

BOOK OF BEASTS

The cover art depicts a dramatic scene in a dark, dense forest. A large, brown-furred bear is the central focus, roaring with its mouth wide open, revealing sharp teeth. Its face is covered in numerous small, glowing green eyes. A purple dragon-like creature with wings is perched on the bear's back. In the lower-left foreground, a character with long dark hair, wearing a green tunic and brown leather armor, is shown from the side, holding a sword and looking towards the bear. The ground is covered in green moss and small plants. The overall atmosphere is dark and mysterious.

MONSTERS OF THE FORBIDDEN WOODS

FIFTH EDITION

JON BRAZER
ENTERPRISES

Luis Solas

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Addanc

The depths of the swamp hide many dangerous secrets. The addanc is one secret that even the swamp would much rather forget about—even the very landscape trembles as it passes by.

A Beaver Crossed With a Nightmare

The addanc is a solitary predator that builds dams to create small lakes. Once its territory is defined, anything that comes near the lake or adjoining river becomes the addanc's prey. The beast hunts by floating just under the surface of the water and waiting for its next meal to approach, at which point it attacks with a bone-crunching bite. With the prey held tight in its jaws, the addanc attempts to drag its quarry under the water. Both industrious and conniving, this monster possesses enough intelligence to wait for its prey to be at its most vulnerable. Once it attacks, it goes immediately for the kill, giving its prey little chance to resist. It cares not for its prey; it cares only for its stomach.

Like the natural beaver's lodge, an addanc's lair can only be accessed from below the water's surface. The structure within is a truly gruesome scene. The creature uses the possessions and remains of its victims for decoration, and the stench of decay permeates the entire lair. The adjoining dam is composed of heavy tree branches; logs with long bones of larger prey are interspersed to shore the structure. A typical addanc lair is between thirty and fifty feet in diameter and rises about fifteen feet above the surface of the water.

A typical addanc is 7 feet long and weighs 250 pounds. A death addanc is 15 feet long and weighs around 1,000 pounds. A young addanc is 4 feet long and weighs 70 pounds.

Young Addanc

Small monstrosity, neutral evil

Armor Class 12

Hit Points 13 (3d6 + 3)

Speed 20 ft., swim 40 ft.

Str 13 (+1) **Dex** 14 (+2) **Con** 13 (+1)

Int 2 (−4) **Wis** 11 (+0) **Cha** 8 (−1)

Skills Athletics +3

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Hold Breath. The addanc can hold its breath for 13 minutes.

Actions

Multiattack. The young addanc makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft.; one target.

Hit: 4 (1d6 + 1) piercing damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft.; one target.

Hit: 3 (1d4 + 1) bashing damage.

Addanc

Large monstrosity, neutral evil

Armor Class 11

Hit Points 42 (5d10 + 15)

Speed 20 ft., swim 40 ft.

Str 18 (+4) **Dex** 12 (+1) **Con** 16 (+3)

Int 4 (−3) **Wis** 14 (+0) **Cha** 9 (−1)

Skills Athletics +6

Senses darkvision 60 ft., passive Perception 12

Languages understands Common

Challenge 2 (450 XP)

Hold Breath. The addanc can hold its breath for 16 minutes.

Actions

Multiattack. The addanc makes two attacks: either one with its bite and one with its claws or one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft.; one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the addanc can't bite another target.

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

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft.; one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Death Addanc

Huge monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 104 (11d12 + 33)

Speed 30 ft., swim 60 ft.

Str 20 (+5) **Dex** 15 (+2) **Con** 17 (+3)

Int 5 (−3) **Wis** 15 (+0) **Cha** 9 (−1)

Skills Athletics +8

Senses darkvision 60 ft., passive Perception 12

Languages understands Common

Challenge 5 (1,800 XP)

Hold Breath. The death addanc can hold its breath for 17 minutes.

Actions

Multiattack. The death addanc makes two attacks: either one with its bite and one with its claws or one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft.; one target. *Hit:* 16 (2d10 + 5) piercing damage, and the target

is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the death addanc can't bite another target.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft.; one target. *Hit:* 10 (2d4 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft.; one target. *Hit:* 10 (2d4 + 5) bludgeoning damage.

Building a Battle

Young addancs hunt in packs, finding safety in numbers. As soon as they get large enough to take care of themselves, they find their own territory and almost never leave. Both adult addancs and death addancs hunt in much smaller numbers or by themselves; they are rarely found in larger numbers.

