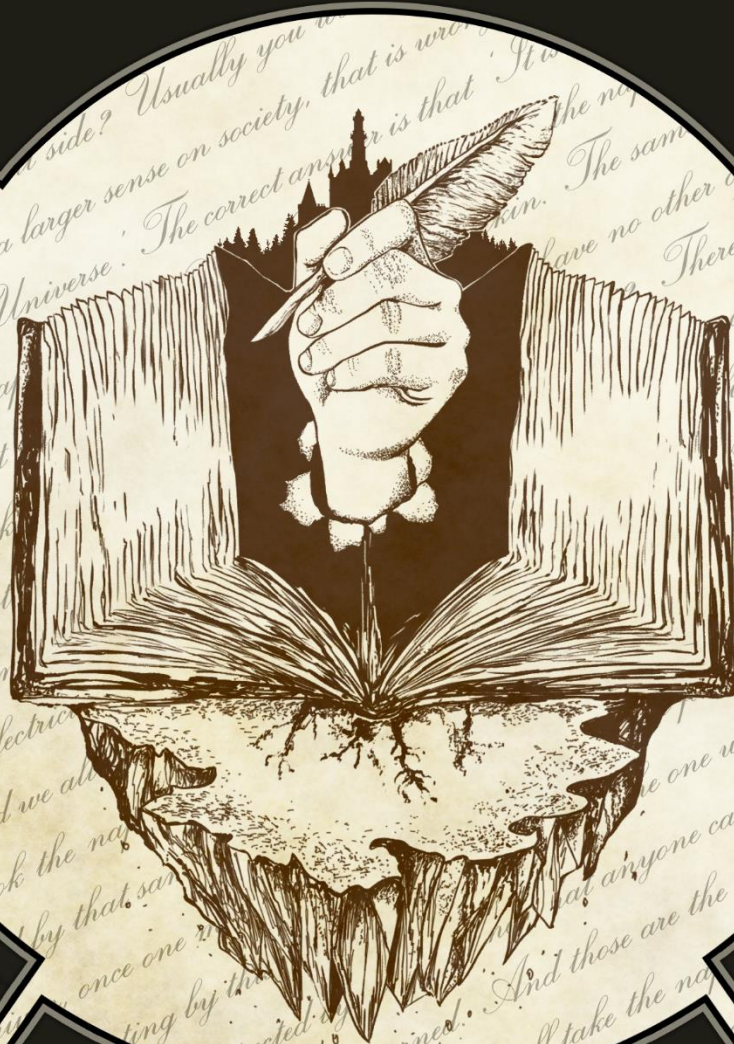


ALEXANDER KAMI

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WORLDBUILDING ESSENTIALS



INANIMIS' LEGACY COLLECTION



THE ULTIMATE COMPANION TO BREW LIFE INTO YOUR CAMPAIGNS

INANIMIS' LEGACY COLLECTION

WORLDBUILDING ESSENTIALS

Version 1.0

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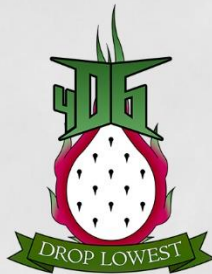
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What truly makes a great campaign? A campaign is not unlike a living organism. Everything has to go right in order for it to truly work. You need interesting characters, a fascinating plot, engaging players, a vivid world filled with details that betray your worldbuilding, schemes, betrayals, friendships and passion. You need love as much as you need hate and you need life as much as you need death.

In this book you will find everything you may need to spark your imagination, fill the empty notches of your world, challenge your players with problems that cannot be solved solely with violence. You will find ways to spice up combat, establish intrigue and construct engaging side quests. You will find curses to bestow upon your players and you will find ways to make death exciting.

In essence, what you will find in this book is how to make your campaign's heart beat to the rhythm of a truly epic story; your own story built upon the foundations of WORLDBUILDING ESSENTIALS.

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CHARACTERS



Filling your campaigns with new characters on a weekly basis can prove to be quite demanding and nerve-racking. A hooded mysterious guy in a corner only gets you so far and while not all Non-Player Characters are that important to your plot, the party just cannot keep themselves from digging deeper every single time...

CHARACTER IDEAS

Sometimes all one needs is a little spark. Below you can explore a hundred different ideas to figure out what your next creation will be. Entries marked with asterisks (*) imply that they can be used for both Player Characters and Non-Player Characters.

CHARACTER IDEAS

d100 Idea

- 1 A barbarian that cries after every battle because they did not die a glorious death. *
- 2 A barbarian with two voices inside their head – one reasonable and one insane – which control them when they rage. *
- 3 A bard-barian that loves to sing but has a really bad voice and whenever someone points it out, they rage and try to kill them. *
- 4 A bard that plays the fool but is actually a spy from an opposing country gathering intel. *
- 5 A bard with really bad hearing. *
- 6 A barmaid that is actually a succubus.
- 7 A blind beholder.
- 8 A blind halfling who is surprisingly good at playing cards. *
- 9 A chef that is a master poisoner.
- 10 A child that became an assassin because the urchin life was not enough to sustain them. *
- 11 A child that carries a greatsword in hopes that someday they will wield it. *
- 12 A child that wants to join the cavalry but is allergic to horses, unbeknownst to them. *
- 13 A circus owner who is a devil in disguise.
- 14 A death dog breeder.
- 15 A dockmaster that accepts bribes from pirates.
- 16 A doctor that is actually a vampire and kills a few of their patients to feed themselves but cures the rest.
- 17 A doctor that secretly buys fresh corpses to work on their experiments.
- 18 A dragonchess player that challenges random people. If they win, they are granted a wish. If they lose, they die. But the challengers do not know what is at stake.
- 19 A drow elf that masks themselves as a human with make-up and refuses to admit what they are. *

- 20 A druid that set deadly traps around the forest to protect the wildlife, but animals started getting caught and they cannot remember where they placed them. *
- 21 A druid that only loves insects. *
- 22 A drunken master monk that drinks to forget their terrible past. *
- 23 A dwarf that desperately wants to learn magic but cannot. *
- 24 A dwarf that thinks they are a really short human. *
- 25 A farmer that secretly grows opium as a side gig.
- 26 A fighter that boasts of being a hero but has never done anything important. *
- 27 A fighter that wants a giant as their pet. *
- 28 A fighter that will not kill unless they are hurt first. *
- 29 A fortune teller that is just a normal person who is really good at guessing.
- 30 A fortune teller that is paid in memories instead of gold.
- 31 A ghost that thinks they are alive.
- 32 A gnome barbarian who is in fact an orc warchief that was forced to swap bodies with a gnome mage. *
- 33 A guard that plants fake evidence and arrests people that annoy them.
- 34 A high-ranking soldier, that was betrayed and stripped off their rank, seeking revenge. *
- 35 A hunter that works as a mercenary to kill hobgoblins out of spite for losing their pet lizard, which was killed by one. *
- 36 A jousting that has never won a single tournament but roams the land helping people.
- 37 A juggler that uses *prestidigitation* to fool spectators.
- 38 A kidnapper that only kidnaps old men.
- 39 A killer that only kills their victims by drowning them.
- 40 A king/queen that drew the *Ruin* card from the *Deck of Many Things*.
- 41 A kleptomaniac cleric that offers whatever they steal to their deity. *
- 42 A little girl that is protected by a powerful demon.
- 43 A master lockpicker that is paid to open up places extremely hard to get into. *
- 44 A master tactician that cannot lead in battle. *
- 45 A merchant that can be magically summoned anywhere by the use of a token.
- 46 A merchant that trades goods for blood.
- 47 A mind flayer disguised as the mayor of a town.
- 48 A mind flayer offering protection to a temple in exchange for one brain per week.
- 49 A miner that is in fact the king/queen of the land but had their memory erased and their appearance changed.
- 50 A monk that has to get hit first before fighting back. *



- 51 A monk that wears a blindfold but is actually not blind. *
- 52 A necromancer that recruits creatures willing to die so that they can be raised for their army. *
- 53 A noble that always wears white make-up on their face to hide the presence of a mysterious birthmark. *
- 54 A paladin who has sworn to kill their parent for becoming a lich. *
- 55 A person that can speak all languages except for Common.
- 56 A person that collects skulls of all creatures. *
- 57 A person that gambled their soul and lost so now they do the bidding of a devil.
- 58 A person that is cursed to wake up with a different appearance every day.
- 59 A person that is really bad at fighting but has a plan to become immortal so that they can be a gladiator. *
- 60 A person that lost a leg to a gnoll and has sworn since then to hunt down every gnoll. *
- 61 A pirate that steals so that they can pay off a debt. *
- 62 A poet that wants to go adventuring for inspiration. *
- 63 A powerful mage that is in fact a barbarian who just shouts spell names before attacking with their club. *
- 64 A priest that is in fact a con artist.
- 65 A prisoner that escapes prison every night to sleep with their beloved one and returns at dawn.
- 66 A ranger that carries a sparrow in a birdcage. The bird is a polymorphed old enemy. *
- 67 A ranger specialized in killing werewolves.
- 68 A rogue whose life purpose is to find the *Deck of Many Things* and destroy it. *
- 69 A servant that killed their master and took over their estate. *
- 70 A shapechanger that likes killing victims and taking over their place in life.
- 71 A sibling whose twin's soul is trapped in a gem because they drew *The Void* card from the *Deck of Many Things*. *
- 72 A sinister loan shark that kills one of your relatives every week until you pay up.
- 73 A sorcerer that can only cast spells after eating a fig. *
- 74 A sorcerer that lost their mind to an evil artifact.
- 75 A sorcerer that wants to become a beholder. *
- 76 A tabaxi that thinks and acts like a housecat. *
- 77 A thief that only steals from the poor. *
- 78 A tiefling that is afraid of fire. *
- 79 A tinkerer that wants to create a bomb to destroy their own kingdom.
- 80 A triton that cannot swim. *
- 81 A vampire that wants to become a werewolf.
- 82 A village's fool who is in fact a polymorphed dragon that also suffers from the effects of *feeblemind*.
- 83 A warlock that wants to kill their patron. *
- 84 A werebear that wakes up every day as a human and does not know they go on a murder spree every night.

- 85 An aarakocra that cannot fly. *
- 86 An aasimar that accidentally hurts others whenever they try to heal them. *
- 87 An arcane trickster that works in a casino, setting up games.
- 88 An assassin that hates blood. *
- 89 An asylum patient that has amazing historical knowledge for some reason.
- 90 An elf that hates magic and is trained to fight magic users. *
- 91 An eminent blacksmith that ceased forging weapons.
- 92 An evil druid that wants to wipe every race off the planet so animals can live in it in peace. *
- 93 An ex-captain that is desperate to get back to the sea.
- 94 An innkeeper that hosts secret pit fights.
- 95 An innkeeper that is the leader of a gang.
- 96 An interrogator that kills uncooperative suspects and then casts *speak with dead*.
- 97 An old person that had their garden gnomes stolen and is now adventuring to get revenge. *
- 98 An ominous kenku that writes down the names of every dead creature they encounter. *
- 99 An uncanny jester that cannot stop laughing because of a curse.
- 100 An urchin that wants to kill a God. *



NPC PRESETS

One may not always have the luxury to prepare interesting NPCs to populate their world with. But the party grows hungry and the table remains empty. Worry not. The characters below were conceived in a setting-agnostic way so that they can be thrown into any campaign and function naturally; and they are at your disposal.

CRIMINALS

Criminals are the spice and flavor of each city. They know how the underworld works and they know how to get what you need – or someone you need. At a price, of course.

ALINA LAZULI

Alina is an attractive and sweet lady – on the outside. Her father is a crime boss so it is safe to say that her life was fairly easy up to this point. She had the best treatment a daughter would hope to get. But Alina grew to have a peculiar taste in fun; fun as in watching other creatures suffer... Of course, her father is a smart man. He would not just grab random people from the street so that his daughter has pets to mess with. But if someone had to be punished... well, Alina would take over. Alina's father is extremely protective of her, but she is hungry for companionship. Whenever she decides to choose a suitor her father makes sure to get rid of them afterwards. Indeed, few dare mess with Capo Giovanni's family.

RECOMMENDED STAT BLOCK:

Noble (change AC to 11) → *Monster Manual*



ALINA READY TO ATTEND A BALLROOM DANCE. SHE SEEMS ANGRY FOR LACKING A PARTNER.

GRUNBELD KILLJOY

Grunbeld is a very wicked person. Abduction and murder are just the tip of the iceberg on his portfolio. Like most people with a criminal background, he can easily be found in one place: prison; a high security one, on the deepest level – and for good reason. He was caught attempting to assassinate the king during a speech and later on transported to his current residence.

Grunbeld might be a madman but he knows how to keep secrets, such as the identity of whoever hired him to kill the king; something that in its turn keeps his head on his shoulders. The royal family has promised a generous reward to anyone who extracts that information, but to this day, one year later, no one was able to make him talk and the reason for technically abandoning his freedom still remains a mystery.



GRUNBELD MOMENTS BEFORE HIS CAPTURE. PERHAPS HIS CLOTH'S SYMBOL MIGHT OFFER INSIGHTS TO ULTERIOR MOTIVES.

GRUNBELD KILLJOY

Medium humanoid (dwarf), chaotic evil

Armor Class 11

Hit Points 67 (9d8 + 27)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	8 (-1)	10 (+0)	11 (+0)

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

Challenge 2 (450 XP)

Dwarven Resilience. Grunbeld has advantage on saving throws against being poisoned.

Reckless. At the start of his turn, Grunbeld can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

ACTIONS

Multiattack. Grunbeld makes two melee attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (3d4 + 3) bludgeoning damage.



SNEAKY DURING A MISSION.
POOR LASS HAS NO CLUE WHAT
SHE IS GETTING INTO.

SNEAKY JACKWOUND

Small humanoid (gnome), chaotic neutral

Armor Class 15 (studded leather armor)
Hit Points 27 (6d6 + 6)
Speed 25 ft.

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

Skills Deception +7, Insight +4, Perception +4, Persuasion +7, Sleight of Hand +5, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages Common, Gnomish
Challenge 3 (700 XP)

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

Gnome Cunning. Sneaky has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. Sneaky's innate spellcasting ability is Intelligence (spell save DC 11). Sneaky can innately cast the following spells, requiring no material components:

At will: *nondetection* (self only)
1/day each: *blur*, *disguise self*

Sneak Attack (1/Turn). Sneaky deals an extra 7 (2d6) 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 of Sneaky that is not incapacitated and Sneaky does not have disadvantage on the attack roll.

ACTIONS

Multiattack. Sneaky makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

SNEAKY JACKWOUND

Known for his slippery fingers, Sneaky lived most of his young life as a street urchin, stealing food from market stands just to keep himself alive. Soon enough he joined a small gang and his skills in pickpocketing and getting the hell out of places were noticed by big crime lords. After a job that went bad, Sneaky had to swear loyalty to a mob leader in order to keep his life. He then started dealing drugs, organizing heists, blackmailing powerful people, etc. Needless to say, this lifestyle messed with his head. He became paranoid about pretty much everything and he is looking for a way out. However, the information he carries is extremely dangerous for the city's mob and "out" is not a viable option. Maybe he can be persuaded to loosen his tongue a bit if he is promised security, but that will not be simple.

TALIE BAENTUSO

Did you notice a breaking and entering? Talie Baentuso did not do it. Otherwise you would not have noticed it. An adept infiltrator, Talie is a young drow elf with unmatched talent for picking locks, pockets and hearts. Her charm will open most locked doors and when her charm fails, her fingers open the rest. She is not dangerous by any means; she probably has never killed anyone. But she is a master in non-lethal techniques. If you want to get into somewhere, she is the person to talk to.

Talie used to be a servant, like her mother, in a castle. There she learnt the ways of the rich and taught herself to mess around with their belongings. Eventually, she was caught on act and kicked out of service after a heavy beating that left her for dead. Talie's goal is to raise enough money to actually buy the castle she used to live in, in order to free the servants living there, including her mother who was left behind – quite ambitious...

RECOMMENDED STAT BLOCK: Drow Spy → *Out of the Abyss*

TALIE SHEATHING
HER SWORD.



