saving throw against your spell save DC. On a failed save, the creature must either choose a new target or choose to target no one with the attack or spell. The creature is immune to this effect for 24 hours if it saves successfully or if you target it with an attack or a harmful spell.

In addition, you have advantage on Charisma (Persuasion) and Charisma (Intimidate) checks made to influence undead.

STRENGTH FROM THE LIVING

At 6th-level, when a creature within 20 feet of you takes necrotic damage, you may use your reaction to gain a number of temporary hit points equal to half the damage taken.

Once you use this feature, you can't use it again until you finish a short or long rest.

WALKING AWAY FROM DEATH

At 10th-level, you gain advantage on death saving throws and saving throws against the effects of an undead's melee attack, such as a ghoul's paralyzing claws, a mummy's rotting fist, and a wraith's life drain.

DARKNESS CONSUMES

Starting at 14th-level, when you hit a creature with an attack, you can use this feature to wrap the creature in the darkness of Mabar. The target takes 10d6 necrotic damage and must succeed at a Constitution saving throw or be blinded until the end of your next turn. If the target is a humanoid and this kills it, the target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under your control. You can have a maximum number of specters under your control at one time that is equal to your Charisma modifier. Once you use this feature, you can't use it again until you finish a long rest.

WIZARD ARCANE TRADITION: MADNESS

OVERWHELMING INTENSITY

At 2nd-level, when you cast a wizard spell, you may use your bonus action to gain an additional effect. If you do, roll a d8.

- 1 Add your Charisma modifier (minimum 1) to your AC until the beginning of your next turn
- 2 You may cast *command* as an action on your next turn without using a spell slot. When you cast it in this way, it counts as a wizard spell for you. If you are 6th-level or higher, you may cast *suggestion* without using a spell slot instead.
- 3 If you are attacked and missed by a creature that is within 10 feet of you and can see you before the start of your next turn, that creature must make a Wisdom saving throw against your wizard spell save DC. Creatures that fail this saving throw are charmed or frightened (your choice) until the end of their next turn.
- 4 If you are successfully attacked by a creature that is within 10 feet of you and can see you before the start of your next turn, that creature must succeed on a Charisma saving throw against your spellcasting DC or take an amount of psychic damage equal to half the damage it dealt to you (minimum 1).

- 5 You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks until the end of your next turn.
- 6 You have advantage on Charisma skill checks until the end of your next turn.
- 7 You have advantage on Wisdom saving throws until the end of your next turn.
- 8 Until the end of your next turn, you do not provoke attacks of opportunity.

LABORATORY CASTING

At 6th-level, your focus on experimentation allows you to cast spells which you have in your spell book under controlled conditions, whether or not you have them prepared. To do so, you must spend an extra 10 minutes per spell level in casting time and you must have access to your spell book. Unlike ritual casting, this method does require the expenditure of spell slots. You may not use your highest level spell slots to cast spells in this way. Once you use this feature, you cannot do so again until you have completed a short rest or a long rest.

STRANGE VISAGE

Also at 6th-level, your bizarre experiments on yourself have yielded unlikely results. Choose one of the following:

- You begin to age at half the normal rate and you heal one extra hit point whenever you spend a hit die to recover hit points during a rest.
- Your eyes become strange (slitted, a solid color, glowing, etc.) and you gain darkvision to 60 ft.
- Your motion becomes unnatural-looking and distinctive. Your movement increases by 5 ft. and you may substitute your Intelligence for Strength when you make Athletics checks related to movement (climbing, swimming, jumping, etc.).
- Your skin takes on an unusual feature (scales, bony plates, a strange rubbery texture, etc.). When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.
- You gain claws, fangs, horns, tentacles, or some other natural weapon. You gain a melee weapon attack with a reach of 5 ft that deals 1d4 points of damage. When you choose this feature, you choose whether it uses your Strength or Dexterity score and whether it deals slashing, piercing, or bludgeoning damage.

MAGICAL INSIGHT

At 10th-level, when you have a spell prepared, you have advantage on saving throws against that spell if someone else casts it at you.