There is, however, one significant, annual exception to their solitary behavior. During mating season every spring, all the females swim together in a sizable lake or swamp. Over the course of a month's time, the males will engage in a fierce competition to bring their prospective mates large quantities of food or shiny objects, obtained by slaughtering humanoids that live nearby. Once a female chooses a mate, the pair lay their eggs in the female's lair and the male only leaves to bring back food. Males that do not win a mate during this time are at their most aggressive, killing anything they encounter and leaving the bodies uneaten.

Names

While an addanc is not intelligent enough to have its own language or to give itself a name, villagers that live near a death addanc typically give it a name. These names either reflect the fear they hold for the creature or describe some aspect of the physical appearance. Typical names include Scaledbeaver, Childeater, Swampdeath, and Killer in the River.

Things in an Addanc's Lair

The gnawed bones of its last ten kills, torn pieces of its clothing, a small rodent or spider that feeds off of the scraps the addanc does not finish, a small piece of jewelry (such as a ring or necklace).

Adventure Hooks

Addanc II: The Revenge—Adventurers that have faced off against an addanc before encounter another one in the same location. When they investigate, they discover that not only is this one much larger, but it is not alone. The real question is what or who is drawing the addancs to this area.

Those Are Not Teeth Marks—The adventurers encounter a group of young addancs gnawing on a body. Upon closer inspection, the dead person clearly had their throat cut long before the creatures started their meal. The local officials ask the adventurers to determine who killed their former resident.

"Murderers. Killers. Savages. You would think they are orcs."

—*Galinthryal Morningstar, elven protector*

"I wish the local militia would kill the whole lot of them. Last year, they wiped out half the town, including my neighbor. I still don't know why I am here and they are not."

—*Simmons Smith, mason*



Druidic Guardians

The protectors of the forest must never be underestimated. The animals of the field, plants of the forest, and even the stones of the ground assist them in any fight against civilized men.

Rocks for Brains

A shrine stone is an ancient guardian of druidic groves and powerful fey crossings. It protects a designated area against thieves, vandals, and others who do not pay homage to the holy site. It usually stands away from the shrine itself but still close enough to maintain a watchful eye. The shrine stone never stands further than 60 feet from its guard post.

When a fey or druid guards an area with shrine stones, several stones may be laid within 60 feet to protect the sacred place. A druid may disguise a shrine stone to appear as a common stone that is part of the shrine. Others have been known to carve common stones to appear similar to shrine stones to make the holy place appear protected by multiple guardians and confuse evildoers.

While a shrine stone possesses no gold, it typically possesses a rare jewel on some part of its body. Rubies are frequently used, but emeralds, diamonds, and opals are not uncommon. The jewel is its eye to the world. Even though it typically has notches on its face that have an eyelike appearance, the jewel is how it detects vandals and others who would deface the shrine.

A shrine stone typically stands 12 feet tall and weighs about 18,000 pounds.

Mushroom Guardian

Tiny plant, unaligned

Armor Class 11

Hit Points 11 (2d4 + 6)

Speed 20 ft.

Str 13 (+1)	Dex 12 (+1)	Con 16 (+3)
Int 1 (–5)	Wis 11 (+0)	Cha 1 (–5)

Damage Vulnerabilities fire

Damage Resistances poison

Condition Immunities blinded, deafened

Senses blindsight 30 ft. (blinded beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

False Appearance. When the mushroom guardian remains motionless, it is indistinguishable from an ordinary mushroom.

Actions

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

Spore Cloud (Recharge 6). The mushroom guardian exhales a cloud of spores in a 10-foot radius. Each creature in that area must make a DC 11 Constitution saving throw or begin sneezing so hard that the creature is incapacitated for 1 round. The creature is unaffected on a successful saving throw.

Stone Guard

Small construct, unaligned

Armor Class 14 (natural armor)

Hit Points 39 (6d6 + 18)

Speed 0 ft.

Str 1 (–5)	Dex 12 (+1)	Con 17 (+3)
Int 1 (–5)	Wis 7 (–2)	Cha 1 (–5)

Saving Throws Con +5

Damage Immunities poison, psychic

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1 (200 XP)

Pass Movement. Every stone guard is created with a deactivation method to prevent it from attack. Performing this series of movements that requires a creature to use their action. A pass movement can be anything from a complicated dance to a series of simple hand gestures. If the pass is given, the stone guard does not attack again for 1 hour, at which point the pass movement can be performed again.

Actions

Rock Hurl. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft.; one target. *Hit:* 11 (3d6 + 1) bludgeoning damage.

Water Hound

Small elemental, neutral

Armor Class 13 (natural armor)

Hit Points 50 (9d6 + 18)

Speed 30 ft., swim 60 ft.