GREAT WARRIORS

You can find them in the barracks. You can find them in the front line. You may not be able to find them at all. One thing is for sure: they are not to be taken lightly.

BRUTUS THE GLADIATOR

Brutus is a name that once shook entire arenas to their core. A name chanted by a thousand citizens, sung by hundreds of bards, cursed by a few gamblers and feared by every other gladiator. He was the main show. A man with no past that arrived ten years ago in the arena and amassed more victories than one cares to count. A man that despite winning his freedom chose to keep his feet on the bloodied sand, a man that knows nothing other than battle. Rumors say that he used to be a war general. Others say he was a serial killer. A few believe he is a demigod. For an unknown reason, one day Brutus decided to kill his master and free all of his slaves. He single-handedly killed all the guards and set his ex-master's house on fire. He then disappeared. No one knows his whereabouts.

Truth is that Brutus fell in love with a slave. He stayed in the arena because that was the only way he could be with her. One day, their master got a little too rough on her. She died. Brutus snapped. It has been three years since then and Brutus has been living as a fisherman in a small cabin he built near a lake, trying to find peace after years of blood, sweat and sand. He now goes by the name Thomkell; the name he had before becoming a gladiator.

RECOMMENDED STAT BLOCK: Gladiator → *Monster Manual*



BRUTUS IN
HIS PRIME.

DOJANA IN ACTION.



DOJANA HENRIQUE

Medium humanoid (human), lawful neutral

Armor Class 17 (half plate armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +7

Skills Acrobatics +7, Deception +6, Insight +5

Senses passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Evasion. If Dojana is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

ACTIONS

Multiattack. Dojana makes four melee attacks.

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

REACTIONS

Parry. Dojana adds 2 to her AC against one melee attack that would hit her. To do so, Dojana must see the attacker and be wielding a melee weapon.

DOJON HENRIQUE, THE "MASQUERADA"

A true artist with the blade, Dojon is a figure that instills fear to anyone that goes against him. His legend started when he competed in a fencing tournament under the alias of the "Masquerada". The name Dojon Henrique is no secret, as he had to submit a real name next to his infamous nickname. He won every fight, besting every foe. He then went on to win even more tournaments, making many seasoned warriors drop out upon discovering they would be facing him.

In truth, Dojon Henrique is Dojana Henrique. She is a woman that masks herself as a man because most tournaments would not allow women to fight men and vice versa. And Dojana does not lay a hand on women. She travels across the country, chasing title after title while also saving women who are in trouble.

MALREL GREYHULK

Malrel is a powerful wizard who has annihilated entire groups of enemies, destroyed towers and set whole forests on fire all by himself – or rather, these are the rumors a drunk peasant that watched him fight spread. In reality, he is a barbarian who just shouts "Lightning Bolt!" and other similar things before simply smashing enemies with his battleaxe.

Despite his weird habit, Malrel is pretty strong and should not be underestimated. His story began the day he found a magically imbued battleaxe by pure chance. Since then, he became really fascinated by the arcane arts and left his tribe to join the citadel's magic academy. Sadly, he was rejected. "To hell with y'all, I don't need ya!" he yelled, and set out to unlock his ultimate potential...

MALREL FROM A DRUNK
PEASANT'S PERSPECTIVE.

MALREL GREYHULK

Medium humanoid (half-orc), neutral

Armor Class 16 (Dexterity and Constitution modifiers)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	9 (-1)	11 (+0)	10 (+0)

Saving Throws Str +7, Con +6

Skills Athletics +7, Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 4 (1,100 XP)

Rage (2/Day). As a bonus action, Malrel can gain resistance to bludgeoning, piercing and slashing damage for one minute or until he drops to 0 hit points. Additionally, he gains advantage on Strength saving throws and his melee weapon attacks deal 2 bonus damage.

Reckless. At the start of his turn, Malrel can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Relentless Endurance (1/Day). When reduced to 0 hit points, Malrel drops to 1 hit point instead.

Savage Attacks. When he scores a critical hit, Malrel can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Unarmored Defense. While Malrel is wearing no armor, his AC includes his Dexterity and Constitution modifiers.

ACTIONS

Multiattack. Malrel makes two melee attacks.

Battleaxe +1. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage when used with two hands.

ONVYR GALODEL

Onvyr Galodel is a peaceful man – until he is not. Being a half-elf in a community of elves can be rather stressful and Onvyr constantly struggled to fit in during his youth. He was always well-composed but when someone crossed the line, he would not hesitate to defend his pride. Eventually, he got the recognition he deserved and the elders tasked him with protecting the entrance of a sacred temple at the top of a mountain. What was there to protect? Nobody knows for certain. Some say there was an artifact at the temple's depths; others say there was a dragon. Whatever the case was, he failed. He was defeated in a matter of seconds by an unknown force – something that took a huge toll on his dignity – and the temple was breached. He was then ostracized for his failure and fell into deep despair.

However, whatever falls must be raised. Onvyr made a deal with the elders to retrieve what was stolen in exchange for his place back into the elven society and undertook intense amounts of training to better himself. He now roams the land in search of clues that will lead him to the culprit who broke in the temple and wishes to reclaim his lost pride as a warrior by defeating them.

ONVYR MOMENTS AFTER HIS
AMBUSH AT THE TEMPLE.



ONVYR GALODEL

Medium humanoid (half-elf), lawful neutral

Armor Class 17 (*ring of protection*, Wisdom modifier)

Hit Points 112 (15d8 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Str +6, Dex +8, Con +4, Int +1, Wis +3, Cha +1

Skills Acrobatics +7, Athletics +5, Investigation +3, Perception +5

Damage Resistances fire and lightning (granted by the *blast scepter*; see “Special Equipment” below)

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish

Challenge 7 (2,900 XP)

Special Equipment. Onvyr wears a *ring of protection*. He carries a *potion of water breathing* and a *blast scepter* with a flanged edge.

Blast Scepter. Onvyr is attuned to the *blast scepter* and has resistance to fire and lightning damage. Additionally, Onvyr can use an action to present the scepter and cast *thunderwave* as a 4th-level spell (save DC 16) at will.

Evasion. If Onvyr 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.

Fey Ancestry. Onvyr has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Unarmored Defense. While Onvyr is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

Unarmored Movement. While Onvyr is wearing no armor and wielding no shield, his walking speed increases by 10 feet (included in his speed).

ACTIONS

Multiattack. Onvyr makes two melee attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 35 (9d6 + 4) bludgeoning damage.

REACTIONS

Parry. Onvyr adds 2 to his AC against one melee or ranged weapon attack that would hit him. To do so, Onvyr must see the attacker.

GUARDS

Many a time, players may have to go somewhere they are not supposed to go or do something that is illegal. Who is there to enforce rules and prevent them? Guards, of course. But guards tend to be a little... generic during campaigns. It goes without say there is some wasted potential there. That said, here are a few memorable guards to spice things up.

LARRY IN HIS USUAL ATTIRE.



LARRY JERKINS

Medium humanoid (half-elf), neutral evil

Armor Class 12

Hit Points 59 (7d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	11 (+0)	16 (+3)	14 (+2)

Skills Intimidation +4, Perception +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish

Challenge 4 (1,100 XP)

Fey Ancestry. Larry has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Taunt (2/Day). Larry can use a bonus action on his turn to target one creature within 30 feet of him. If the target can hear Larry, the target must succeed on a DC 14 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Larry's next turn.

ACTIONS

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d6 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 12 (4d6 + 2) piercing damage.

LARRY JERKINS

Larry is a burly veteran guard – though he dresses more like a thug. Despite his menacing demeanor, he is one of those guys that would not necessarily risk their life to save a civilian. Or get up from their chair when someone calls them. Or pretty much do anything. He is the dream guard of every thief. He ignores every illegal action around him because he simply cannot bother himself to chase someone, get in a fight, drag them back to a dungeon, write a report, etc. But Larry has a price. He is ready to turn a blind eye to a murder right in the middle of the city square if your coin is enough. And if your coin is not enough? He will just call someone with a better sense of justice than him to arrest you.

Larry was not always like this. He used to be vigilant. He used to value the law and chase down criminals with ferocity. Everything changed when his wife died. A guard in a higher position than Larry, tried to seduce her and she refused. The guard sliced her throat and left her to die. Larry found her. In her final moments, she whispered what had happened to her. Larry tried to chase down the guard, but the corruption ran deep. He did not manage to get justice. So, he simply gave up. He gave up on the system, on his life and on his values. Unless...

MAREK UZINO

If misfortune was a skill, Marek would be an expert. This man can just never get a break, no matter what. A prisoner escaped? Marek will take care of it. An expedition will take place? Marek will be the escort. The castle's chef had an argument with the city's hunter? Yes, Marek will solve the issue. He is sick and tired of all this, but his loyalty will not let him stand up for himself.

You see, Marek should actually be a knight, but being good in his job proved too much for his own sake. He quickly became everyone's favorite and most dependable guard. The people do not want to see him go - and the king grants his people's wishes. What does this man have to do to get his well-deserved promotion?

RECOMMENDED STAT BLOCK: Knight → *Monster Manual*

MAREK DURING ONE OF HIS MANY HARDSHIPS.

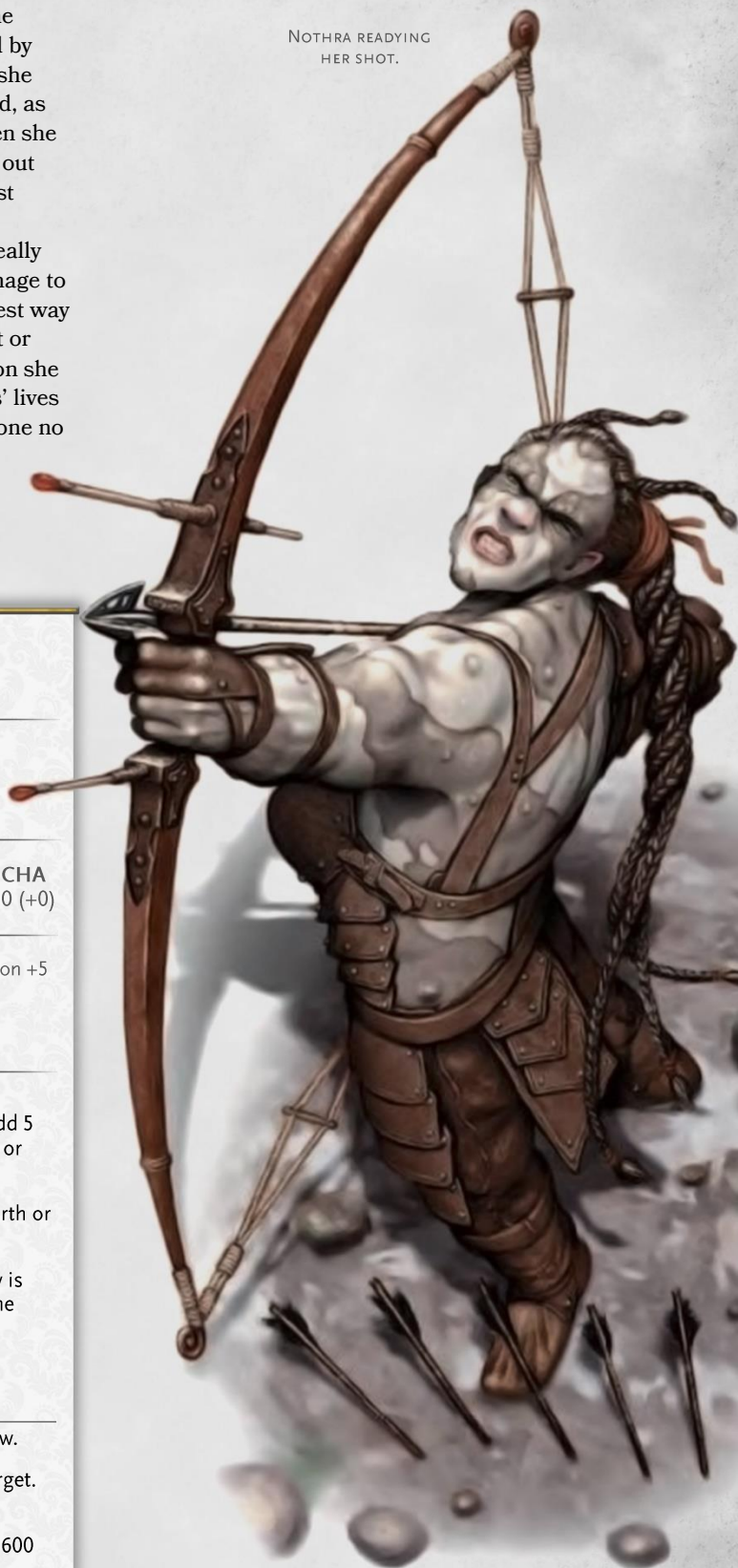


NOTHRA THE CLOUDED

A truly fearsome woman; Nothra will not waste a single second to hear excuses, incapacitating anyone if she deems it merited. She is an orphan who was raised by humans and became a guard because she felt that she had to do something about the injustice of the world, as well as protect the people that took care of her when she was a child. Her skill with the bow made her stand out from the rest of her ranks and she is one of the most trustworthy assets of the city's barracks.

Despite her intimidating appearance, Nothra is really kind-hearted. She frequently visits the city's orphanage to play with the children and she helps civilians the best way she can – be it setting up their stands in the market or escorting old folk to their destination, not to mention she would never kill anyone, as she values all creatures' lives and believes there is a place and purpose for everyone no matter their past deeds. However, she has trouble finding love, because most men are extremely scared of her.

NOTHRA READYING
HER SHOT.



NOTHRA THE CLOUDED

Medium humanoid (earth genasi), lawful good

Armor Class 15 (leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	10 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Athletics +4, Intimidation +2, Perception +5

Senses passive Perception 15

Languages Common, Primordial

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, Nothra can add 5 (1d10) to her next attack or damage roll with a longbow or shortbow.

Earth Walk. Moving through difficult terrain made of earth or stone costs Nothra no extra movement.

Innate Spellcasting. Nothra's innate spellcasting ability is Constitution (spell save DC 13). She can innately cast the following spell, requiring no material components:

1/day: *pass without trace*

ACTIONS

Multiattack. Nothra makes two attacks with her longbow.

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 12 (3d6 + 2) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

ZAPHARA BRACKHART

Ever seen a person whose presence is enough to send shivers down one's spine? Zaphara is exactly that type of person. She is silent and always bears a grin on her face. Nobody really knows how she manages to keep her job as a guard. The reason? She roams the streets with a snake around her neck. All the time. And that does not really make the townsfolk feel protected.

While it might seem like she carries a snake as an intimidating accessory, that is far from the truth. Zaphara is an avid snake enthusiast. And she knows everything about them – and their venom... She considers Monty – the python she travels with – her best and most trusted friend. Some of her colleagues say that she actually has sixty-nine different snake species accommodated in her residence, but none matches her love for Monty, as it has been with her since Zaphara was a teenager. If one needs information on snakes, Zaphara is undoubtedly their best choice.



ZAPHARA AND MONTY.

ZAPHARA BRACKHART

Medium humanoid (human), chaotic good

Armor Class 16 (scale mail)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Skills Animal Handling +7, Intimidation +4, Medicine +5, Nature +3

Senses passive Perception 13

Languages Common

Challenge 1 (200 XP)

Tamer's Bond. Zaphara has advantage on all her attacks against creatures within 5 feet of Monty the Python.

Innate Spellcasting. Zaphara's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *Speak with animals* (snakes only)

1/day: *animal friendship*, *detect poison and disease*

ACTIONS

Poisoned Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack. The target must make a DC 12 Constitution saving throw, taking 15 (6d4) poison damage on a failed save, or half as much damage on a successful one.

MONTY THE PYTHON

Small beast, unaligned

Armor Class 14

Hit Points 9 (2d6 + 2)

Speed 30 ft., swim 30 ft.