FOCUSED INTENSITY

At 14th-level, when you use your Overwhelming Intensity feature, you may roll on the following table instead

- 1 Add your Charisma modifier (minimum 1) to your AC until the beginning of your next turn
- 2 You may cast *command* as an action on your next turn without using a spell slot. When you cast it in this way, it counts as a wizard spell for you. If you are 6th-level or higher, you may cast *suggestion* without using a spell slot instead.
- 3 If you are attacked and missed by a creature that is within 10 feet of you and can see you before the start of your next turn, that creature must make a Wisdom saving throw against your wizard spell save DC.
Creatures that fail this saving throw are charmed or frightened (your choice) until the end of their next turn.
- 4 If you are successfully attacked by a creature that is within 10 feet of you and can see you before the start of your next turn, that creature must succeed on a Charisma saving throw against your spellcasting DC or take an amount of psychic damage equal to half the damage it dealt to you (minimum 1).
- 5 You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks until the end of your next turn.
- 6 You have advantage on Charisma skill checks until the end of your next turn.
- 7 You have advantage on Wisdom saving throws until the end of your next turn.
- 8 Until the end of your next turn, you do not provoke attacks of opportunity.
- 9-10 Roll 1d8 twice and choose which effect to use
- 11-12 Choose an option 1-8 above
- 13 You gain the effect of an enhance ability spell cast upon you. It lasts for one minute and does not require concentration.
- 14 You gain truesight until the beginning of your next turn.
- 15 You may use a bonus action to cast a wizard spell that has you as the target on your next turn. This spell must use a spell slot at least one lower than

your highest level spell slot (minimum 1).

- 16 You gain advantage on all saving throws until the end of your next turn.
- 17 You gain temporary hit points equal to your level plus your Intelligence modifier.
- 18 You can use your reaction to immediately teleport to a space you can see within 60 ft.
- 19 Until the end of your next turn, anyone who can see you that attempts to attack you, target you with a spell, or create an area effect on an area you are in against your will must succeed on a Wisdom saving throw against your spellcasting DC or be unable to do so.
- 20 Choose any one of the above.

STRANGER VISAGE

Also at 14th-level, you may choose a second strange visage option from the 6th-level feature or replace your first choice with one of the following:

- You begin to age at one-tenth the normal rate. Whenever you spend hit dice to recover hit points during a rest, you may roll a number of d4s equal to the hit dice spent.
- Your eyes become strange (slitted, a solid color, glowing, etc.). You gain darkvision to 60 ft. and you have advantage on Wisdom (Perception) checks involving sight.
- Your motion becomes unnatural-looking and distinctive. Your movement increases by 10 ft. and you gain a climbing speed equal to your movement. You may substitute your Intelligence for Strength when you make Athletics checks related to movement (climbing, swimming, jumping, etc.).
- Your skin takes on an unusual feature (scales, bony plates, a strange rubbery texture, etc.). When you aren't wearing armor, your AC equals 13 + your Dexterity modifier. Choose slashing, piercing, or bludgeoning damage. You have resistance to attacks of that damage type from nonmagical weapons.
- You gain claws, fangs, horns, tentacles, or some other natural weapon. You gain a melee weapon attack with a reach of 5 ft that deals 1d6 points of damage and counts as a magical weapon. When you choose this feature, you choose whether it uses your Strength or Dexterity score and whether it deals slashing, piercing, or bludgeoning damage.
- You gain wings (insectoid, feathered, batlike, etc.) and a fly speed of 30 ft.

APPENDIX D: NEW ITEMS

MAGIC ITEMS

ABYSSAL HORN

Wondrous item, very rare

You can use an action to blow this horn. Any demons who hear this horn blown must make a DC 15 Charisma saving throw or be banished, as the *banishment* spell, returning to their plane of origin. If this is blown on the demon's native plane, demons within 60 ft. take 21 (6d6) points of thunder damage instead.

Once this horn is used, it cannot be used again for 3d4 days. These hunting horns are usually made of an unusual material such as amber or ebony.

53. *The Demon of Death*

ALARM GEM

Wondrous item, uncommon

This large piece of onyx is cut into a rectangular prism. It can be used to cast the *alarm* spell. Once used in this way, it cannot be used again until the next dawn. The alarm created by this gem is always audible.

17. *A Crock of Crocs*

AMBER ROD OF SECURITY

Rod, legendary

This rod appears to be made of pure amber. Close inspection will reveal a tiny turtle, smaller than a fly, that appears to be living inside it, swimming back and forth within the solid rod with no apparent need of sustenance. While holding this rod, you can use an action to activate it. The rod then instantly transports you and up to 12 other willing creatures you can see to an extraplanar space that takes the form of a large, circular room (40' radius) with walls that appear to be made of the same material as the rod. The room is richly appointed in the same style as Castle Amber. The room contains a banquet table set for the number of creatures within it, complete with ever-full pitchers of water, decanters of wine, and platters of food. Through the wall, a large turtle can be seen swimming by on occasion.