Str 17 (+3)	Dex 14 (+2)	Con 15 (+2)
Int 4 (–3)	Wis 14 (+2)	Cha 8 (–1)

Damage Vulnerabilities fire

Damage Resistances piercing and slashing from nonmagical weapons

Damage Immunities cold, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Aquan

Challenge 2 (450 XP)

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

Actions

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

Water Wave (Recharge 5–6). The water hound exhales a wave of water in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) cold damage and being knocked prone on a failed save, or half as much damage and avoiding being knocked prone on a successful one.

Vine Protector

Large plant, unaligned

Armor Class 13 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 30 ft., climb 30 ft.

Str 17 (+3) **Dex** 1 (–5) **Con** 12 (+1)

Int 3 (–4) **Wis** 11 (+0) **Cha** 2 (–4)

Damage Vulnerabilities fire

Damage Resistances poison

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blinded beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 3 (700 XP)

False Appearance. When the vine protector remains motionless, it is indistinguishable from a pile of vines.

Regeneration. The vine protector regains 6 hit points at the start of its turn. If the vine protector takes fire damage, this trait doesn't function at the start of the vine protector's next turn. The vine protector dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The vine protector makes three vine barb attacks.

Vine Barb. *Melee Weapon Attack:* +5 to hit, reach 10 ft.; one target. *Hit:* 6 (1d6 + 3) piercing damage plus 2 (1d4) poison damage.

Shrine Stone

Large construct, neutral

Armor Class 18 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 30 ft.

Str 20 (+5) **Dex** 8 (–1) **Con** 16 (+3)

Int 4 (–3) **Wis** 6 (–2) **Cha** 1 (–5)

Saving Throws Con +5

Damage Immunities poison, psychic

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages understands Common but can't speak

Challenge 4 (1,100 XP)

Wake. Whenever a creature comes within 60 feet of the animated shrine stone's guard post and the creature does not demonstrate the appropriate sign to the shrine stone, the construct activates and attacks the creature. To discover the required sign, a creature must succeed on a DC 15 Intelligence (Religion) check. If the shrine stone has activated and is shown the sign, it will return to its guard post. Drawing the sign on the ground requires an action and is sufficient to pacify the shrine stone.

Actions

Multiattack. The shrine stone makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft.; one target. *Hit:* 8 (1d6 + 5) bludgeoning damage, and the target must make a DC 13 Constitution saving throw, becoming incapacitated until the end of the shrine stone's next turn on a failed save.

Building a Battle

While some druids protect their sacred shrines with only a single defender, multiple guardians and multiple types of guardians keep shrines safe from various kinds of attacks. The outermost perimeter is typically defended by mushroom guardians or stone guards, since they can ward off benign animals and relatively weak raiders. From there it depends on the individual druid's ability and the availability of natural resources. Shrine stones typically protect locations deep within a forest. Many druidic holy sites make use of the natural foliage and create vine protectors. Those druids adept at summoning elementals call upon water hounds to defend sacred locations near lakes or the sea.

Things at a Druidic Shrine

Berry bushes that are infused with magic to give the berries healing properties, a stone or wooden altar covered in wolfsbane, a fire pit with the ashes of the last fire still inside, four stones painted to represent the four elements, a jar of eternal fire

Adventure Hooks

Divine Robbery—An acolyte, folk hero, or outlander among the adventurers has a friend that ministers at a druidic shrine. Recently it was robbed of the offers that passersby leave for the shrine's priest. While the monetary value of the theft is minor, the adventurer's friend asks

that the thief be brought to the shrine to pay penance. If there is a noble or a soldier among the adventurers, the thief will have a connection to this adventurer and have fallen on hard times.

Eversummoning Shrine—A summoning that went horribly wrong has left a portal, which is being held open by the shrine. Every 1d6 rounds a new animal comes through the portal, and the animals are attacking the nearby town. The shrine guardians are not attacking the animals, but they do attack anyone that attempts to shut the portal down.

Mushrooms by Moonlight—Mushroom guardians created by Grennik, a hedonistic satyr, form a circle every night. Supposedly, creatures that dance in the mushroom circle by moonlight disappear forever. After the local lord's daughter disappeared after such a dance, the adventurers are hired to get her back.

"Imagine if we had those magical berries. We could sell them and make a fortune. Are you scared of a few rocks between here and there? It's not like they are going to come to life and squash us."

—Merideth Clearwater, bandit

My hand? I lost it trying to steal from some druids. What, you think that is funny? You think druids are too busy hugging bunnies to be dangerous? Yeah, well a walking rock crushed the bones in my hand into powder. I wasn't laughing that day.

—Gensik Ironaxe, dwarven barkeep



Giant Animals

Mother Nature has not left her creations defenseless. Indeed, animals as large as humans can be just as deadly, if not more so, for they claw and bite their victims to death.