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

Skills Perception +2, Stealth +6

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

Beast's Bond. Monty has advantage on all its attacks against creatures within 5 feet of Zaphara Brackhart.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The target must make a DC 10 Constitution saving throw, taking 15 (6d4) poison damage on a failed save, or half as much damage on a successful one.

INNKEEPERS

They serve you ale and give you shelter for the night. They are as important as any major character, as they have information you need. And you have coin they need. Here are some folk one might meet running the local inn.

BARTOLOMEO SANZA

Medium fey, chaotic neutral

Armor Class 17 (studded leather armor)

Hit Points 78 (12d8 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +7, Cha +7

Skills Deception +7, Persuasion +7, Sleight of Hand +7, Stealth +7

Senses passive Perception 10

Languages Common, Sylvan, Thieves' Cant

Challenge 6 (2,300 XP)

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

Evasion. If Bartolomeo is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Bartolomeo instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Fey Ancestry. Magic cannot put Bartolomeo to sleep.

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

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

Smooth Talker. If Bartolomeo spends at least 1 minute talking to a creature or a group of creatures, he gains advantage on Charisma (Deception) checks against them.

Sneak Attack (1/turn). Bartolomeo deals an extra 10 (3d6) 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 of Bartolomeo that is not incapacitated and Bartolomeo does not have disadvantage on the attack roll.

ACTIONS

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 32 (12d4 + 2) bludgeoning damage.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 35 (9d6 + 4) piercing damage.

Light Crossbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 35 (7d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. Bartolomeo halves the damage that he takes from an attack that hits him. Bartolomeo must be able to see the attacker.



BARTOLOMEO'S
PORTRAIT.

BARTOLOMEO SANZA

A satyr owning a tavern named "Thief's End". Bartolomeo is an ex-thief of a guild called The Copper Daggers, as he never had any interest in performing, unlike most of his kind. He gave up on a life of crime when the guild started to take on darker jobs such as assassinations, hence the name "Thief's End". Of course, that does not mean that he does not still have his old contacts.

Bartolomeo's face always seems serene. He answers each and every one of your questions calmly without expressing any emotions and without expecting to get paid more than what your ale costs. But if you just use him as an information booth for free, his information will start being less useful. And less real. Most people in his tavern would give their life for Bartolomeo, either because they like his ale or because he pays them to protect him. He is certainly not defenseless, but some cheeky adventurers might prove to be a problem for one single person. That is why his tavern is fully equipped with traps and bodyguards that will toss out any rude customers. But there is another reason his tavern is fortified like this that only a few know of; its basement hosts secret pit fights.

HOMER CASTELLAN

A hardy old dwarf that keeps the tavern running by himself. He is quite adept in magic, using an unseen servant – whom he calls Jeremy – to serve food and ale while he cooks and takes down orders – or while he gambles. His "Rusty Lute" is his pride and joy and despite his bad habit he managed to keep it running every single day for the past fifty years.

Homer is a lonely man, but ever so cheerful. He will always offer his help, but never accept any. At the end of every night, before he closes shop, he brings out his lute and plays an old, almost forgotten tune. You see, his father, Jeremy Castellan, used to be a famous bard that decided to go off with an adventuring party one hundred years ago. He left his lute behind – and his family. To this day Homer still hopes his father will one day return. In any case, when his door locks, the gambling begins – and no one in their right mind should challenge Homer Castellan in betting games.

HOMER CONTENTEDLY
CLAIMING HIS PRIZE.

MEDIEVAL GAMES

FOR TAVERNS AND OTHER FINE ESTABLISHMENTS

MORE ON GAMBLING

Homer is featured on the cover of "MEDIEVAL GAMES FOR TAVERNS AND OTHER FINE ESTABLISHMENTS". You can check it out by clicking [here](#), and it is available to **download FOR FREE!**



20 strategies to incorporate in any setting, and bring your world to life – or make your party go home

HOMER CASTELLAN

Medium humanoid (dwarf), neutral good

Armor Class 9

Hit Points 30 (4d8 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	13 (+1)	17 (+3)	16 (+3)

Skills Deception +7, Perception +5, Performance +5, Sleight of Hand +3

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 15

Languages Common, Dwarvish

Challenge 1/4 (50 XP)

Dwarven Resilience. Homer has advantage on saving throws against being poisoned.

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

At will: *mage hand*, *mending*, *prestidigitation*, *unseen servant*

ACTIONS

Multiattack. Homer makes two melee attacks.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 bludgeoning damage.

VAL VARDA & SABINA JACKTOOTH

A dwarf and an orc running a luxurious restaurant together is a rare sight, but stereotypes do not discourage Val and Sabina. They grew up in an orphanage, inseparable from each other, and vowed to make it big together. And they did. With Val as the brains and Sabina as the muscles, they managed to build a small empire of their own: La Perle Blanche, the most esteemed restaurant in the capital. They established connections with many nobles and they possess invaluable intel – from mere gossip to crucial royal secrets. Their family is completed by their pet dog, Boko.

SABINA JACKTOOTH'S RECOMMENDED STAT BLOCK:
Orc Red Fang of Shargaas → *Volo's Guide to Monsters*

BOKO'S RECOMMENDED STAT BLOCK:
Mastiff → *Monster Manual*

VAL VARDA

Medium humanoid (dwarf), neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 55 (10d8 + 10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	18 (+4)	15 (+2)	16 (+3)

Saving Throws Int +6, Wis +4
Skills Arcana +6, Insight +4, Perception +4
Damage Resistances nonmagical bludgeoning, piercing, and slashing (from *stoneskin*); poison
Senses darkvision 60 ft., passive Perception 14
Languages Common, Dwarvish
Challenge 4 (1,100 XP)

Dwarven Resilience. Val has advantage on saving throws against being poisoned.

Spellcasting. Val is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *friends*, *message*, *resistance*
1st level (4 slots): *charm person*, *detect magic*, *identify*, *mage armor**, *magic missile*
2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*
3rd level (3 slots): *counterspell*, *dispel magic*, *lightning bolt*
4th level (3 slots): *fire shield*, *locate creature*, *stoneskin**
5th level (1 slot): *cone of cold*, *scrying*

*Val casts these spells on himself before combat.

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.

ASHGATH, AMUSED
BY ONE HIS RETAINERS.



KINGS & QUEENS

The most powerful creatures in terms of political power, kings and queens can be the cornerstone of a campaign. Their behaviour or mental state may shape a province's allies, cities, monuments or even the landscape.

ASHGATH, THE PALE KING

While most elves live up to seven centuries, the elven King Ashgath has exhibited abnormal constitution and... youth. He is said to be one thousand years old, even though he looks as if he has not aged a single day since he first took the crown at the age of two hundred. His eyes are white and his face rarely bears any vivid expression.

Ashgath is a just and fair ruler. He leads a life of great solitude and has taken no wife throughout his life. He lives in one of the greatest palaces the world has ever seen, with more than two thousand rooms and over ten stories tall. However, he lives there almost alone. He does not allow anyone to step on the palace grounds, except for a handful of retainers he trusts. When needed, he is summoned by a bell that stands outside the palace gates.

What lies behind Ashgath's sad, pale eyes one might ask? The answer is... immortality. When he was young, a stranger tricked him into drawing a card from the *Deck of Many Things*. He drew the *Moon* card, which granted him two wishes. His first wish was to become immortal. He still keeps his second one to this day...

ASHGATH THE PALE

Medium humanoid (elf), lawful good

Armor Class 14 (ring of protection, 17 with mage armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	19 (+4)	21 (+5)	17 (+3)	16 (+3)

Saving Throws Str +1, Dex +4, Con +5, Int +13, Wis +11, Cha +4

Skills Arcana +12, History +12, Insight +10, Perception +10

Damage Immunities psychic (from *mind blank*)

Senses darkvision 60 ft., passive Perception 20

Languages Common, Elvish

Challenge 23 (50,000 XP)

Special Equipment. Ashgath wears a *ring of protection*.

Fey Ancestry. Ashgath has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Immortal. Ashgath suffers none of the frailty of old age, and cannot be aged magically. He can be reduced to 0 hit points but cannot die.

Spellcasting. Ashgath is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *light*, *mage hand*, *message*, *ray of frost*

1st level (4 slots): *alarm*, *mage armor**, *magic missile*, *shield*

2nd level (3 slots): *detect thoughts*, *invisibility*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*

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

5th level (3 slots): *cone of cold*, *wall of force*

6th level (2 slots): *flesh to stone*, *globe of invulnerability*

7th level (2 slots): *symbol*, *teleport*

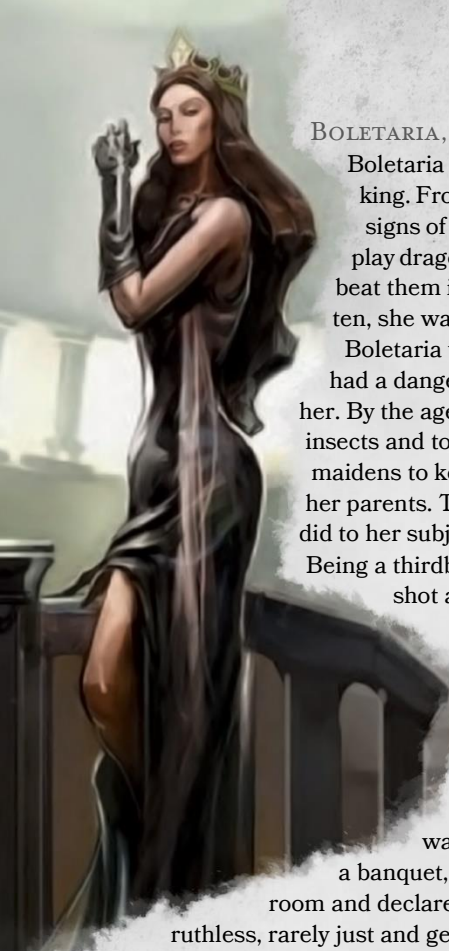
8th level (1 slot): *incendiary cloud*, *mind blank**

9th level (1 slot): *foresight*

*Ashgath casts these spells on himself before combat.

ACTIONS

King's Caress. *Melee Spell Attack*: +12 to hit, reach 5 ft., one target. *Hit*: 33 (6d10) necrotic damage. The target ages by a number of years equal to half the damage dealt.



BOLETARIA, THE MAD QUEEN

Boletaria is the third child of a human king. From an early age she exhibited signs of high intelligence. She would play dragonchess against masters and beat them in a flash. When she became ten, she was virtually unbeatable. But Boletaria was not simply smart; she had a dangerous, bloodthirsty side to her. By the age of fifteen she would collect insects and torture them. She ordered maidens to keep her hobby a secret from her parents. The maidens saw what she did to her subjects, so they kept silent.

Being a thirdborn, she did not have a real shot at the throne – she never wanted it in the first place.

That all changed when Rugrid, her older brother and future king, made fun of her for being a lowborn that could never be crowned. Boletaria

was clouded by fury. She held a banquet, poisoned everyone in the room and declared herself queen. She is ruthless, rarely just and generally insane.

Once per year, on her birthday, she hosts a dragonchess tournament in her castle. It is her against anyone that dares challenge the “Mad Queen”. The victor will marry her and become king. The losers are executed on the spot. For eight years, there has been no king.

BOLETARIA THE MAD

Medium humanoid (human), chaotic evil

Armor Class 11

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	14 (+2)	21 (+5)	15 (+2)	16 (+3)

Saving Throws Wis +4

Skills Deception +5, Intimidation +5, Perception +4

Condition Immunities charmed, frightened

Senses passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

Tactical Discipline. Boletaria has advantage on all ability checks and saving throws made during combat.

Voice of Command. As a bonus action, Boletaria can select up to three allies within 90 feet of her that can hear her commands. Each ally can immediately use its reaction to make one melee attack.

ACTIONS

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

BOLIVAR, THE RED KING

King Bolivar looks like your average human king; well-composed with a full mustache and beard, always dressed extremely fancy and with a look of boredom the likes of which you have never seen. People call him the Red King. Not because he executes people, neither because he won a bloodied battle. He is really vulnerable to one thing: wine. His cheeks are always red with drunkenness, his breath always stinks of alcohol and his orders are always clouded by his beloved hypocras. But King Bolivar is not a drunkard just because he likes the taste. He used to be an active king. He used to stroll the streets of his kingdom, to meet and greet people, to help his citizens the best way he could. He was a blessing to his land. And yet a curse fell upon him and his wife. They cannot bear children. A king without an heir is a troubling matter. He would go down in history not because of what he did, but because of what he could not do. Thus, the tale of the Red King will one day come to an end. Until then, there is wine.

RECOMMENDED STAT BLOCK: Noble → *Monster Manual*



BOLIVAR DURING A CIVILIAN'S AUDIENCE.

STRAECILIA, THE SABLE QUEEN

Just a glimpse of this woman can cause both men and women to lose their minds. One, because of her incomparable beauty; two, because of her terrifying demeanor. Is she as evil as her looks suggest? Well, she sure is as vile as it gets towards her enemies, but she is inarguably the fairest ruler her nation has ever seen.

Straecilia is a necromancer; that is no secret. She started off as an apprentice mage in the palace, later on assisting the former king on his council. But the king grew to become a tyrant and Straecilia did what everyone else was too afraid to do: kill him. The people applauded her and – since the king had no heir – she unanimously became queen. Even though she initially rejected the position, she could not bear to have her nation fall into clumsy hands and to this day, three years later, she does her best in protecting the country. Ignoring pressure by her peers, Straecilia denies marriage, as she claims she is perfectly capable of handling herself without a man. The secret truth is she just... prefers women...

STRAECILIA THE SABLE

Medium humanoid (human), neutral

Armor Class 13 (16 with *mage armor*)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	19 (+4)	15 (+2)	19 (+4)

Saving Throws Int +8, Wis +6, Cha +8

Skills Arcana +8, History +8, Persuasion +8

Damage Resistances necrotic

Senses passive Perception 12

Languages Common, Undercommon

Challenge 11 (7,200 XP)

Grim Harvest (1/Turn). When Straecilia kills a creature that is neither a construct, nor undead with a spell of 1st level or higher, she regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Spellcasting. Straecilia is a 13th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *friends*, *mage hand*, *thorn whip*

1st level (4 slots): *false life**, *mage armor*, *ray of sickness**

2nd level (3 slots): *blindness/deafness**, *gentle repose**, *ray of enfeeblement**

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

4th level (3 slots): *blight**, *death ward*, *phantasmal killer*

5th level (2 slots): *cloudkill*, *raise dead**

6th level (1 slot): *circle of death**, *create undead**

7th level (1 slot): *power word pain*

*Necromancy spell of 1st level or higher.

ACTIONS

Withering Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 38 (7d10) necrotic damage. Straecilia regains hit points equal to half the damage dealt.

STRAECILIA PLOTTING...
HER PEOPLE'S PROSPERITY?



LEADERS & GUILD MASTERS

Players might venture deep in a forest or far into the desert or maybe get lost at sea or even in a city. There are some leaders that they may or may not want to stumble upon while adventuring.

CAPO GIOVANNI

Giovanni is a simple man that enjoys wine, smoking and the death of those that betrayed him. By no means does his appearance suggest he might be a crime lord. He is the founder of the Symphony of Knives, a guild that dominates the underworld (and not only) of the city. Giovanni has managed to unite various gangs under the banner of the Symphony of Knives, forcing them to pay taxes in exchange for protection from guards.