For each hour spent in the room, a visitor regains hit points as if it had spent 1 Hit Die. Also, time passes more slowly within the room. One hour to visitors is only a minute outside. Visitors can remain in the room for up to one day. When the time runs out or you use an action to end it, all visitors reappear in the location they occupied when you

activated the rod, or an unoccupied space nearest that location.

Everything else that can be interacted with inside the extraplanar space can exist only there. For example, an ever-full decanter of wine taken from the banquet table disappears if it is taken outside the extraplanar space.

Within Castle Amber, the rod can be used once every eight hours. Otherwise, the rod can't be used again until twelve days have passed.

, 1. *Foyer*

ARCANA STAFF

Weapon (staff), uncommon (+1), rare (+2), very rare (+3) (requires attunement)

An arcana staff is a multipurpose item. First, it is a magical quarterstaff that carries a bonus on attack and damage equal to its bonus (+1 to +3). Second, it serves as an arcane focus. Third, when it is used to cast an attack spell, it confers the same bonus to attack rolls for spells as it does for melee weapon attacks. In addition, if the attack spell is ranged, its range is doubled.

Random Encounters – Castle Amber, Isabel Amber

ARCANE BLADE

Weapon (any sword), rare (+1), very rare (+2), legendary (+3) (requires attunement)

An arcane blade can serve as an arcane focus in addition to being a magical sword that carries a bonus on attack and damage equal to its bonus (+1 to +3). When attuned by a spellcaster and used to cast an attack spell, it confers the same bonus to attack rolls for spells as it does for melee weapon attacks. In addition, if an attuned wielder succeeds on a critical hit when making a melee weapon attack with the arcane blade, they can forgo the normal additional effect of a critical hit and, instead, deliver the effects of an attack cantrip they know in addition to the normal weapon damage.

70. *Stephen's Crypt, Stephen Amber*

BAG OF UNENDING NOURISHMENT

Wondrous item, rare

This ordinary bag appears to be made of rough leather. It appears empty and weighs one pound. Reaching inside the bag, however, reveals the presence of a spherical fruit. The flavor of the fruit is random, but each fruit provides enough nourishment – both food and water – to sustain one person for one day. The bag can produce 2d4 + 2 fruits in each day. If a fruit is not eaten in one hour, it loses its magical properties.

35. *Ballroom, Little Ape*

BONE DAGGER

Weapon (dagger), rare (requires attunement)

Bone daggers appear to be crudely carved from a bone – possibly a human femur. When used by an attuned wielder,

the bone dagger receives a +1 bonus on both attacks and damage and deals 1d6 necrotic damage instead of a dagger's normal damage.

30. Chapel Library, Charles Amber

CUP OF TRUTHSAYING

Wondrous item, rare

Also called the cup of Truthseeing. Once per day, upon command, this cup will fill with wine. Anyone who drinks this wine gains advantage on Wisdom (Sense motive) checks for one hour and disadvantage on Charisma (Deception) checks for the same time period.

38. Card Room

DEEP POCKET

Wondrous item, rare

This belt pouch can hold up to 20 pounds of material, including objects up to four feet long, though anything placed into it needs to fit through the opening of a normal sized belt pouch. It always weighs one pound, regardless of its contents. Placing an object in the pocket follows the normal rules for interacting with objects. Retrieving an item from it requires you to use an action. When you reach into the pocket for a specific item, the item is always magically on top.

The deep pocket has a few limitations. If it is overloaded, or if a sharp object pierces it or tears its exterior, the pocket ruptures and is destroyed. If it is destroyed, its contents are lost forever, although an artifact lost in this way always turns up again somewhere. If the pocket is turned inside out, its contents spill forth, unharmed, and the pocket must be put right before it can be used again. If a breathing creature is placed within the pocket, the creature can survive for up to 10 minutes, after which time it begins to suffocate.

Placing the deep pocket inside an extradimensional space created by a bag of holding, portable hole, or similar item instantly destroys both items and opens a *gate* to the Astral Plane. The *gate* originates where the one item was placed inside the other. Any creature within 10 feet of the *gate* is sucked through it and deposited in a random location on the Astral Plane. The *gate* then closes. The *gate* is one-way only and can't be reopened.