The Larger the Animal, The Less Cute it Gets

Most animals are small enough and weak enough to be dealt with by a commoner. Even some of the more powerful animals like a lion can be dealt with by the town guard. Adventurers, however, are the only ones that can deal with the giant animals. These creatures are far too powerful for the likes of ordinary men and women.

Most animals leave humanoids alone, so when they attack in mass numbers, either some nefarious mind is behind it or their food source has disappeared.

Owl, Dire

Medium beast, unaligned

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 10 ft., fly 40 ft.

Str 11 (+0) **Dex** 15 (+2) **Con** 14 (+2)

Int 2 (–4) **Wis** 13 (+1) **Cha** 5 (–3)

Skills Survival +3

Senses passive Perception 11

Languages –

Challenge 1/2 (100 XP)

Actions

Multiattack. The dire owl makes two talon attacks when flying.

Pellet Vomit (1/Day). *Melee Weapon Attack:* +4 to hit, reach 5 ft.; one target. *Hit:* 2 (1d4) bludgeoning damage. If the target is a living creature, it must succeed on a DC 12 Constitution saving throw or become poisoned until the creature completes a long rest. While the creature is poisoned, all creatures (other than the dire owl) that are within 5 feet of the poisoned creature must succeed on the same saving throw or become poisoned as long as they stay so close to the creature. Creatures with the scent ability gain disadvantage on this saving throw.

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

Screech. An owl can let out a loud screech. All creatures within 10 feet that fail a DC 12 Con save are deafened until the end of the dire owl's next turn.

Rat, Monstrous

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 40 ft.

Str 15 (+2) **Dex** 12 (+1) **Con** 14 (+2)

Int 3 (–4) **Wis** 13 (+1) **Cha** 4 (–3)

Senses darkvision 60 ft., passive Perception 11

Languages –

Challenge 1 (200 XP)

Keen Smell. The monstrous rat gains advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The monstrous rat gains advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated. Rats are always considered allies of a monstrous rat.

Actions

Multiattack. The monstrous rat makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft.; one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a living creature, it must succeed on a DC 12 Constitution saving throw against disease or become diseased. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 3 (1d6) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

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

Bloodboar

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

Str 16 (+3) **Dex** 11 (+0) **Con** 14 (+2)

Int 2 (–4) **Wis** 9 (–1) **Cha** 5 (–3)

Senses passive Perception 9

Languages –

Challenge 2 (450 XP)

Charge. If the bloodboar 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 3 (1d6) slashing damage. If the target is standing on the ground, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft.; one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a living creature, it must succeed on a DC 13 Constitution saving throw or have its speed reduced by half until the bloodboar's next turn.

Battlesqueal (1/Day). A bloodboar can let out a loud squeal, calling all nearby boars to attack. All boars that can hear the bloodboar's squeal gain advantage on their next attack.

Lion, Dire

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 66 (7d12 + 21)

Speed 50 ft.

Str 22 (+6) **Dex** 17 (+3) **Con** 16 (+3)

Int 3 (−4) **Wis** 12 (+1) **Cha** 12 (+1)

Skills Perception +3, Stealth +5

Senses passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Keen Smell. The dire lion gains advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The dire lion gains advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated. Lions are always considered allies of a dire lion.

Pounce. If the dire lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is knocked prone, the dire lion can make a bite attack against the prone creature as a bonus action.

Running Leap. With a 10-foot running start, the dire lion can long jump up to 30 feet.

Actions

Multiattack. The dire lion makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft.; one target. *Hit:* 11 (1d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft.; one target. *Hit:* 10 (1d8 + 6) slashing damage.

Savage. *Melee Weapon Attack:* +8 to hit, reach 5 ft.; one prone creature. *Hit:* 17 (2d10 + 6) piercing damage. The creature must succeed at a DC 11 Wisdom saving throw against fear or be frightened until the end of the dire lion's next turn.

Building a Battle

While some packs of giant animals do exist, it is far more common for one or two giant animals to lead a pack of smaller animals or for them to hunt on their own. Add a single dire lion to a pride of lions or a bloodboar to a sounder of wild boars to make the situation more dangerous.

Adventure Hook

Animal Army—Shaman Windspear of the Treefall Clan of natives is a druid and has been training animals for quite some time. Questions arise when animals that attack travelers on the road appear well-trained. Who is using the shaman's animals to frame him for these attacks?

No More Food—Something has chased away or killed all the deer and other more docile creatures in the local wild areas, leaving only the ferocious predators. The adventurers must hold back these starved animals long enough for the locals to build defenses and then discover the reason for the docile animals' disappearance.

"You can stay and fight that enormous lion if you want. I'm running."