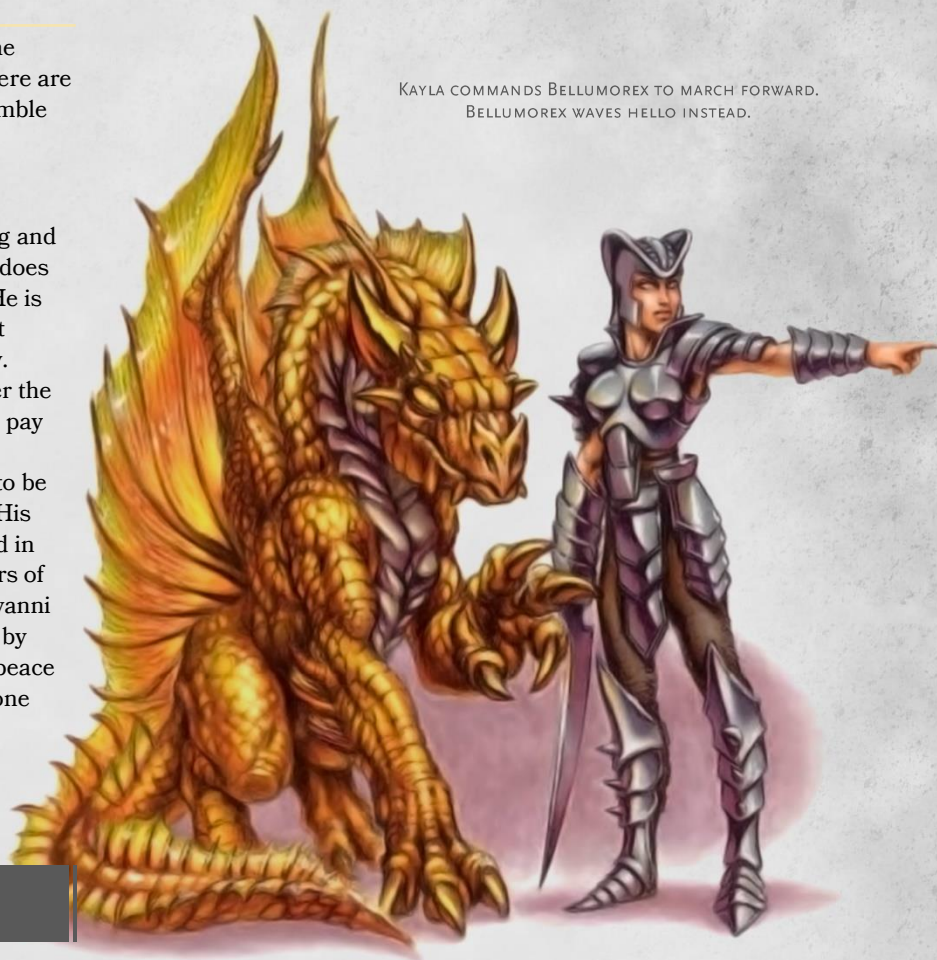
Giovanni Lazuli, or Capo Giovanni as he prefers to be called, has made a deal with the mayor of the city. His subordinates will not trespass the high districts and in return the guards will not get involved in the matters of those protected by the Symphony. Thus, Capo Giovanni has managed to establish a peace that is treasured by both rich and common folk. Those that break that peace are captured and brought in front of the Capo. No one hears from them again. Though he might not be physically superior to most men, Giovanni's influence is enough to make up for it. However, his has a severe weakness; his daughter, Alina.

RECOMMENDED STAT BLOCK:

Aljanor Keenblade → *Out of the Abyss*



GIOVANNI ENJOYING
AN AFTERNOON SMOKE.



KAYLA COMMANDS BELLUMOREX TO MARCH FORWARD.
BELLUMOREX WAVES HELLO INSTEAD.

DRAGON MISTRESS KAYLA

Kayla is the leader of the Tainted Legion, a band of half-elves, half-orcs, tieflings, goblins and a few others that did not have a place in high society. Of course, they all have to participate actively in the prosperity of their collective lives. "There is no I, only us!" is the opening line for all of her speeches. Together, they established their own settlement deep in the forest, free of common rules.

While Kayla is respected by all of her followers, there is one creature that begs to differ. A dragon. Yes, you read right! A dragon. Kayla found Bellumorex when he was just a baby and decided to raise him. At first, she was extremely fascinated and pictured herself becoming a ferocious dragon rider. As the years passed, that changed. There is nothing more stubborn than Bellumorex; he does not abide to orders and of course, he does not let anyone ride him, Kayla included. Thus, he became more of liability, rather than an asset, simply because of the enormous amounts of food he devours. He does, however, scare their enemies to death...

DRAGON MISTRESS KAYLA'S RECOMMENDED STAT BLOCK:
Blackguard → *Volo's Guide to Monsters*

BELLUMOREX'S RECOMMENDED STAT BLOCK:
Young Gold Dragon → *Monster Manual*

JOR'RAX THE BLOOD GOD

Medium humanoid (half-orc), neutral evil

Armor Class 17 (splint armor)

Hit Points 161 (17d8 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Str +8, Con +9, Wis +6

Skills Intimidation +7, Survival +6

Damage Resistances cold (granted by the *boots of the winterlands*; see "Special Equipment" below)

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 10 (5,900 XP)

Special Equipment. Jor'rax wears a pair of *boots of the winterlands* and a pair of *gloves of swimming and climbing*.

Boots of the Winterlands. Jor'rax is attuned to the *boots of the winterlands* and has resistance to cold damage. Additionally, he ignores difficult terrain created by ice or snow and can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. By wearing heavy clothes, he can tolerate temperatures as low as -100 degrees Fahrenheit.

Extra Damage. As long as Jor'rax has more than half his hit points left he deals an extra 3 (1d6) damage on all hits.

Gloves of Swimming and Climbing. While wearing these gloves, climbing and swimming do not cost Jor'rax extra movement, and he gains a +5 bonus to Strength (Athletics) checks made to climb or swim.

Rage (3/Day). As a bonus action, Jor'rax can gain resistance to bludgeoning, piercing and slashing damage for one minute or until he drops to 0 hit points. Additionally, he gains advantage on Strength saving throws and his melee weapon attacks deal 3 bonus damage.

Reckless. At the start of his turn, Jor'rax can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Relentless Endurance (1/Day). When reduced to 0 hit points, Jor'rax drops to 1 hit point instead.

Savage Attacks. When he scores a critical hit, Jor'rax can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

ACTIONS

Multiattack. Jor'rax makes three melee attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Battle Cry (1/Day). Each creature of Jor'rax's choice that is within 30 feet of him, can hear him, and is not already affected by Battle Cry gains advantage on attack rolls until the start of Jor'rax's next turn. Jor'rax can then make one attack as a bonus action.

JOR'RAX THE BLOOD GOD

A half-orc commanding an army of orcs is unheard of. The orcs would never let a half-breed lead them to battle. But that is not the case with Jor'rax and his tribe. The tribe used to be commanded by Grozo, an orcish barbarian. Jor'rax was just a prisoner at that time, picked up after raiding a village. However, Jor'rax managed to escape from captivity and slay many of the guards. He could run, but instead bathed in the blood of the fallen and walked up to Grozo screaming "I am the Blood God Jor'rax! Face me Grozo and meet your destiny!". Grozo fought and he fell. Jor'rax was since then considered to truly be a God and worshipped by the orcs. He charges first in any battle and by some miracle always emerges victorious. He may be ruthless and cruel but he is smarter than Grozo was and more of a strategist, always taking advantage of any equipment he finds during his raids.

JOR'RAX LEADING
A BATTLE AMIDST
A SNOWSTORM.

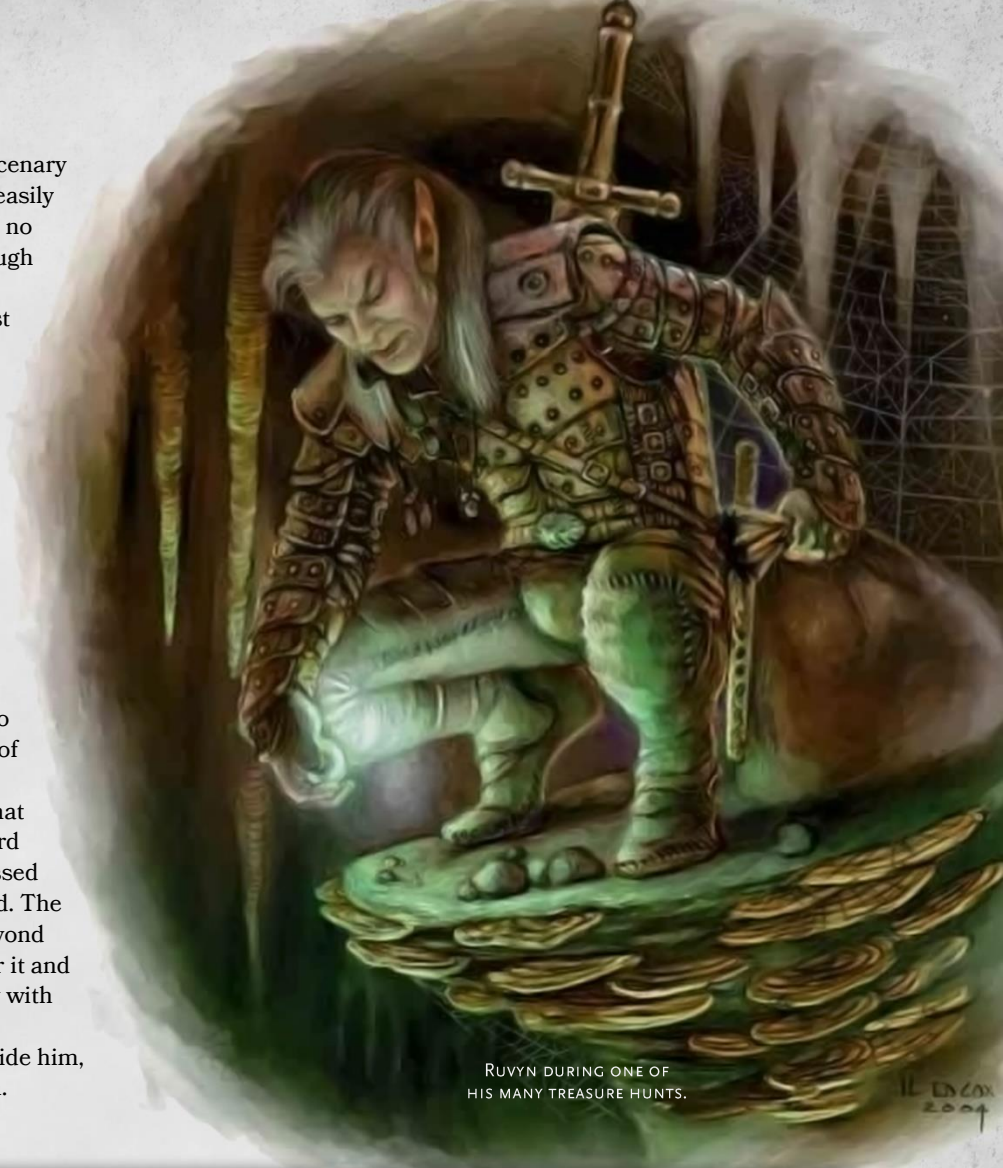


RUVYN UNGER

Ruvyn is a man of coin and the leader of a mercenary band, whose honor can be bought and sold as easily as a pint of ale. There is nothing he will not do, no rules he will not break and no challenge too tough if there is payment. He is extremely sharp and devious which has granted him infamy amongst other bands.

Years ago, his services were bought by an aspiring prince who had acquired a treasure map from a roaming peddler. Ruvyn brought half a dozen of his men to retrieve the goods. The treasure map led them to a cavern in the mountains where a secret entrance was revealed. Upon entering, a trap was sprung. Three of the mercenaries lost their lives right then and another was dissuaded from proceeding. Ruvyn ventured deeper into the cavern with the remaining two. There were traps everywhere but Ruvyn's skills managed to get them all through. An altar stood at the end of the cavern and on top of it, a necklace. Ruvyn reached out for it carefully after making sure that the altar was not trapped. Immediately, he heard whispers in his head. The necklace was possessed by an ancient entity that filled Ruvyn with greed. The entity spoke of boundless riches and power beyond logic. The only thing Ruvyn had to do was wear it and kill the other two mercenaries to fuel the entity with life force. Ruvyn, ever the man of coin, did it.

Since then, Ruvyn has the devil's luck alongside him, coupled with powers that far exceeded his own.



RUVYN DURING ONE OF HIS MANY TREASURE HUNTS.

RUVYN UNGER

Medium humanoid (elf), neutral evil

Armor Class 17 (splint armor)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	16 (+3)	15 (+2)	11 (+0)

Saving Throws Dex +5, Wis +5
Skills Athletics +7, Deception +3, Investigation +6, Perception +5, Stealth +5, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish
Challenge 6 (2,300 XP)

Special Equipment. Ruvyn wears a *felix necklace*.

Felix Necklace. Ruvyn is attuned to the *felix necklace*. While wearing it, he has the benefits of *Devil's Luck*, *Treasure Sense*, *Unnatural Fluke* and *What the... Luck?* If the necklace is removed by force or stolen, it turns into dust and Ruvyn loses all the aforementioned benefits.

Fey Ancestry. Ruvyn has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Treasure Sense. Ruvyn can pinpoint, by luck, the location of precious metals and stones, such as coins and gems, within 60 feet of him.

Unnatural Fluke. Whenever Ruvyn rolls a 1 on the d20, it counts as if he rolled a 20. Whenever a creature rolls a 20 on the d20 against Ruvyn, it counts as if the creature rolled a 1.

What the... Luck? Creatures that start their turn within 10 feet of Ruvyn have a -5 penalty on their d20 rolls. Additionally, for every creature within 10 feet of him, Ruvyn gains a +1 to his d20 rolls.

ACTIONS

Multiattack. Ruvyn makes two longsword attacks. If he has a shortsword drawn, he can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage if used with two hands to make a melee attack.

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

REACTIONS

Devil's Luck. When a weapon attack hits Ruvyn, in an unnatural display of luck, it deals 0 damage.



ETEXEA, THE BEACON OF HOPE

Etehea is the daughter of a very powerful wizard. She was locked up in a tower for most of her young days, learning magic with her father's guidance. Unfortunately, her father is not a good person. He would go from village to village, asking for money in exchange for protection. If the villagers could not meet his price or simply refused, the only ones who would be alive the next day, would be those that were spared so that they spread word of his services. Focusing on her own welfare, Etehea was oblivious to the extortions. Her father would always tell her that the people he killed were dangerous and would cause far more trouble if left alive. But one day Etehea walked the streets of a quiet town and heard rumors about her father and how they called him Ozard "the Rotten". At first, she could not believe them, but by asking around she found out the truth. And it all finally made sense.

Etehea then decided that she had to atone for her father's wrongdoings. She left his tower and began wandering as an emissary of peace, a doctor that would heal any ailments, a guardian of the weak. Thus, people started calling her the Beacon of Hope.

RECOMMENDED STAT BLOCK:

Lady Fiona Wachter (change alignment to lawful good; replace *animate dead* with *beacon of hope*) → *Curse of Strahd*

MAGICIANS

Magicians are always in search of more knowledge and their powers are certainly not to be underestimated. They can prove to be powerful allies – as well as powerful enemies.

AZURA LOMO

Azura is an elvish child prodigy that used to make a living by scaring poor merchants with the use of *prestidigitation* and other cantrips. Sometimes, she would use card tricks to scam poor folk out of their hard-earned silver. While her powers were not much, she definitely was creative with them, showing great promise. Unfortunately, her talent did not matter much, since most street urchins were eventually found either in jail or dead.

As fate would have it, Azura stumbled upon a wizard known as the Great Feduccini, when she tried to steal from him. Even though Feduccini was not in the mood to take such a thing lightly, he saw the potential of young Azura and decided to take her up as an apprentice, since she has no parents and they shared elven blood. Azura was a quick learner. She loved reading (after being taught how to read) and exploring the arcane arts. But Azura soon found out about the thing that would excite her the most; the *Deck of Many Things*. After all, she loved playing with cards. Her dream is to one day obtain it.

RECOMMENDED STAT BLOCK:

Mage (add *Fey Ancestry* trait) → *Monster Manual*



AZURA DURING
HER TRAINING.



MORRA DISPLAYING
HER RAVISHING GUISE.

MORRA THE WEBMASTER

The name Morra has been surging in the kingdom's chatters for many years. It is said that she is responsible for the extinction of a whole clan of mercenaries, because someone hired them to attack her. Not only did she survive, but she also hunted them down to the very last one. Nobody saw her ever since. Her origins are unknown, as well as her purpose. According to a few, two things are for sure; she is the most beautiful drow elf they have ever seen and she always leaves huge spider webs on her trail. Thus, common folk call her "the Webmaster".