48. The Brain Collector

DELVER

Weapon (shortsword), legendary (requires attunement)

From a distance, Delver's blade looks like cut stone – crude for a weapon – but on closer inspection this is due to the incredibly fine etchings that are worked into the adamantine blade.

You gain a +2 bonus to attack and damage rolls made when using this weapon. In addition, it has the following properties:

Dungeoneer. While you hold delver, you can always retrace your steps, even in the most convoluted of labyrinths. In addition, you can spend an action to cast Find Traps or Detect

Magic. Once you cast a spell using Delver, you cannot do so again for 1 hour.

Oozefinder. Delver can detect oozes, slimes, and fungi to a range of 30 ft.

Sentience. Delver is a sentient lawful neutral weapon with an Intelligence of 13, a Wisdom of 12, and a Charisma of 8. It has hearing and darkvision out to a range of 120 ft. The weapon can speak, read, and understand Common, Dwarvish, and Giant.

Personality. Delver was forged to find and recover lost artifacts – ideally to return them to their rightful owners or to use them to benefit society as a whole. Delver wants things to be where they belong. Delver likes things neat and doesn't appreciate chaos. Oozes are gross.

Delver is opinionated on a wide variety of topics. It usually thinks there is a right way to do something and is not shy about condescendingly lecturing people about how they are doing things the wrong way.

8. Servants' Quarters (Oozes!!!), 70. Stephen's Crypt

ENCHANTED SWORD OF SYLAIRE

Weapon (longsword), legendary (requires attunement)

This beautiful longsword provides a +2 bonus on both attack and damage rolls. It is extremely light and has the finesse property. The blade itself never gets dirty, and an attuned wielder can spend an action to cleanse themselves of any filth.

While you are holding the weapon, you may – if you are attuned to it – cast the levitate spell on yourself, requiring no material components. Once you do, this ability cannot be used again until the next dawn.

58. The Enchanted Sword of Sylaire

FIGURINE OF WONDROUS POWER – AMBER PHOENIX

Wondrous item, very rare (requires attunement)

This amber statuette of a phoenix can become a giant eagle for 8 hours. The giant eagle can speak Common and Primordial and has an alignment of chaotic neutral. It is immune to fire damage and appears to be on fire due to an effect similar to *continual flame*. It provides bright light in a 40-foot radius and dim light for an additional 30 feet. Once it has been used, it cannot be used again until four days have passed.

24. The Main Chapel, 70. Stephen's Crypt, Amber Living Statue

FIRE GEM

Wondrous item, very rare (attunement optional)

This large, rough-cut ruby is warm to the touch. When you possess the gem, you gain resistance to fire damage. You may optionally attune to the gem. If you do, you are able to use the *produce flame* cantrip with Charisma as your spellcasting ability, as if you were a sorcerer.

63. Fire

GOLDEN BOW

Weapon (shortbow), very rare (requires attunement)

This bow is made of some sort of golden-hued wood that glows softly, giving off dim light in a 10 foot radius. When used by someone attuned to it, this bow has the range of a longbow and arrows fired from it deal 2d8 radiant damage instead of their normal piercing damage.

70. Stephen's Crypt

HEALTH GEM

Wondrous item, very rare

This large, smooth sphere appears to be made of opal. When you possess the gem, you have advantage on saving throws against diseases. You may optionally attune to the gem. If you do, you have advantage on death saving throws.

69. Fourth Guardian

LIGHTNING GEM

Wondrous item, very rare (attunement optional)

This large, rough-cut diamond has a bright blue streak running through it. When you possess the gem, you gain resistance to lightning damage. You may optionally attune to the gem. If you do, you are able to use the *lightning lure* cantrip with Charisma as your spellcasting ability, as if you were a sorcerer.

62. First Guardian

LUSTING BLADE

Weapon (rapier), very rare (requires attunement)

This rapier provides a +1 bonus on attack and damage rolls. It is exceptionally light and anyone who attunes to it will be proficient in its use. The above properties are all that will be revealed by examination or an *identify* spell.

Curse. This sword is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the sword, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

Once you enter combat, you will not stop fighting until either you or all enemies are dead. Each round you are in combat, you must attack an enemy. If no enemies are in range of an attack, you must move toward a random enemy.

38. Card Room

MADNESS GEM

Wondrous item, very rare (attunement optional)

This large, diamond is faceted on one side and rough on the other. When you possess the gem, you gain resistance to psychic damage. You may optionally attune to the gem. If you do, you are able to use the *vicious mockery* cantrip with Charisma as your spellcasting ability, as if you were a sorcerer.