—Arthur Beck, city guard

"So wait, you're telling me that you received this wound from battling a rat of highly unusual size? I don't believe they exist."

—Dread Pirate Wellsley, sea captain



Knaerk

Every dwarf, young and old, fears a knaerk attack. Their fear of these tunnel-wreckers is enough to induce gibbering madness.

Bringing the Roof Down

Even though this horror might look like the love child of a chunk of granite, a spider and a hairless goblin, this creature from another plane can scare any tunnel-dwelling creature. It is known for collapsing tunnels, killing everyone inside and then gliding through the earth without taking a scratch. Because of this, they are incredibly difficult to kill and are known for destroying whole dwarf clans single-handedly.

For whatever reason, knaerks hate dwarves far more than any other creature that lives underground. Sure, they don't like duergar, drow, kobolds, orcs and all the rest, but dwarves "break their rubble," as they say. The feeling among dwarves is considered mutual.

Young Knaerk

Tiny elemental, neutral evil

Armor Class 13 (natural armor)

Hit Points 22 (4d4 + 12)

Speed 15 ft., burrow 30 ft.

Str 11 (+0)	Dex 9 (–1)	Con 16 (+3)
Int 8 (–1)	Wis 12 (+1)	Cha 5 (–3)

Damage Vulnerabilities thunder

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages Terran

Challenge 1/4 (50 XP)

Earth Glide. The knaerk can burrow through nonmagical, unworked earth and stone. While doing so, the young knaerk doesn't disturb the material it moves through.

Actions

Multiattack. The young knaerk makes two slam attacks.

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

Rocks Fall. The knaerk can disrupt an area of nearby stone, causing rocks to fall down on top of a target. As long as the target is underground, a knaerk can cause rocks to fall down onto one target within 30 feet. A failed Dex save (DC 11) means the target suffers 2d6 points of bludgeoning damage and is restrained; a move action is required to lose the restrained condition. A successful save means the target suffers half the damage and is not restrained.

Knaerk

Small elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 45 (6d6 + 24)

Speed 20 ft., burrow 20 ft.

Str 15 (+2)	Dex 10 (+0)	Con 18 (+4)
Int 8 (–1)	Wis 14 (+2)	Cha 6 (–2)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages Terran

Challenge 3 (700 XP)

Earth Glide. The knaerk can burrow through nonmagical, unworked earth and stone. While doing so, the knaerk doesn't disturb the material it moves through.

Actions

Multiattack. The knaerk makes two slam attacks.

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

Rocks Fall. The knaerk can disrupt an area of nearby stone, causing rocks to fall down in an area. As long as the targeted area is underground, a knaerk can cause rocks to fall down onto all targets in a 10-foot area within 30 feet. Targets in the area that fail a DC 12 Dex save take 4d8 points of bludgeoning damage and are restrained; a move action is required to lose the restrained condition. A successful save means the target suffers half the damage and is not restrained.

Elder Knaerk

Medium elemental, neutral evil

Armor Class 17 (natural armor)

Hit Points 105 (10d8 + 60)

Speed 30 ft., burrow 30 ft.

Str 19 (+4)	Dex 14 (+2)	Con 22 (+6)
Int 9 (–1)	Wis 16 (+3)	Cha 6 (–2)

Damage Vulnerabilities thunder

Damage Resistances piercing and slashing from nonmagical weapons

Damage Immunities bludgeoning from nonmagical weapons, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 12

Languages Terran

Challenge 6 (2,300 XP)

Earth Glide. The knaerk can burrow through nonmagical, unworked earth and stone. While doing so, the elder knaerk doesn't disturb the material it moves through.

Actions

Multiattack. The elder knaerk makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft.; one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Cave In. As long as the elder knaerk is underground, it can pull the ground above it down upon itself and all nearby creatures. All creatures within a 30 foot radius of the knaerk that fail a DC 14 Con save suffer 8d8 points of bludgeoning damage and are stunned until the end of the elder granite knaerk's next turn as well as restrained; a move action is required to lose the restrained condition. A successful save means the creature suffers half the damage and is neither restrained nor stunned.

Rocks Fall. The knaerk can disrupt an area of nearby stone, causing rocks to fall down in an area. As long as the targeted area is underground, a knaerk can cause rocks to fall down onto all targets in a 10-foot area within 60 feet. A failed Dex save (DC 14) by any targets in that area suffers 4d6 points of bludgeoning damage and is restrained; a move action is required to lose the restrained condition. A successful save means the target suffers half the damage and is not restrained.

Building a Battle

The younger the knaerk, the more of them there are in a group. You almost never see a young knaerk by itself. Conversely, elder knaerks are almost never with another elder knaerk. However, it is not uncommon for an adult knaerk or an elder knaerk to have a few young with them.