MORRA THE WEBMASTER

Medium humanoid (elf), lawful evil

Armor Class 13

Hit Points 126 (23d8 + 23)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	12 (+1)	16 (+3)	14 (+2)	21 (+5)

Saving Throws Con +5, Int +7, Cha +9

Skills Arcana +7, Deception +9, Persuasion +9, Stealth +7

Senses darkvision 120 ft., passive Perception 12

Languages Common, Elvish, Undercommon

Challenge 9 (5,000 XP)

Special Equipment. Morra carries a *wand of web*.

Fey Ancestry. Morra has advantage on saving throws against being charmed, and magic cannot put her to sleep.

Innate Spellcasting. Morra's innate spellcasting ability is Charisma (spell save DC 17). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *conjure animals* (spiders only), *darkness*, *dominate beast* (spiders only), *faerie fire*, *giant insect* (affects spiders only), *levitate* (self only)

Spellcasting. Morra is a 13th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *minor illusion*, *poison spray*

1st-5th level (3 5th-level slots): *charm person*, *counterspell*, *crown of madness*, *dimension door*, *dispel magic*, *enervation*, *expeditious retreat*, *fear*, *hellish rebuke*, *invisibility*, *vampiric touch*, *witch bolt*

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

Wand of Web. Morra is attuned to the *wand of web*. The wand has 7 charges. While holding it, she can use an action to expend 1 of its charges and cast the *web* spell (save DC 15) from it. The wand regains 1d6 + 1 expended charges daily at dawn. If she expends the wand's last charge, she has to roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

ACTIONS

Poisonous Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (6d6) poison damage.

THE GREAT FEDUCCINI

Vesper Feduccini was an apprentice of a great sorcerer alongside his childhood friend, Leira. Together they excelled as students of the arcane and were fast to complete their training. One dreadful day, their teacher found an ancient artifact that grants immense power to its bearer. But even his great power was not enough to control it. Their teacher went mad and abandoned both of his students.

THE GREAT FEDUCCINI

Medium humanoid (half-elf), neutral good

Armor Class 13 (16 with *mage armor*)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	17 (+3)	21 (+5)	15 (+2)	16 (+3)

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

Skills Arcana +15, History +15, Investigation +15

Damage Resistances necrotic

Senses passive Perception 16

Languages Common, Deep Speech, Elvish, Sylvan

Challenge 15 (13,000 XP)

Special Equipment. Feduccini carries a *horn*, a *potion of maximum power*, a *potion of water breathing* and three *scrolls of protection*.

Fey Ancestry. Magic cannot put Feduccini to sleep.

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

Spellcasting. Feduccini is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *message*, *prestidigitation*

1st level (4 slots): *charm person*, *mage armor**, *magic missile*, *shield*

2nd level (3 slots): *blur*, *hold person*, *invisibility*, *mirror image**

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *lightning bolt*

4th level (3 slots): *greater invisibility*, *polymorph*

5th level (3 slots): *cone of cold*, *dominate person*

6th level (2 slots): *chain lightning*, *disintegrate*

7th level (2 slots): *forcecage*, *teleport*

8th level (1 slot): *feeblemind*, *maze*

9th level (1 slot): *meteor swarm*

*Feduccini casts these spells on himself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Master's Staff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 25 (5d8 + 3) bludgeoning damage.

Vesper was set on helping their former master. But Leira, heeding the artifact's powers, believed that their only choice was to kill him. And so she did. But she suffered fatal wounds and the artifact was miraculously lost when Vesper found both their remains. After the tragedy, Vesper swore to recover the artifact and destroy it. He became known as The Great Feduccini, took on an apprentice of his own and set off to search for the artifact while also nurturing his powers even further.

FEDUCCINI IN ACTION.

AGOTHOR'S TRUE FORM.



DR. AGOTHOR SULTER

Agothor Sulter is a very esteemed doctor. He is known to be a marvelous curer, mostly helping villages that were struck by mass diseases. While he is actually really skilled, a small fraction of his patients dies under his care. Some of them were found without brains even though they suffered from mere flus. But who can talk back to this wonderful doctor? After all, he saves most people and he does not even charge anything! Just a night's sleep at the local inn maybe. In any case, you guessed it right; doctor Goldenstein is a mind flayer who uses *disguise self* to get by. However, that fact is quite obvious since he uses telepathy to communicate. Even if it was not obvious, who is going to chase down a powerful entity that just saved ninety percent of the village's population? Most people that know his true identity ignore it and consider the victims payment to his services.

The reason behind Agothor's peculiar way of life is because he was shunned by his illithid peers for delving into the arcane – something that is considered a deviancy in their communities – and is now forced to coexist with humans and their likes as a means of survival. Despite conquering his urge to kill everything in his path, he still harbors evil thoughts, but his hatred for his own kin is far greater. Given the chance, he would gladly abandon morality to get revenge, provided he can keep roaming the world with his tentacles intact.

RECOMMENDED STAT BLOCK:

Mind Flayer Arcanist (add "3/day: lesser restoration" at Innate Spellcasting spells list) → *Monster Manual*

MYSTERIOUS CREATURES

Not everything warrants an explanation. Out in the wilds the bizarre and the absurd may be a common occurrence. Creatures tainted by other realms or cursed by gods roam the land much as plain humans do. These are some of the monstrosities or generally peculiar creatures one may find.

BEAUREMORDE THE VII

Beauremorde is a powerful lord living in his villa on the top of a hill, overseeing a town. He is a benefactor and a very handsome man, according to some. The townsfolk trust him more than they trust their current mayor and Beauremorde uses that to his advantage. After all, he is a business man. What kind of business you say? Why, he is a merchant of course. Or maybe a landowner... Well, no one knows exactly what lord Beauremorde's occupation is. Except for his clients, of course.

Beauremorde is actually a demon. His clients are mostly people that seek his help with quite frankly anything, but when they meet him, they get utterly dominated by his charm, unable to share what they truly saw with the rest of the town. His real purpose is the maintenance of a portal at the basement of his mansion that leads to the Abyss...

RECOMMENDED STAT BLOCK:

Master of Cruelties (replace plate armor with natural armor, add "fly 40 ft." at Speed) → *Guildmasters' Guide to Ravnica*

BEAUREMORDE
IN ALL OF HIS GLORY.



SORPHA DURKEN

Sorpha is a young woman, working as a barmaid at the local inn. She is extremely beautiful and cunning. Many men have asked to marry her, but she declines every offer with a smile. But that is what happens during the day. During the night she is a wild creature. She is actually a hag, luring naive men to her house and imprisoning their souls. However, she is extremely careful when she chooses her victims, as she does not want to draw too much attention to herself; the criteria they must meet are them being adults and as wicked as she is. You see, Sorpha abandoned her coven and is wanted in the Feywild by her coven's other two members. Since then, she is trying to live a life of secrecy in small towns. If she is ever compromised, she will simply change locations.

Sorpha knows of portals in the world that can take you to the Feywild, but in order to share that information with someone, that someone needs to provide her with assistance in return – whatever that assistance might be...

RECOMMENDED STAT BLOCK: Night Hag – *Monster Manual*

RUBICK IN ACTION.

SORPHA WHEN SHE
WAS STILL PART OF A COVEN.

TALONTAR RUBICK

Rubick was a mortal a long time ago. His real name is lost to the ages and is now a being of sickness and disease, beyond understanding. He was a talontar, a worshipper of the Mother of All Plagues and his undeniable devotion earned him the blessing of his goddess; though under a different light, this blessing looks nothing short of a curse.

Within his body, he carries all known and unknown diseases, spreading plague, death and suffering in his wake. Completely blinded by his absolute faith, he roams the land disguised as a beggar, infecting whatever he touches with the sole purpose of bringing the whole world to its heels and surrender everything to sickness.

RECOMMENDED STAT BLOCK:
Star Spawn Larva Mage → *Mordenkainen's Tome of Foes*

FRIELBROR CARRYING
WARES FOR DELIVERY.



NATURE'S GUARDIANS

Sometimes your travels may take you to places you never thought you would go. Places well-guarded. Perhaps too well.

FRIELBROR THE SHAMAN

Frielbror is a firbolg. He is the sworn protector of the forest his people inhabit, whom he has been the leader of for the past hundred years. At the beginning of his leadership, a tribe of orcs and goliaths used to raid the forest and hunt animals. After twenty futile years of trying to make peace, he decided that enough is enough and gathered a force of a thousand firbolgs to hunt down the intruders. No one dared to trespass that forest since then, as more than three hundred heads were mounted on poles to mark its borders. Today, all that remains are skulls. But Frielbror is a smart leader. He set up deals with nearby towns, selling wood and meat – which he himself delivers – in amounts that would not harm the forest and thus the firbolg community not only survived, but greatly prospered.

FRIELBROR THE SHAMAN

Medium humanoid (firbolg), lawful neutral

Armor Class 14 (hide armor), 13 in wolf form

Hit Points 112 (32d8 - 32)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	9 (-1)	12 (+1)	19 (+4)	16 (+3)

Saving Throws Con +2, Wis +7

Skills Animal Handling +7, Arcana +4, Insight +7, Nature +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Druidic, Elvish, Giant

Challenge 8 (3,900 XP)

Innate Spellcasting. Frielbror's innate spellcasting ability is Wisdom (spell save DC 15). He can innately cast the following spells, requiring no material components:

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

Spellcasting. Frielbror is an 11th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *guidance*, *mending*, *poison spray*

1st level (4 slots): *cure wounds*, *entangle*, *fog cloud*

2nd level (3 slots): *pass without trace*, *moonbeam*, *spike growth*

3rd level (3 slots): *dispel magic*, *plant growth*, *water walk*

4th level (3 slots): *blight*, *conjure woodland beings*, *polymorph*

5th level (2 slots): *commune with nature*, *wall of stone*

6th level (1 slot): *transport via plants*

Nature Conveyance. Frielbror can communicate in a limited manner with beasts and plants. They can understand the meaning of his words, though he cannot understand them in return. He has advantage on all Charisma checks he makes to influence them.

Powerful Build. Frielbror counts as one size larger when determining his carrying capacity and the weight he can push, drag, or lift.

ACTIONS

Bite (Wolf Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Wooden Staff (Firbolg Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, or 11 (2d8 + 2) bludgeoning damage if used with two hands.

Change Shape (Recharges after a Short or Long Rest). Frielbror magically polymorphs into a *wolf*, remaining in that form for up to 1 hour. He can revert to his true form as a bonus action. His statistics, other than his AC and speed, are the same in each form. Any equipment he is wearing or carrying is not transformed. He reverts to his true form if he dies.

LADY OF THE FROZEN LAKE

Far over the mountains in the north, there lives a woman that guards a frozen lake. At the bottom of the frozen lake lies a legendary sword. It is said that this sword belonged to a mighty warrior that managed to fell a whole army alone. A legend says that if the lady deems you worthy, she will unfreeze the lake and allow you to take it.

LADY OF THE FROZEN LAKE

Medium humanoid, lawful evil

Armor Class 17 (natural armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	15 (+2)	16 (+3)	18 (+4)	22 (+6)

Skills Deception +14, Insight +8, Intimidation +10, Perception +8, Persuasion +10

Damage Immunities cold; bludgeoning, piercing, and slashing from non magical weapons

Condition Immunities charmed, petrified

Senses darkvision 120 ft., passive Perception 18

Languages Common, Elvish, Primordial

Challenge 11 (7,200 XP)

Cold Aura. As a bonus action, the Lady of the Frozen Lake can activate a chilling aura with a 15-foot radius centered on her. Creatures within the area feel a bitter cold and are vulnerable to cold damage. The Lady of the Frozen Lake can deactivate the aura as an action.

ACTIONS

Ice Touch. *Melee Spell Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 28 (4d10 + 6) cold damage. The target must succeed on a DC 18 Constitution saving throw or take one level of exhaustion.

Flash Freeze. The Lady of the Frozen Lake can freeze any freestanding water inside an area of her choice within 30 feet of her that is a cube up to 500 feet on a side. Creatures within must make a DC 18 Constitution saving throw. A creature takes 45 (10d8) cold damage on a failed save, or half as much damage on a successful one. A creature killed this way becomes a frozen statue until it thaws. A creature that starts its turn within water frozen by the Lady of the Frozen Lake must repeat the saving throw.

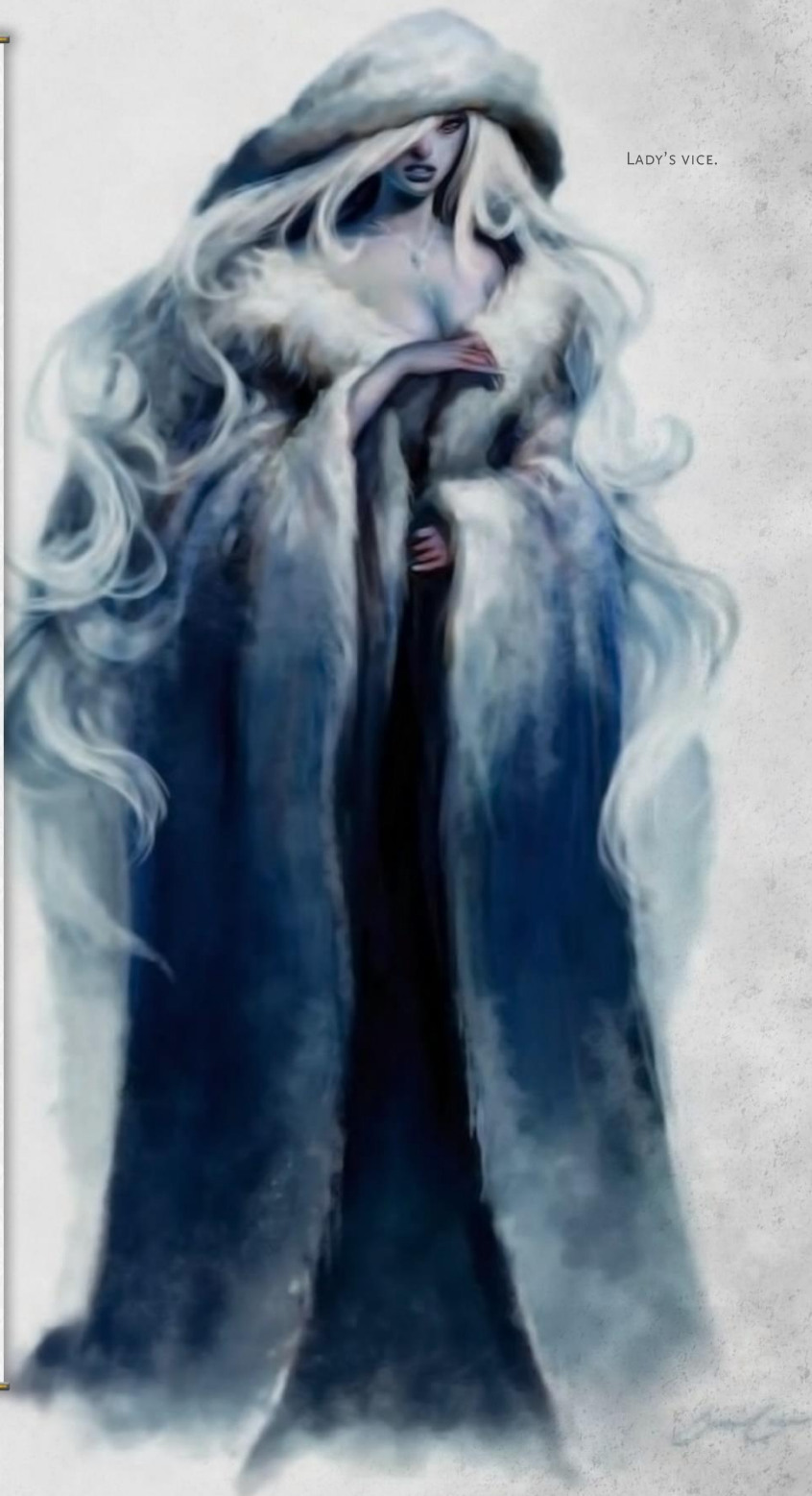
Shatter Bodies. The Lady of the Frozen Lake can touch a frozen statue and shatter it to smithereens.