66. Third Guardian

MIRROR OF TRUTH

Wondrous item, very rare

The nature and properties of this hand-held mirror is obvious to all who see it, as that is part of its enchantment. When a creature looks into the mirror, only the truth can be seen: invisible creatures and objects are visible, visual illusions are seen through, and the true form of shapechangers and those transformed by magic is obvious. For other deceptions, such as physical disguises, the viewer can automatically make an Intelligence (Investigation) check, a Wisdom (Perception) check, or an appropriate saving throw. This check is made with advantage.

58. The Enchanted Sword of Sylaire

POTION OF RAGE

Potion, rare

This potion appears to be a Love Potion, and an *identify* spell will show it to be such. When you drink this potion, you are overcome by rage and compelled to attack the first creature you see. At the end of each round, you may make a DC 15 Wisdom saving throw in order to stop yourself from attacking the next round. If you fail three of these saving throws, you may not make any more and you will continue to attack until your target is dead or one hour has passed.

Random Encounters – Averaigne, Gilles Grenier

POTION OF TIME TRAVEL

Potion, legendary

The potion of time travel comes in two varieties: red and green. Red potions of time travel take the drinker into the past while green potions take the drinker into the future. Each potion of time travel has a specific potency which can be controlled precisely by those who brew the potions. When you drink this potion you instantly disappear and, after a sensation of falling, you reappear in the same place at a different time.

Random Encounters – Averaigne, 61. The Potion of Time Travel, Moriamis, Jehan Mauvaissoir, Azedarc

POTION OF THE WOLF

Potion, very rare

When you drink this potion, you assume the hybrid form of a werewolf (p. 211 MM). While under the potion's effects, you may use your action to polymorph into the form of a wolf or back into the hybrid form. You may also use your action to

polymorph back into your original form, but this ends the potion's effect. While under the effect of the potion, you gain the following traits:

Speed. 40 ft.

Damage Immunities. bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered

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

Strength 15 (+2) if your strength score is not already higher

Armor Class. natural armor of +1

Multiattack. In hybrid form, you make two attacks: one with your bite and one with your claws.

Attacks. A bite attack that does 1d8 piercing damage and a claw attack (in hybrid form only) that does 2d4 slashing damage. You cannot pass the curse of lycanthropy on.

The potion lasts until any one of the following occurs: you complete a short rest, you polymorph into your original form, or 8 hours pass.

50. *Alchemy Laboratory*

THE RING OF EIBON

Ring, legendary (requires attunement)

"It was made of a redder gold than any that the Earth had yielded in latter cycles, and was set with a large purple gem, somber and smoldering, whose like is no longer to be found."

While wearing this ring you can understand any written language you can see, as if under the effect of a *comprehend languages* spell. In addition The ring has 3 charges for the following other properties. The ring regains 1d3 expended charges daily at dawn.

You can spend 1 minute and expend 2 charges to cast the spell *contact other plane*.

You can spend 1 charge as an action to cast the spell *locate creature*.

You can spend 2 charges as an action to cast the spell *summon greater demon*, but if you lose control of the summoned demon, the ring will not regain charges the next day.

60. *The Ring of Eibon, Luc le Chaudronnier*

RING OF PLANT CONTROL

Ring, very rare (requires attunement)

While you wear this ring you can move through dense plant growth without being slowed. You take no damage from thorns or other such natural, plant-based hazards and you have advantage on saving throws against non-magical attacks employed by plants. The ring has 3 charges, and it regains 1d3 charges daily at dawn. You can cast the following spells from the ring by expending the necessary number of charges:

- Entangle (1 charge)
- Plant Growth (2 charges)
- Speak with Plants (2 charges)

20. *The Wild Hunt, Andrew David Amber*

ROD OF THE TYRANT

Rod, very rare (requires attunement)

The Rod of the Tyrant is much like a Rod of Rulership. You can use an action to present the rod and command obedience from each creature that you can see within 120 feet of you. You cannot exclude creatures from this effect. Each target must succeed on a DC 15 Wisdom saving throw or be charmed by you for 4 hours. Targets engaged in combat with you have advantage on this saving throw. Targets who succeed on the saving throw are aware that there was an attempt made to charm them.

While charmed in this way, the creature regards you as its rightful leader, but it does not necessarily like or trust you. If harmed by you or your companions, a target automatically makes an additional saving throw, ending the effect on a success.