Things in a Knaerk's Domain

A collection of rocks, most of them worthless while a few are precious gems, cut to perfection.

Adventure Hooks

Hunt the Summoner—A group of young knaerks have been attacking the Mithralhammer mine for weeks. The mine is leased from the local lord, and the dwarves must provide the lord 10 gold bars every month to keep the lease. The knaerk attacks have them behind on their payments and the lord is demanding that the dwarves pay up or lose the mine. The dwarves believe that the lord had someone summon the

knaerks to evict them from the mine, but they cannot find the knaerks' domain nor the spellcaster that summoned the elementals. The dwarves are willing to fashion the adventurers some better weapons or tools if they hunt down the knaerks, and they are willing to pay them if they find evidence of the lord's duplicitous actions.

A Pet Named Disaster—A group of orcs decided to summon an elder granite knaerk to help them kill some dwarves. While they did annoy the dwarves, the many cave-ins caused buildings in the town above the mines to collapse. The adventurers need to go into the mines and kill the elemental as well as the orcs that summoned it in the first place, or else they will summon another one.

"I like a knaerk the same way I like my gold to turn out to be pyrite. If you find a knaerk, kill it. There are no other good ways to deal with them."

—Günter Axebeard, dwarven miner

"It is quite possibly the only thing we dark elves and you dwarves will agree on. Shall we put aside our differences and kill that blasted tunnel collapse?"

—Esozzt Spiderstar, drow assassin



Spiderbear

If you cannot abide the thought of a spider with all its hairy legs crawling across your floor, imagine one large enough to bite off your head and smart enough to counter your attacks. That is the danger of the spiderbear.

And You Thought Normal Spiders Gave You The Creeps

Combining the raw strength of a bear with the swiftness and deadly poison of a spider, a spiderbear is a ferocious predator and perhaps one of the creepiest because of its cunning intellect, eight legs, and nasty claws.

The name a spiderbear has for its kind in its own language literally translates as “Cave King.” Its ability to walk on cave walls and ceilings or up tree trunks makes it an inventive hunter. Combined with its exceptional ability to hide, its prey seldom know the spiderbear has attacked, even after the poison takes hold.

A spiderbear’s home is its web. Like a monstrous spider, the silk a spiderbear spins is as thick as rope and far stronger. The silk’s natural adhesive makes it difficult for all but the spiderbear or its lesser spider kin to traverse without being stuck fast. Unlike a spider, a spiderbear decorates its web with the femur bones of its most recent kills. A spiderbear considers skulls with brains intact to be a fine delicacy and will take the time to savor its meal. Its web is also hung with metallic treasures found upon its victims. A spiderbear’s web frequently bears a wealth of gold coins and magical gear. Each of these glittery items is woven tightly into the web’s structure and it typically takes looters a half hour to dig out the full wealth from it.

A colony of spiderbears organizes themselves from oldest to youngest. The younger ones occupy the mouth of a cave or the edge of a forest. The eldest spiderbear is found in the heart of the forest or the darkest recesses of the cave. When a creature comes into a spiderbear cave or forest, the young ones decide together if they will challenge it or leave it for their elders. If they decide to attack, only a single young spiderbear tries to vanquish the newcomer. If the brave arachnid dies quickly, the rest of the young ones stay hidden. If the interloper does not succumb easily but the first few seconds of battle fall to the attacking spiderbear, its brethren join in swarming the foe. This process is characteristic of each age cluster. Should the spiderbears allow the trespasser to approach the eldest spiderbear, then all ages of spiderbears will surround the formidable creature and join the foray if the eldest signals to attack. Younger spiderbears, of course, leave the spoils to the eldest.

Young Spiderbear

Small monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 40 ft., climb 40 ft.

Str 15 (+2) **Dex** 16 (+3) **Con** 14 (+2)

Int 6 (–2) **Wis** 14 (+2) **Cha** 4 (–3)

Skills Stealth +5

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages Common, Spiderbear

Challenge 1/2 (100 XP)

Pack Tactics. The young spiderbear gains advantage on attack rolls against a creature if at least one of the spiderbear’s allies is within 5 feet of the creature and the ally isn’t incapacitated. Spiders are always considered a spiderbear’s ally.

Spider Climb. The young spiderbear can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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

Web Walker. The young spiderbear ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft.; one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 3 (1d6) poison damage.

Adult Spiderbear

Large monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 40 ft., climb 40 ft.

Str 16 (+3) **Dex** 15 (+2) **Con** 15 (+2)

Int 9 (–1) **Wis** 16 (+3) **Cha** 7 (–2)

Skills Perception +5, Stealth +4

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages Common, Spiderbear

Challenge 3 (700 XP)

Spider Climb. The adult spiderbear can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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

Web Walker. The adult spiderbear ignores movement restrictions caused by webbing.