REACTIONS

Ice Barrier. The Lady of the Frozen Lake adds 10 to her AC against one attack that would hit her. To do so, Lady of the Frozen Lake must see the attacker and the attack must not deal fire damage.

In truth, the lady has no such plans. She is a sinister creature with hatred towards those who seek violence. She will unfreeze the lake for anyone that may come for the sword and as soon as they jump into the cold waters, she will freeze the lake again and thaw them for all eternity. Nothing is known of her origin or what she ultimately is...

LADY'S VICE.



NIMUE COERLA

Medium humanoid (elf), neutral

Armor Class 16 (leather armor, +1 shield)

Hit Points 65 (10d8 + 20)

Speed 35 ft.

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

Saving Throws Dex +4, Con +4

Skills Nature +3, Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Challenge 4 (1,100 XP)

Special Equipment. In addition to her magic shield, Nimue wears a *cloak of displacement* and a *necklace of adaptation*. She also carries a wooden barrel containing a gallon of ale, with a mug strapped from its lace.

Booze Tolerance. Nimue has advantage on saving throws against poison by alcohol.

Cloak of Displacement. Nimue is attuned to the *cloak of displacement*. While wearing it, it projects an illusion that makes her appear to be standing in a place near her actual location, causing any creature to have disadvantage on attack rolls against her. If she takes damage, the property ceases to function until the start of her next turn. This property is suppressed while she is incapacitated, restrained, or otherwise unable to move.

Fey Ancestry. Nimue has advantage on saving throws against being charmed, and magic cannot put her to sleep.

Innate Spellcasting. Nimue's innate spellcasting ability is Wisdom (spell save DC 11). She can innately cast the following spells, requiring no material components:

At will: *create bonfire*, *goodberry*, *purify food and drink*
2/day each: *animal friendship*, *find traps*

Mask of the Wild. Nimue can attempt to hide even when she is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Necklace of Adaptation. Nimue is attuned to the *necklace of adaptation*. While wearing it, she can breathe normally in any environment, and she has advantage on saving throws made against harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons).

ACTIONS

Multiattack. Nimue makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage, or 15 (3d8 + 2) piercing damage if used with two hands to make a melee attack.



NIMUE PATROLLING.

NIMUE COERLA

Heart of the party, reckless and cunning are just a few of the words that can describe Nimue Coerla. She is a wood elf that patrols forests in order to prevent hunters from poaching, as she deeply values the life of the creatures inhabiting them.

When Nimue was a child, she accidentally entered the Feywild. While facing certain death, she was miraculously saved by a displacer beast, despite them not being exactly known for... saving. As she made eye contact with the monstrous feline, an arrow pierced the beast's skull, instantly killing it. That arrow belonged to an eladrin who simply thought the child was in danger. Scarred by that tragic event, Nimue has since been proudly wearing the hide of the creature that saved her and swore to never let anyone interfere with nature and its creatures' behavior – no matter the reputation those creatures carry...

ZERK'S MENACING STATURE.



ZERK QUADCORNUS

Far to the south lies a labyrinth. It is said that a mysterious altar is located in its center. The area has been guarded by feral minotaurs for years, but more and more intruders have been slaughtering them in hopes of reaching its core. Zerk Quadcornus was once an intruder himself...

Puzzled by rumors, Zerk decided to visit the labyrinth. It was the first time he ever saw his race's monstrosity counterparts from up close and realized they had much more in common than what he was taught by his clan's elders. Instead of attacking them, he studied them, befriended them and eventually joined them and learned their ways of life.

After gaining their trust, the minotaurs granted Zerk passage to the infamous altar. There, he discovered the essence that laid dormant inside him and imbued himself with the primal source his new allies provided. In return, Zerk gave them knowledge of the outside world and the weaknesses of their enemies. Having sworn an oath to not let anything harm his abyssal cousins ever again, he now ferociously protects those grounds, even if it costs him his life.

ZERK QUADCORNUS

Large humanoid (minotaur), lawful evil

Armor Class 19 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	21 (+5)	11 (+0)	15 (+2)	18 (+4)

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

Skills Arcana +5, Athletics +10, Intimidation +9, Nature +5, Perception +7

Damage Resistances nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses darkvision 60 ft. (from *darkvision*), passive Perception 17

Languages Abyssal, Common, Minotaur

Challenge 13 (10,000 XP)

Charge. If Zerk moves at least 10 feet straight toward a target and then hits it with a horns attack on the same turn, the target takes an extra 18 (4d8) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. Zerk can perfectly recall any path he has traveled.

Reckless. At the start of his turn, Zerk can gain advantage on all melee weapon attack rolls he makes during that turn, but attack rolls against him have advantage until the start of his next turn.

Spellcasting. Zerk is a 15th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He has the following sorcerer spells prepared:

Cantrips (at will): *blade ward*, *green-flame blade*, *minor illusion*, *mold earth*, *prestidigitation*, *true strike*

1st level (4 slots): *absorb elements*, *chromatic orb*, *fog cloud*

2nd level (3 slots): *darkvision**, *enhance ability*, *gust of wind*

3rd level (3 slots): *protection from energy*, *sleet storm*

4th level (3 slots): *confusion*, *stoneskin**

5th level (2 slots): *cloudkill*

6th level (1 slot): *eyebite*

7th level (1 slot): *prismatic spray*

8th level (1 slot): *earthquake*

*Zerk casts these spells on himself before combat.

ACTIONS

Multiattack. Zerk makes three attacks: two with his fists and one with his horns.

Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage.

Horns. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage.

RANDOM ENCOUNTERS

Sometimes, while travelling between cities, you get random encounters. Those encounters could vary from bandits, to merchants to... beholders. The NPCs below will be memorable and also great for recurring characters.

BERNARD, THE UNDEAD BARD

The name says it all. Bernard is cursed with undeath. He avoids big cities for obvious reasons and he uses *disguise self* to pass as a human. He sings in a language that is hard to come by, Sylvan. His tales sound jolly to an ear that does not recognize the words and people tend to like him, until he drops his non-undead façade.

Bernard is not only undead but also... immortal, bound to never fade and tell the tale of his grief in a language spoken only by fey:

*One day I walked through a magical door.
I passed to a world that I'd not seen before.
Life was so jolly with trees that could sing.
And there I met her, the daughter of a king.
Smooth as cotton and silk was her skin.
Oh, what a curse to fall for an eladrin's kin.
She taught me to love, she taught me to smile.
But her father thought that humans were vile.
She confessed that she loved a man named Bernard.
He forbid her to marry the sinister bard.
She put on his ring, disobeying her father.
Oh, how I pity the grief of her mother.
The king, with a swing, cut her body in half.
And her blood cursed a bard, with a swing of his staff.
Now Bernard wished that he'd died.
He was banished from love and all of Feywild.
He was bound to live as his flesh fell apart.
And cursed to retell the tale of Bernard.*



BERNARD THE UNDEAD BARD

Medium undead, neutral

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	11 (+0)	8 (-1)	21 (+5)

Saving Throws Cha +7
Skills Performance +9
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Common, Sylvan
Challenge 1/2 (100 XP)

Eladrin King's Curse. Once per long rest, if damage reduces Bernard to 0 hit points, he drops to 1 hit point instead. Additionally, Bernard cannot die, but can be reduced to 0 hit points. The curse can be broken by a spell that breaks curses,

but when cast, the caster must succeed on a DC 20 ability check using their spellcasting ability, or else the spell has no effect.

Spellcasting. Bernard is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *mending*, *message*, *vicious mockery*
1st level (3 slots): *disguise self*, *faerie fire*, *sleep*

ACTIONS

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

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

The Tale of Bernard. Bernard starts singing and playing his violin. All creatures that can hear Bernard must succeed on a DC 15 Charisma saving throw or be incapacitated until the end of their next turn.

REACTIONS

Sudden Note. When a creature makes a melee weapon attack against Bernard, he suddenly strikes his violin, startling his attacker. The creature must succeed on a DC 15 Charisma saving throw or have disadvantage on its attacks until the end of its turn.

CAPTAIN KETOLF SWALES

A brave seafarer, an avid drinker and a compulsive liar; Ketolf Swales is nothing short of trustworthy, but when it comes down to his stories, he tends to exaggerate a bit. He is a pirate captain, though he lacks a crew. He claims he has slain krakens, though he merely saw a dead one once. He covers his right eye with an eyepatch, though his sight is working just fine. He carries a strange device he found in waters that took him to the future on his belt, but no one was accompanying him to confirm. You get the drill...

Wait... strange device? Yeah, well... that part is true. But he has no idea how to use it. He has indeed ventured into the future, but nobody believes the single thing he is honest about. An eerie evening, he got lost at sea. Alone. He did not see land for days. Until he eventually reached a new world. A world he had not seen before. A world full of strange devices. There, he met some folks that helped him get back to his time. The details of his adventure can be learned upon asking him. He will happily reply. One can find him drinking at the local inn, at all times...

RECOMMENDED STAT BLOCK:

Pirate Captain → *Ghosts of Saltmarsh*

Note: If you are playing in the Eberron campaign setting, the party may still come across Ketolf, who somehow came to your world from the past.



KETOLF IN HIS USUAL ATTIRE.

DARRIX THE COLLECTOR

Darrix is a weird man with an even weirder hobby; he is a skull collector. He will do anything to get his hands on rare specimens that are not yet part of his vast collection. He frequently roams over ruins in an attempt to find creature remains and has become notorious for preying on weaker individuals, forcing them to help him one way or the other.

Despite his obnoxious character, Darrix has never killed intelligent beings to obtain their skulls – he only gathers what is already gone from this world – and he is very educated in the anatomy of a plethora of species. He might go out of his way sometimes, but what can you do... nobody is perfect.



DARRIX THE COLLECTOR

Medium humanoid (half-elf), chaotic neutral

Armor Class 18 (half plate armor, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Deception +5, Intimidation +5, Investigation +4, Medicine +9, Persuasion +5, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Challenge 5 (1,800 XP)

Ambusher. In the first round of combat, Darrix has advantage on attack rolls against any creature he surprised.

Fey Ancestry. Darrix has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Skull Enthusiast. When Darrix scores a critical hit with a melee weapon attack, he deals an extra 7 (2d6) damage.

Surprise Attack. If Darrix surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. Darrix makes two melee attacks.

Spiked Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and an extra 5 (1d10) piercing damage.

MISTER STRAW

There are many rumors going around about how Mister Straw came to be. Most of them sound like nothing but stories and myth. There is a single tale however, that has remained vivid in the minds of all who have read or heard it since shortly after it was written, its narrator met a horrible fate. The following is an extract from a diary that was found in the storyteller's house:

"This is the second time that this story has ever been written down and while I fear for my safety, I cannot bear the burden of knowing without telling. Once there was a very powerful witch who had a goblin as a servant. The witch and the goblin were getting along fine, the goblin was supposed to take care of the witch's gardens and the witch would offer the goblin shelter and food. After a while, the goblin grew curious about the witch's doings and decided to observe her secretly, since the witch wanted little things but privacy when she worked.

"The goblin hid in a closet and watched as the witch prepared a potion that she doused over a mundane children's straw doll. After she did so, the doll marvelously started moving on its own. The goblin gasped and revealed himself. The witch discovered him and punished him severely and she made him promise that she would not ever watch her work again. The goblin begged for forgiveness and was given a second chance.

"But curiosity is a sinister mistress, since not but a few days later, the goblin found himself spying on the witch once more, this time over a hole in the roof. The witch brewed the same potion, the goblin could tell by the ingredients used, in a big cauldron this time. She then dropped another children's straw doll in the mixture and started humming a calming melody. The goblin, tired

from tending the garden all day long, found himself drowsy and yawning until sleep finally seized him and unfortunately, he fell into the witch's cauldron. What came out from the cauldron was a creature that was never supposed to be. The goblin now grew in size to that of a human, had straw instead of skin, laces instead of veins and buttons instead of eyes. His lips turned into knitted thread upon his face and his hair fell off.

"Furious, the witch hurt the goblin and banished him from her house, putting a curse on him to never be able to leave her garden or fields or any garden or fields for all eternity again. So, it is said that Mister Straw came to be; a wandering straw man, much like a living scarecrow, haunting fields and gardens, searching eternally for the witch to return him back to normal."

MISTER STRAW

Medium undead, neutral evil

Armor Class 14

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	12 (+1)	8 (-1)	13 (+1)	14 (+2)

Skills Intimidation +4, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 1/4 (50 XP)

Antimagic Susceptibility. Mister Straw is incapacitated while in the area of an antimagic field. If targeted by dispel magic, Mister Straw must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Bound to the Fields. Mister Straw cannot set foot on an area that is not considered a garden or a field willingly.

False Appearance. While Mister Straw remains motionless, he is indistinguishable from an ordinary scarecrow.

Familiar with the Fields. While Mister Straw stands in a field or a garden he can as a bonus action turn invisible. His next attack against a creature that cannot see him, counts as a critical hit.

ACTIONS

Straw-claws. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

REACTIONS

Alone with Mister Straw. While Mister Straw's *False Appearance* is active, if a creature walks within 5 feet of him, Mister Straw can make an attack against them. On a success, they both turn invisible until the end of their next turn.

MR. STRAW UNDER THE MOONLIGHT.



SCIENTISTS

Scientists can be a great tool to drive the plot forward. They may offer gold for assistance or maybe solutions that cannot be achieved through spellcasting. Varying from alchemists or poisoners, to tinkers and inventors, they can prove to be a huge help – or a cause for concern.

ALNARYA FAEVERIS

Alnarya is a young but very smart scientist who focuses on the bodily functions of various races. For example, did you know that when an elf dies, an imprint of their final moment is forever frozen upon their retina? Alnarya knows countless things like that. Since she was but a little girl, Alnarya would kill small creatures and open them up to see what was inside them. Suffice to say, she is not much of a normal person. Her parents would often scold her, punish her and eventually kick her out of their house because of her hobby.

Surprisingly, Alnarya did not care much. She moved to the capital and quickly found a job in a workshop, where she continued studying various subjects. It did not take long until she put her findings into practice, experimenting by merging parts of different creatures. Her greatest creation is Jimpo; a hybrid little creature made from mixing the genes of an imp and a gargoyle, which is always by her side. Despite her unorthodox ways, she does what she does in the name of science and means no ill will. Needless to say, if there is a dead body that needs a trained eye to investigate it, Alnarya is the person to visit.

ALNARYA FAEVERIS

Medium humanoid (elf), chaotic neutral

Armor Class 12 (leather armor)
Hit Points 13 (3d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	15 (+2)	17 (+3)	12 (+1)

Skills Medicine +5, Nature +4, Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages Common, Elvish
Challenge 1/2 (100 XP)

Fey Ancestry. Alnarya has advantage on saving throws against being charmed, and magic cannot put her to sleep.

Keen Senses. Alnarya has advantage on Wisdom (Perception) checks that rely on sight, smell and touch.

ACTIONS

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

REACTIONS

Electric Shield. When a creature makes an attack against Alnarya, she can activate one of her contraptions to offer her protection. Her AC increases by 5 until the start of her next turn. Additionally, if the attack was a melee weapon attack, the creature takes 6 (1d12) lightning damage.

JIMPO THE GARGOYLE

Tiny elemental, chaotic neutral

Armor Class 13 (natural armor)
Hit Points 17 (5d4 + 5)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	13 (+1)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances cold; bludgeoning, piercing and slashing from nonmagical attacks that are not adamantite
Damage Immunities fire, poison
Condition Immunities exhaustion, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands Common but cannot speak
Challenge 1 (200 XP)

Devil's Sight. Magical darkness does not impede Jimpo's darkvision.

False Appearance. While Jimpo remains motionless, he is indistinguishable from an inanimate statue.

ACTIONS

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

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

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

REACTIONS

Creator's Bond. If a creature within Jimpo's reach makes an attack against Alnarya Faeveris, Jimpo can make a bite or claw attack against them.