You may give orders to those who are charmed. While a charmed target does not have to follow these orders, failure to do so results in them taking 6d6 psychic damage, or half that damage on a successful DC 15 Wisdom saving throw. Taking this damage does not end the charm effect. Once a target takes this damage, however, it cannot take additional damage in this way until the next dawn.

When the charm effect ends, a target knows it was charmed. Once the rod is used, it can't be used again until the next dawn.

34. *Throne Room*

STONEBORN GEM

Wondrous item, very rare (attunement optional)

This large diamond is faceted on one side and rough on the other. When you possess the gem, you gain advantage on saving throws against petrification effects. You may optionally attune to the gem. If you do, you are able to use the *magic stone* cantrip with Charisma as your spellcasting ability, as if you were a sorcerer.

65. *Second Guardian*

SUN SHIELD

Armor (shield), rare (requires attunement)

Sun shields are traditionally carried by members of the Brotherhood of the Sun. These shields provide an extra +1 bonus to AC. They appear to be on fire, but are merely warm to the touch. They do, however, give off light as a torch.

43. *The Red Room, Thermistus, the Sun Brother*

SHOCKWAVE BOOTS

Wondrous item, rare

These worn leather boots have three charges and regains 1d3 expended charges each dawn. While wearing them, you can stamp your foot, expending one charge as a bonus action, to deal 2d10 thunder damage to all creatures within 10 feet of you. When you do this, any creatures of medium size or

smaller or unattended objects under 400 lbs that are within 5 feet of you are pushed away from you 5 feet. You may expend additional charges to increase the damage dealt by 2d10 for each charge expended.

70. Stephen's Crypt

SILVERBLADE HALBERD

Weapon (halberd), rare

The blade of this halberd is made from magically strengthened silver. You gain a +1 bonus to attack and damage rolls made when using this weapon. Against lycanthropes, however, it is somewhat more effective. When a lycanthrope is within 20 ft. of the halberd, the blade glows, illuminating a 20 ft. radius with bright light and providing dim light for another 10 ft. A lycanthrope within the radius of bright light has disadvantage on attacks against the wielder of the halberd.

36. Library, Claude Amber

TAR'SKAI, THE GREAT MAUL

Weapon (maul), legendary (requires attunement)

Tar'skai is an ancient adamantine weapon, dating back thousands of years to the Dhakaani Empire.

You gain a +1 bonus to attack and damage rolls made when using this weapon. In addition, it has the following properties:

Staggering Power. When you use Tar'skai to make a killing blow upon a creature, all of that creature's allies within 10 feet of it must succeed on a DC 15 Strength saving throw or be knocked prone.

Pound to Dust. When used against objects, Tar'skai deals an additional 3d6 thunder damage on a successful attack.

Sentience. Tar'skai is a sentient lawful evil weapon with an Intelligence of 11, a Wisdom of 12, and a Charisma of 15. It has hearing and darkvision out to a range of 60 ft. The weapon communicates empathically, transmitting its emotions to the creature carrying it.

Personality. Tar'skai is was forged to provide discipline to powerful but unruly bugbears. Its focus is the dhakaaani goblin concept of muut, which can be roughly translated as honor in one's duty. Its duty, of course, was to kill when ordered to. Tar'skai does not understand mercy.

70. Stephen's Crypt

VENOM GEM

Wondrous item, very rare (attunement optional)

This large, rough-cut diamond has streaks of black and green running through it. When you possess the gem, you gain resistance to poison damage. You may optionally attune to the gem. If you do, you are able to use the *poison spray* cantrip with Charisma as your spellcasting ability, as if you were a sorcerer.

64. Air

WATER GEM

Wondrous item, very rare (attunement optional)

This large, diamond is faceted on one side and rough on the other. When you possess the gem, you gain a swim speed of 20 feet. You may optionally attune to the gem. If you do, your swim speed becomes 40 feet.

68. Water

WILDWOOD BOW

Weapon (any bow), uncommon

This bow appears to be made of a living branch, with buds just beginning to appear. When you target a creature with this bow, that creature gains no benefit from cover provided by living plants unless it is total cover.

Random Encounters – Indoor Forest

MUNDANE EQUIPMENT

IRON CLAW

Martial melee weapon

Cost 25 gp

Damage 1d6 slashing

Weight 1 lb.

Properties finesse, light

These bladed metal sheaths fit over the natural claws of tabaxi.