Actions

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft.; one target. *Hit:* 8 (2d4 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 3 (1d6) poison damage and is poisoned for 1 round.

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

Web (Recharge 6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft.; one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10, hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Elder Spiderbear

Huge monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 142 (15d12 + 45)

Speed 40 ft., climb 40 ft.

Str 19 (+4) **Dex** 12 (+1) **Con** 17 (+3)

Int 11 (+0) **Wis** 17 (+3) **Cha** 8 (–1)

Skills Perception +5, Stealth +3

Senses truesight 60 ft., passive Perception 15

Languages Common, Spiderbear

Challenge 7 (2,900 XP)

Spider Climb. The elder spiderbear can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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

Web Walker. The elder spiderbear ignores movement restrictions caused by webbing.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft.; one target. *Hit:* 14 (3d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take 4 (1d8) poison damage and is poisoned for 2 (1d4) rounds.

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

Web (Recharge 4–6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft.; one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 11, hp 12; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Reaction

Disarm. The elder spiderbear can knock a weapon out of a creature's hand if the creature missed the spiderbear. To do this, the elder spiderbear must see the attacker and must not have made a claw attack this round. When a melee attack fails against the elder spiderbear, it can make a claw attack against that creature. If the claw attack hits, the attack deals no damage, but the weapon is knocked out of the creature's hand and lands 5 feet away from the creature in a random direction.

Building a Battle

Whereever a spiderbear can be found, so can spiders. Spiders and spiderbears do not cooperate as much as they simply attack the same target and fight over which gets to devour their prey. However, the spiderbear enjoys the hunt and the thrill of the chase, whereas a spider is merely hungry. Spiderbear webs are built for deception. A common strategy is to have a web built on the ceiling supported with thin and easily broken strands. When half of the web comes down, any intruders stand trapped in the cave while the spiderbear pounces.

Adult spiderbears are rare. While there may be dozens or even hundreds of young spiderbears in a cluster, adult spiderbears typically number between three and six. Even the largest spiderbear cluster possesses less than a dozen adult spiderbears. Elder spiderbears are even rarer. If two elder spiderbears are in a single cluster, every surrounding village and town will notice. Every animal in the forest will quickly vanish, either having run away or been eaten. People that go anywhere near their domain will disappear at an alarming rate.

Names

Spiderbears change their names over the course of their lives. They begin with names like Hair-Leg-Fang-Stab, Jump-Pounce-Claw, and Poison-Growl. Those spiderbears that live to become adults take the name Fang-Break-Bone, Roar-Hunt, and Sticky-Web-Human-Prey. Elder spiderbears take up names like Cruel-Forest-Pain-Giver, Dwarf-Rip-Apart, and Scream-Eater.

Things in a Spiderbear's Web

Femur bones from a dozen different humanoids and goblinoids, a spellbook with a spiderbear bite taken out of it, three different weapons, websacs filled with several dead creatures, various amounts of gold

Adventure Hooks

Deadly Alliance—Reports of orc raids include descriptions of spiderbears following their orders. The adventurers have to find a way to break this alliance if they are to have any hope of ending these devastating raids.

Ill-Timed Birth—After an adult spiderbear starved to death waiting for its egg to hatch, a group of kobolds stole the egg. Hoping there might be something in there to eat, they rolled the house-sized ball of webbing away, heading towards their underground lair. Around the time the adventurers come across this group, the egg starts to hatch.

“Oh, come on, you whiner! Sure, it’s nothing normal or natural. But how many monsters far weirder have we faced? You’re really that scared of spiders, huh? Fine! Stay here, then. I’ll go kill it for you.”