JOTT OMINUS

Jott is the son of an alchemist, Adon Ominus, famous in the alchemical community for his breakthroughs and experiments. Jott loved alchemy since he was a toddler. He always messed around in his father's lab, discovering new things alongside him, brewing potions and learning. Soon, he was capable enough to be considered one of the kingdom's greatest alchemists, surpassing his father. Every day was a new adventure for them; they frequently went to trips together in order to obtain materials and they continuously came across new groundbreaking recipes. Unfortunately, one day their lives were torn asunder...

JOTT IN PLAIN SIGHT.

A colleague of theirs claimed she was onto something big; a cure for blindness, but lacked the proper skills to complete the concoction. Thus, she entrusted father and son with her findings and they proceeded to complete the recipe and brew it. But everything went wrong. Black fumes covered their whole laboratory and the liquid they brewed burst from its container, falling on Jott's skin and Adon's eyes. They both fell unconscious. When they woke up, they realized something terrible had happened. Adon could no longer see and Jott had several eyes sprouted all over his body.

Since then, Jott travels the region in pursuit of knowledge on how to undo his transmutation and bring back his father's sight. Despite his appearance, he does not bother hiding it, since it "has its perks", as per his own words.

JOTT OMINUS

Medium humanoid (human), neutral good

Armor Class 14 (shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	15 (+2)	17 (+3)	10 (+0)

Saving Throws Int +4, Wis +5
Skills Medicine +5, Intimidation +2, Perception +5, Survival +5
Condition Immunities blinded
Senses blindsight 10 ft., passive Perception 15
Languages Abyssal, Common, Dwarvish, Infernal
Challenge 3 (700 XP)

Special Equipment. Jott carries four *acid vials*, four *flasks of alchemist's fire*, an *antitoxin vial* and a *potion of possibility*.

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

Unclosed Eyes. Jott cannot be surprised even if he is asleep. Additionally, he is vulnerable to the damage of critical hits from weapon attacks that deal piercing damage.

ACTIONS

Multiattack. Jott makes two attacks: one with his shortsword and one ranged weapon attack.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Acid Vial. *Ranged Weapon Attack:* +4 to hit, range 20 ft., one target. *Hit:* 14 (4d6) acid damage.

Alchemist's Fire. *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* 2 (1d4) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a successful DC 10 Dexterity check to extinguish the flames.

REACTIONS

Parry. Jott adds 2 to his AC against one melee attack that would hit him. To do so, Jott must see the attacker and be wielding a melee weapon.

THARHOCK MERRYHELM

How can a blacksmith be considered a scientist? That would be impossible. And yet, Tharhock is worthy of this title. Who deemed him worthy, you ask? Well, the king himself did. Tharhock has been the main provider of arms for the castle's barracks for the past forty years and also happens to be a childhood friend of the queen. Little did that friendship have to do with his status, though.

Tharhock spent most of his youth researching the arcane, trying to imbue permanent magic into items and at the same time learning the secret dwarven techniques of smithing. Starting with just an anvil, he singlehandedly founded one of the continent's greatest workshops, with numerous craftsmen working under him. If you need to augment your weapons, Tharhock is your best choice. However, coin will not be enough. One must prove their skills – or be royalty – before Tharhock sells them his services. And those skills do not involve combat against him...



THARHOCK MERRYHELM

Medium humanoid (dwarf), lawful neutral

Armor Class 11 (14 with *mage armor*)
Hit Points 30 (4d8 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	17 (+3)	15 (+2)	14 (+2)	11 (+0)

Skills Arcana +4, Investigation +4
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 12
Languages Common, Dwarvish
Challenge 1 (200 XP)

Dwarven Resilience. Tharhock has advantage on saving throws against being poisoned.

Innate Spellcasting. Tharhock's innate spellcasting ability is Wisdom. He can innately cast the following spells, requiring no material components:

At will: *identify*, *mage hand*, *mending*
1/day each: *arcane lock*, *mage armor*, *stone shape*

ACTIONS

Handaxe +3. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

VARNIA ILIGELLA

Varnia is a young lass that spent most of her childhood reading books and playing with potions. Her parents were not so keen on watching her spend her days turning green liquids to blue. Instead, they were worried that she would not find a proper man to marry and bear children. Varnia was not thinking that way. One day she announced to her parents that she would go to the city and find a job. In

VARNIA ILIGELLA

Small humanoid (halfling), lawful good

Armor Class 9
Hit Points 3 (1d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	9 (-1)	10 (+0)	17 (+3)	13 (+1)	9 (-1)

Skills History +3, Investigation +5
Senses passive Perception 11
Languages Common, Halfling
Challenge 0 (0 XP)

Brave. Varnia has advantage on saving throws against being frightened.

Halfling Nimbleness. Varnia can move through a space of a Medium or larger creature.

reality, she wanted to join the school of alchemy.

Varnia excelled in her studies and soon grabbed the headmaster's attention.

In fact, she was so promising that he offered her her own personal lab, which turned out to be more like a prison – because it actually was. Varnia accidentally found a secret recipe that could turn creatures undead. She disclosed that intel with the headmaster and it later proved to be his. So, he locked her up. Her parents have not heard from her for months and they are searching everywhere...



WISE ONES

The party might seek answers for old puzzles or consultation by someone who uses their brain more than their weapons – or maybe they use both. These are some NPCs you can load up with information the players want.

BABA-YAGA

Baba-Yaga is a weird creature. She appears to be an old woman, but her age defies humanity's standards. Her name can be found in legends that date centuries ago. It is said that she is a fey, or a hag, or maybe an elf. No one knows for sure. Except for Baba-Yaga of course. And Baba-Yaga knows a lot of things. In fact, she is a fortune teller. She has answers to any single one of your questions. The rules are simple. Only one question per creature. The creature must not be forced to ask the question. The answer costs a memory from the creature asking that Baba-Yaga will choose. There have been those that have tried to trick Baba-Yaga, to whom she did not respond well. They say that when she kills someone, their whole existence is erased and people forget that such a person ever existed. She is a powerful spellcaster, but a fair trader of secrets.

BABA-YAGA IN
HER HUMAN FORM.



BABA-YAGA

Medium fey, lawful neutral

Armor Class 14 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	9 (-1)	14 (+2)	17 (+3)	22 (+6)	19 (+4)

Saving Throws Int +6, Wis +9
Skills Perception +9 Insight +9, Deception +7, Persuasion +7
Condition Immunities charmed, frightened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 19
Languages Common, Elvish, Primordial, Sylvan
Challenge 6 (2,300 XP)

Complete Erasure. Whenever Baba-Yaga kills a creature, the memory of its existence is erased from all creatures within 120 feet of her.

Echolocation. Baba-Yaga cannot use her blindsight if she is deafened.

Ethereal Demise. If Baba-Yaga dies, her body disintegrates into particles, leaving behind only equipment she was wearing or carrying.

Etherealness. Baba-Yaga can magically enter the Ethereal Plane from the Material Plane, or vice versa.

Innate Spellcasting. Baba-Yaga's innate spellcasting ability is Wisdom (spell save DC 17). She can innately cast the following spells, requiring no material components:

At will: *guidance, message, thaumaturgy*
3/day each: *bless, hold person, misty step, sanctuary, sleep*
1/day each: *clairvoyance, divination, locate creature, sending*

Magic Resistance. Baba-Yaga has advantage on saving throws against spells and other magical effects.

Memory Extraction. Baba-Yaga can extract any memory from any willing creature as an action. The creature immediately forgets that memory. If the creature is not willing, they must succeed on a DC 17 Wisdom saving throw to resist the effect.

ACTIONS

Reality Bending Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 35 (10d6) psychic damage. The target must succeed on a DC 17 Wisdom saving throw or it cannot perceive Baba-Yaga until the end of its next turn.

Illusory Appearance. Baba-Yaga covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if Baba-Yaga takes a bonus action to end it or if she dies.

A creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that Baba-Yaga is disguised.

REACTIONS

Silence. If a creature casts a spell within 30 feet of Baba-Yaga, she can attempt to cancel its casting. She makes a Wisdom check. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. Additionally, the creature takes 17 (5d6) psychic damage.

VINYR AFTER ADAPTING
TO HIS NEW HABITAT.



VINYR, THE SWAMP TREANT

Vinyr was a valiant protector of nature and one of the first treants in the region. His endless wisdom had awarded him a position in the Council of the Old Trees; an assembly that decided the fate of the forest. When humans asked for an audience with the Old Trees, Vinyr advised against hearing them. He was aware of the silver tongue humans possessed and knew not to trust their words. The Old Trees disregarded Vinyr, as the humans came offering gifts and promises of protecting the forest in return for land. They spoke of the violent orcs in the south, the dangerous goliaths of the north and the mad drows of the west, startling the majority of the council.

Vinyr again tried to stop the Old Trees from bargaining with humans, reminding them that no orc, no goliath and no drow had ever set foot in their woods, but most treants had already made up their minds. They decided to give humans land in the heart of their forest, where they could control them even if they showed malice. Clouded by anger and desperation, Vinyr resorted to violence, attacking the leader of the Old Trees. But the leader was younger and stronger than Vinyr...

After his defeat, Vinyr was cast away to the swamps in the east. From there, he soon witnessed the forest turn to cinders. The humans had brought fire with them and set the forest alight... The creatures of the swamp have learned to trust him, but Vinyr rarely offers advice nowadays, haunted by the destruction of his old home.

RECOMMENDED STAT BLOCK: Treant → *Monster Manual*

FRANKIE AMADEUS

Frankie Amadeus, a world-famous bard who knows everything about anything; from legends to historical events to religious hymns. Except for he actually does not know everything, but he has a pretty good idea about most things and can point you to the right direction.

Frankie is an orphan who grew up in a mage tower. While Frankie was not much of a wizard or a sorcerer, he was pretty skilled in singing. The tower's archmage noticed that and helped him develop his skills in the ways of a bard. He brought in one of the best chroniclers in the country just for him, as Frankie was a great fan of history. He loved the legends, he loved the battles, he loved heroic deeds and he started singing about them – he just did not memorize the facts well. At the young age of sixteen he left the tower to explore the world. Now, being a thirty-something year old man, he lives in a house in the middle of the capital, where he enjoys the company of his wife and his two children. But Frankie always loves getting into trouble. Thus, it should not be too hard to convince him to do something crazy.

RECOMMENDED STAT BLOCK:
Bard → *Volo's Guide to Monsters*



FRANKIE PERFORMING
A SONG DURING
HIS ADVENTURES.

PRIESTESS XAMBALA

Medium undead, neutral good

Armor Class 13 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	16 (+3)	11 (+0)	18 (+4)	12 (+1)

Saving Throws Con +6, Wis +7
Skills History +3, Religion +3
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 7 (2,900 XP)

Special Equipment. Xambala carries a *reliquary*.

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

Rejuvenation. If Xambala's body is destroyed, she gains a new one in 24 hours if her heart is intact, regaining all her hit points and becoming active again. The new body appears within 5 feet of Xambala's heart.

Spellcasting. Xambala is a 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, toll the dead*
1st level (4 slots): *cure wounds, inflict wounds, sanctuary*
2nd level (3 slots): *augury, calm emotions, silence*
3rd level (3 slots): *remove curse, spirit guardians*
4th level (2 slots): *divination, stone shape*

ACTIONS

Multiattack. Xambala can use her Dreadful Glare and then make one attack with her rotting touch or sacrificial dagger.

Rotting Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 28 (8d6 + 4) bludgeoning damage plus 17 (5d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with mummy rot. The cursed target cannot regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other similar magic.

Sacrificial Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage. If the dagger hits an undead creature, the creature regains 15 (3d8 + 2) hit points and unleashes necrotic damage around it, dealing 15 (3d8 + 2) necrotic damage to all creatures within 15 feet of it that fail a DC 15 Constitution saving throw.

Dreadful Glare. Xambala targets one creature she can see within 60 feet of her. If the target can see Xambala, it must succeed on a DC 15 Wisdom saving throw against this magic or become frightened until the end of Xambala's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of other creatures for the next 24 hours.



XAMBALA'S
ENIGMATIC PRESENCE.

XAMBALA, THE MUMMY PRIESTESS

Sometimes wisdom comes from the least expected of creatures. Such an example is Xambala.

As a cleric in life, Xambala embarked on a pilgrimage, never to be seen again by her relatives. Instead of meaning about herself, she found love, but soon after fell ill and could not be cured. Maddened by her impending death, Xambala's soulmate resorted to dark means of preserving her life force. He performed a ritual he found in old, incomplete textbooks. To his surprise, the ritual worked, but the life that was preserved was no longer of this world. Xambala was turned into a mummy, but the pure intent of her creation allowed her to maintain her compassion. Unable to live among humans, she was secretly escorted to distant catacombs, where only her former lover could gain entry.

Xambala's new habitat granted her incomparable knowledge regarding undeath and her consultation can prove to be invaluable. However, to reach her resting grounds one has to seemingly go through ordeals.

PLOT HOOKS

You may have found yourself stagnant of inspiration, trying desperately to come up with a one shot, a campaign idea or even a quest. Below you can find two hundred short plot hooks. Choose your favorite one, take inspiration from them or rely on luck and incorporate them in your campaigns.

PLOT HOOKS

d200 Plot Hook

- 1 **A Scream for Help.** A young boy walks into the inn screaming for help. Suddenly, he starts choking and eventually dies. A medicine check shows that he was poisoned.
- 2 **A.K.A.B.** Two of the king's guards walk into the village and snatch a boy and a girl, treating them badly and saying that they should be happy that two peasants were chosen for the ritual. What ritual?
- 3 **Adventurous Minor.** The duke has asked for someone to take care of his son and all his demands for the weekend. Handsome reward. But the son is really, really adventurous. He wants to set off and kill a dragon.
- 4 **All Clean.** The party is asked to carry some goods to the next city and is instructed to not open the barrels or else the contents will be ruined and they will not get paid. The party is stopped by guards who have a royal decree to open the barrels and check for illegal substances. The barrels are full of them.
- 5 **Ancient Beast.** While digging for treasure chests, a pirate found some ancient ruins. Disappointed, he left. But something awoke in the ruins. A beast that the world had forgotten.
- 6 **Angry Gods.** A group of thugs have defaced and desecrated many temples and holy grounds. The Gods are angry and vow to start destroying whole cities. Will the party save the world?
- 7 **Auction House.** An auction house is running in the city. The thing is that the people do not bid money, they just raise their hands. The auction is a battle to the death by bidders.
- 8 **Bad Company.** A band of drunk orc bandits is harassing people for fun in the middle of a small village. The guards are too scared to act and the ones that do stand up to them are too weak. Killing the orcs will anger their leader.
- 9 **Banned Magic.** All magic is suddenly banned! There are creatures that can sense magic being cast and magic users are killed on the spot.
- 10 **Bardic Sin-spiration.** A band of bards roams the land filling the cities with music. After they leave, almost everyone is robbed. Even the party.
- 11 **Bastard's Sword.** A man claims that he is the bastard son of the king and deserves to be recognized, but the king has placed a bounty on this man. The party meets him camped in the wilds.
- 12 **Battlesworn.** A great dwarven fighter is dying. He has declared that he is going to fight any warrior to the death. Whoever wins will get a treasure map for the dwarf's gold mine.
- 13 **Be my Baby.** The party is called to investigate weird sounds coming from a house. Turns out a weird-looking baby is responsible for the noise. If someone touches the baby, their souls swap. The baby, now in a player's body, will cast *teleport* on itself the first chance it gets.
- 14 **BEEP-BOOP.** A gnomish inventor promised to create golems to defend the city. The queen funded the attempt. Upon creating them, the gnome activated them and ordered them to attack the city.
- 15 **Blind Justice.** A paladin is sentenced to death for the murder of some monks. He swears that he did not do it, but there are numerous eye witnesses. One could swear that this random person checking the scene from afar looks really suspicious...
- 16 **Blood Donor.** A doctor with a weird accent says that he has come up with a way to transmute blood to creatures that need it. He tends to avoid the sunlight and no one knows where the blood goes.
- 17 **Blood on the Dancefloor.** Jenny from down the street has been dancing non-stop for the past week. She is crying and screams that she is tired but she cannot seem to stop. No one paid too much attention until the baker's son also started dancing...
- 18 **Blood on the Menu.** Vampires make a deal with a nearby village to provide them with blood. In return, they will not attack the village. But the vampires start asking for more.
- 19 **Bloodministration.** A powerful lord is dying and a doctor wants to try a new method of blood administration. But it turned out that the lord has the blood of an aboleth.
- 20 **Bottomless Wishing Well.** A charlatan promises that by throwing 1 gold piece in his well, one of your wishes will come true. And they actually do. The charlatan is actually a devil that trades wishes for souls. And for some reason whoever made a wish disappears after a week.
- 21 **Bounty Protectors.** A bounty is placed for one of the party members, but the party member is not aware of a reason for it.
- 22 **Bucket List.** A specter is haunting a house and the party decides to deal with it. The specter turns out to be non-hostile and will ask the party to help it do some things it needed to do before it died. The party has to follow a list of chores and then the specter will leave the house. Alternatively, they can just kill it.
- 23 **Burn the Witch.** A woman is about to be burned for being a witch that has caused great peril to the town. What the townsfolk do not know is that she is also the wife of a vampire. If the woman is burned, he will seek revenge. How will the party react?
- 24 **But the Graves are Full.** Undead start appearing in the village but the cemetery seems undisturbed. Where are they coming from?