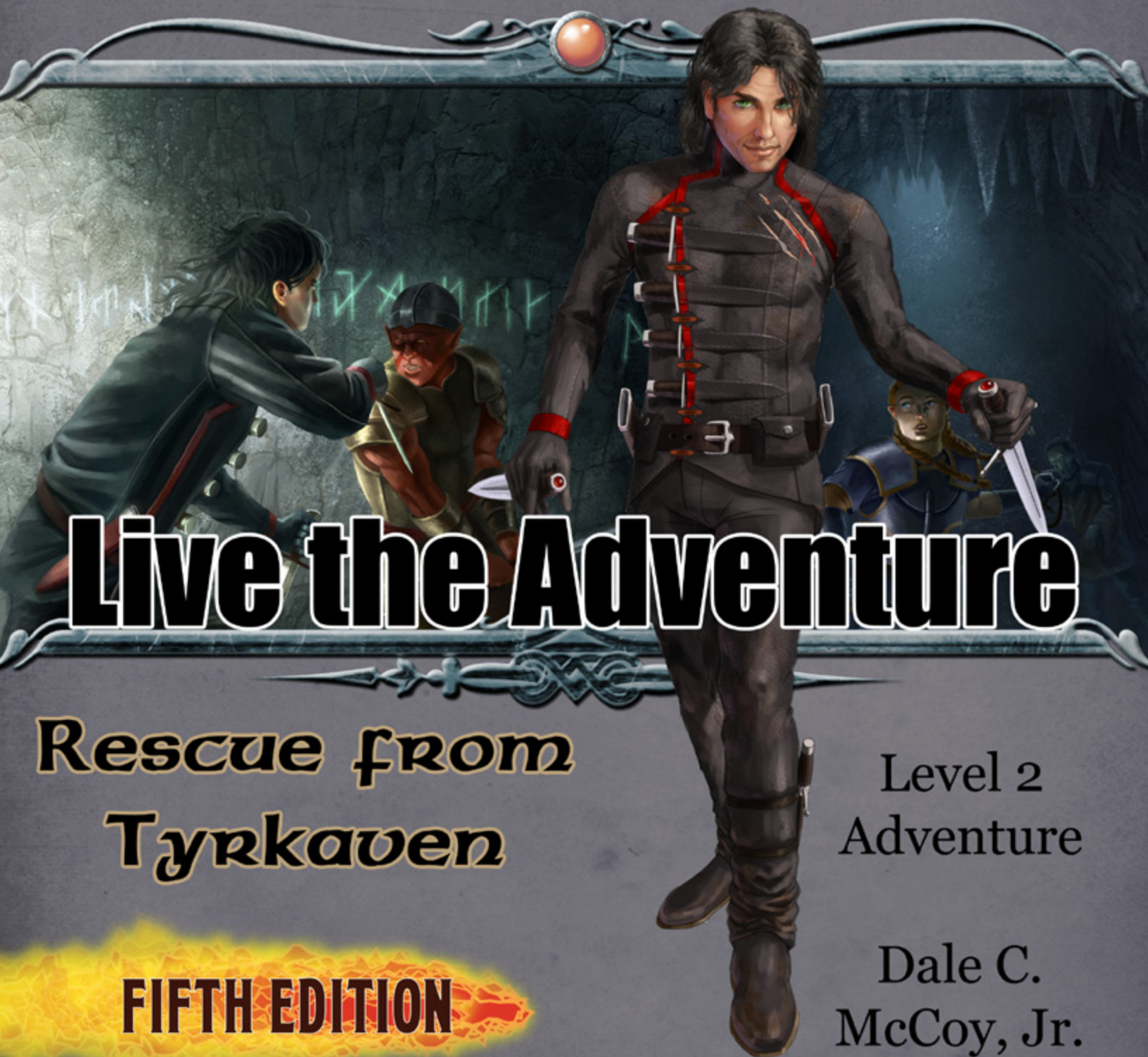
—Chalan Smith, human fighter, last words spoken to his companion

“Think of it like this. Take the speed and general creepiness of a spider then add in a bear’s strength and deadly claws. That is a spiderbear. If you are wise, you will stay far away from that thing.”

—Ginsmouth Brokenaxe, retired dwarven adventurer



DEADLY D • E • L • V • E • STM



Live the Adventure

**Rescue from
Tyrkaven**

FIFTH EDITION

Level 2
Adventure

Dale C.
McCoy, Jr.

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FIFTH EDITION

JON BRAZER ENTERPRISES

Danger and Death Awaits in the Forbidden Woods

Deep in the heart of the Forbidden Woods lies a group of monsters that is too terrifying for most. Animals of enormous size, creatures part spider and bear, terrifying crocodile beavers, and things much, much worse. Only the bravest heroes dare to stand up to these foul abominations with murderous intent and save the people from a fate far worse than death.

Monsters of the Forbidden Forest is an exciting new supplement of monsters in Jon Brazer Enterprises' best selling **Book of Beasts** series, and is for use with the *World's Oldest Fantasy Roleplaying Game*. These monsters are designed to frighten characters and leave your players recounting their tales of heroism time and again. Inside this volume, you'll find:

- **18 new monster**, ranging from challenge 1/4 to 7
- **Items found in the monsters' lairs**, giving you ready ideas for a treasure horde.
- **In-game descriptions of each monster**, ranging from random NPC quotes to names given to the monster when they do not know what it is
- **Adventure hooks** to use these monsters in unique and exciting ways
- **Battle suggestions**, descriptions on how best to build and encounter



Face What Goes Bump in the Night

Luis Solas