- 25 **Cat Lady.** A sentient cat contacts the party and asks for help. The cat needs to find its master.
- 26 **Cave Dweller.** An ancient creature has awakened and someone needs to confront it. What does it want? Is it dangerous?
- 27 **Chain of Command.** A troll is guarding a bridge. If the party kills the troll an ogre shows up. If the ogre is also killed, then a hill giant appears.
- 28 **Challenge of the Gods.** A god has descended on the Material plane and decreed that the first person that completes a series of challenges will become a new god.
- 29 **Cheap Trick.** A beggar says they will pay lots of gold to anyone that can find on which hand they have a coin. In reality, he uses *prestidigitation* to create a fake coin and when it is time to show where the coin is, he makes it appear wherever he wants.
- 30 **Circus is in Town.** A magical circus has settled in town. Weirdly, old people started disappearing right after the circus arrived.
- 31 **Cold Skin.** A person lures a party member for a fun night. The person is a vampire that will bite the player. The curse is fresh in their blood and the vampire disappears.
- 32 **Cold War.** The shamans speak of the worst winter the north has ever seen approaching. A village needs a way to survive. There are tales of a stone that radiates heat, but other villages are interested in it too.
- 33 **Culinary Arts.** A chef has promised to greatly reward anyone that can bring them the head of a mantichore. They say it tastes really good with mustard and nuts.
- 34 **Cup o' Tea.** An old man asks the party to get him a flower he needs to make tea. Surprisingly, he pays pretty well. What dangers might ensue?
- 35 **Curse You.** A devil has cursed the party by having an invisible immortal imp follow them and will constantly get them into trouble until they visit him in the Nine Hells.
- 36 **Dead Square.** The party walks into a desolated village, with corpses all around. The houses are burned and it seems that a massacre took place days ago. Suddenly, all of that changes and the village returns to normal. They are holding a festival and the people that your players saw dead are now are now alive and celebrating. Was that a premonition? Or is something more sinister going on?
- 37 **Defend the Gates.** A goblin walks through the gates of a small town and screams "Filthy humans! You will all be dead by sunrise! Jimmick Festerwound is coming to get ya!" and leaves.
- 38 **Déjà Vu.** The party arrives at a village that they cannot find on the map. By sleeping there, they notice that the same day occurs on repeat. Trying to exit the village will lead them back to its entrance. Only one person is out of loop like them. Will they be able to tell who it is? Will that person be able to help break the loop?
- 39 **Demonic Duels.** Two archdemons decide to solve their differences by each choosing a team and have them duel. The party is among one of the two.
- 40 **Deus Ex Daycare.** A new god is born. It looks like a normal child, but talks as if it is a thousand years old. It asks of the party to help it and protect it while it grows for a week.

- 41 **Don't Jump.** A creature threatens that they will jump off a bridge. They finally do it but they do not die. For some reason they are actually immortal.
- 42 **Drow Menace.** Drows have left the Underdark and are destroying any city they can find.
- 43 **Drunken Royalty.** The fifth son of the king likes to party in a nearby pub and usually picks up women to continue the party elsewhere. A woman is found murdered right next to the pub the prince frequents.
- 44 **Eggs and Dragons.** A cook asks the party to retrieve the egg of an exotic animal from the top of a mountain. The egg is actually that of a dragon. The animal that kept it, is known to steal eggs from other animals. The mother will be pissed with the party.
- 45 **Earthquake Elementals.** Earth elementals have been causing earthquakes in nearby towns because the mines disturb their homes.
- 46 **Escort Mission.** A woman wants someone to escort her to the next village, no questions asked. The payment is pretty handsome. Turns out she is a criminal that has to constantly move from one place to another before she is discovered.
- 47 **Eye Witnesses.** The players witness the murder of their king by his wife, but they are the only ones to see this.
- 48 **Famous Bodyguards.** A famous bard has the party escort her to the capital. Along the way they find out that the bard is a shapeshifter.
- 49 **Farm Samaritan.** A sudden sickness hits the animals of a farm. The farmer blames his neighbor, but there is no proof for his allegations.
- 50 **Fashion Show.** The party is asked to be the judges in a fashion show! For a reward of course. All seems well until an individual contacts them and tells them they will pay if the party favors them. Then, another individual contacts them with the same offer. Then another one... And another one...
- 51 **Faux Hero.** The hero of a village is asked to kill the nearby hill giants. The thing is, the village's hero is a fraud. Thus, the "hero" asks the party to help him for a price.
- 52 **Fight Club.** The Greenskins, the strongest fighting team in the realm have declared the beginning of a world-wide tournament. The party that wins the tournament gets the chance to fight with them and become the new champions.
- 53 **Fighter's Gambit.** The world championship finals are coming right up! The Fabulous Four, or the Fantastic Five, or the Sensational Six or however many members your party conveniently has, have gone missing. The party is asked to take their place, dressed with the same masks and suits they wear.
- 54 **Fixers.** The party was set up to kill a dangerous criminal. The "criminal" turned out to be a relative of the queen. Now, the man that hired them has the party doing his dirty work or he will contact the queen with proof that the party killed her relative.
- 55 **Flame Tongue.** Four soldiers seem to have taken a liking at the barmaid. The barmaid is having none of it and after they start getting touchy, she goes to the bar and picks up a flaming longsword.
- 56 **Flipped Bounty.** A goblin comes up to the players and promises gold for the heads of the humans who killed her family. The humans responsible did so because of a bounty reward, too.

- 57 **Fool's Luck.** A casino just opened in town. People of all manner are rushing there, only to discover that the casino does not use gold for its bets, but years from each creature's lifespan.
- 58 **For the Troops.** The party is asked to train some troops. But most of them are pretty useless. When the night comes... their skills are put to the test because of a surprise attack.
- 59 **Forest Miracle.** The party is ordered to go find a missing blind little girl in the forest. When the party finds the girl, she is no longer blind.
- 60 **Fortune Lane.** An old woman claims to be a fortune teller. They say that she is not paid in gold but in... memories.
- 61 **Frozen Summer Lake.** The village's lake is inflicted with a strange phenomenon. It is the middle of the harvest season but the waters of the lake are walkable with no ice in sight...
- 62 **Gem mine.** A gem mine collapses and there is word that a huge treasure was buried in the debris.
- 63 **Gentleman in Distress.** A rakshasa has kidnapped a baron's mistress, leaving behind a note talking about a hunting game.
- 64 **Gigantic.** A huge ship travels the world for the first time. It sinks and merfolk save the party but are now enslaved and forced to live and work underwater.
- 65 **Global Chilling.** The winter is chillier this year, by a lot... Crops start dying and animals, too. The party has to investigate.
- 66 **Godlike Artifact.** It is said that an artifact from the gods has fallen on the Material plane. The exact location is unknown. Hundreds of explorers set off to find it. Who will reach the artifact first?
- 67 **Going to War.** A general is recruiting people to fight in the upcoming war. The twist is that the general does this of his own accord. The king already decided to surrender.
- 68 **Golems Unleashed.** All the golem guardians of a city go berserk.
- 69 **Good Mornin'! What's Burnin'?** The village that the party is in gets attacked by a dragon with a dragon rider. Will the party stand in their way?
- 70 **Guild Quests.** A nearby guild asks for help with some quests that they cannot assign to guild members. In reality, all quests are secretly acts of treason.
- 71 **Hand of Fate.** The party is hired as security in a high stakes casino. Apart from resolving situations, they also have to look out for cheaters.
- 72 **Hangover.** The party spends a night drinking at the inn. After an extreme hangover, they wake up in the woods. Apparently, they went berserk and stole the mayor's pet goat.
- 73 **Headache Pills.** An alchemist has created some pills that will help with any disease. The party is asked to be the test subjects to see if they work. But the side effects are disastrous as the alchemist confuses the pills and the party swaps bodies with each other.
- 74 **Headless Army.** The general of the army lies dead. But someone has to lead the army... The party must either lead or find the general's son who has been missing for a week in the front lines.
- 75 **Heart of Tarrasque.** A tarrasque is imprisoned below the city via a magic field. An archmage disables the magic field.
- 76 **Herbs from the West.** A merchant claims he has discovered a new herb that is amazing when mixed with milk. He wants to start selling, but rivals are presumably attacking his shipments. The party is asked to escort a ship and find out who are trying to sabotage him and stop them.
- 77 **Hero of the Moment.** A young woman is bullied by her brothers because she wants to be the heir to the chief of their tribe. The first one to kill an ice giant gets the throne. Will the party help?
- 78 **Hol' me Jackdaw.** The ship "Jackdaw" has sunk. It is said that it contains a great treasure. The crew may lie dead, but stealing the treasure will drag them back to life.
- 79 **Holy Artifact.** The church has information about a holy artifact. The party is asked to find and retrieve it.
- 80 **How to Raise a Family.** Bodies have been vanishing from the morgue. A new-born lich is raising an undead army. Who brought the bodies to them?
- 81 **Human Lunch.** A hill giant is camping outside a city, intercepting caravans and eating only humans for some reason. The party is tasked with killing it.
- 82 **Hunter's Best Friend.** The most famous hunter in the city has lost her hound. She asks for the party to find it. But there are suspicions that the hunter killed the hound herself.
- 83 **I Summon Thee.** A mage summoned a demon that he was unable to control and is now wreaking havoc in town.
- 84 **I Want You.** The Thieves' Guild is recruiting. They only accept those who can find their hideout.
- 85 **I Woke Up Like This.** The king's crown has been stolen. One of the party members wakes up to find it in their possessions. They have no recollection of how it got there.
- 86 **In the Name of the Blood God.** Children have been disappearing from every part of a town. Rumors say that kobolds are kidnapping them to sacrifice them to a God. Their cave is half an hour away from town.
- 87 **In(n) Debt.** The innkeeper has been very generous to the party, giving them extra ale, lowering the prices on the menu, etc. Suddenly a man walks in with a crossbow, threatening the innkeeper because he owes him money. Turns out the innkeeper was nice to the party because he needed protection.
- 88 **Into the Knight.** Townsfolk disappear every night. Rumors say that rats kill them, because they find bite marks that resemble those of rats. In truth, a wererat under the command of an evil knight is killing them. If the wererat is killed, the players will have made a dangerous enemy.
- 89 **It's Alive!** Since the alchemist's wife died no one has seen him around town. Rumors say he has been trying to bring her back. More rumors say that weird sounds come from his basement.
- 90 **It's Smaller Than You.** Random small sized insects start appearing in different places. After a week, the random insects grow to become large sized.
- 91 **Jar of Life.** The party finds a weird magical jar. If someone opens it, a djinn appears in their mind and tells them that they are cursed to die in a month. To stop the curse, they need to find the djinn's prison and free it. *Remove curse* or other similar magic do not seem to have any effect. That is because there is no curse. The djinn wants to bluff its way to freedom.

- 92 **Just Battery Things.** A scientist has developed the first battery. It is powered up by lightning and can power up a whole city. The scientist is found murdered and his technology is lost.
- 93 **Kobold Champions.** Two kobold clans are at war. The leaders of both clans decided that to avoid more bloodshed they will each choose a party of non-kobold champions to fight for them. Both leaders ask for the party's help.
- 94 **Labyrinth.** An archmage teleports the citizens of a town along with the party in a pocket maze-like universe. They have unleashed minotaurs all around the labyrinth.
- 95 **Last Show.** The war has ended after fifty years. The country's most famous bard will kickstart the celebrations. But they are murdered.
- 96 **Laughter in the Dark.** Laughing can be heard outside the city walls but the watchmen cannot figure out where it comes from. A few days later, an army of gnolls and hyenas attack the city.
- 97 **Lawful Paladin.** A young paladin wants to rescue a town from the hands of a necromancer. Alone, he is hopeless, but there is no persuading him into leaving the town to its fate. Will the party help him?
- 98 **Leaking Magic.** The Feywild was teleported in the material plane! Now the creatures of the Feywild run wild.
- 99 **Legal Junk.** The party wants to be rewarded for a quest they completed but the man who posted the notice exploits a technicality and refuses to reward them. Seems like it is not the first time this happens.
- 100 **Lil Sebastian.** The kingdom's most prized horse is killed. There are strange claw marks on its body. Who could have done it?
- 101 **Lively Square.** The statues of the town's square come to life at night.
- 102 **Lizard-born.** A witch is burned at the stakes. After that, every baby that is given birth is a lizardfolk.
- 103 **Long Live the King.** The party finds a contract with the king's seal. It is an assassination contract. The target? The deceased king. Wait, what?
- 104 **Look Me in the Eye.** A beholder has slain the royal family and sits on the throne. Its minions murdered the palace's guards and they took over the city together – all in one night.
- 105 **Looking for Warriors.** A mysterious figure is looking for highly skilled warriors. The pay is good. The mysterious figure will give the players an assassination mission. The target is a retired, highly decorated old guard from the queen's guard. After further investigation, it is revealed that the queen is the one who wants the old man dead to blame her enemies and start a war.
- 106 **Loose Ends.** An old man walks into the inn with three mercenaries behind him. He points at one party member and says: "It's this one! Get [them]!" What did the player do?
- 107 **Lost Prince.** A prince is missing. The king promises an extremely handsome reward to the one that finds him. The prince has two different-colored eyes, one brown and one blue. The party could swear they saw a kid like that, minutes before they learned that the prince is lost. But the prince is a grown man.
- 108 **Lucky Coin.** The party loots some dead bandits. Among the loot there is a cursed coin that finds its way back to its new owner's pocket no matter how hard they try to dispose it. The new owner has a vision that night; they have a week to get rid of the coin or they will die by an accident. The local fortune teller might know something...
- 109 **Magnum Opus.** The dream of a gnome painter is to paint someone next to a dead beholder. But he has no reference – and the beholder he wants is not dead yet.
- 110 **Man of God.** A priest has been gathering children and there are complaints. One of them swears that he makes them drink blood. The rest say it is cherry juice. What is really going on?
- 111 **Master Cook.** A cook has been finding fresh meat in his storage every morning. He is delighted that he does not have to rely on the city's hunters anymore. In truth, the cook is a werewolf and all that meat is just his game.
- 112 **Memory Loss.** A party member loses their memory. After a day, another party member suffers from memory loss as well. What is going on?
- 113 **Mirror Furor.** A circus is in town and rumors say they possess a magic mirror. Whoever looks into the mirror has a doppelganger of themselves spawned somewhere in the world. But no one knows that – not the party, at least.
- 114 **Missing Body.** A severed hand asks the party (in writing) to help it find its body.
- 115 **Missing Royal Dog.** The royal dog is missing! The price for retrieving it is really high. Some would say too high even for a royal dog. Rumors say its collar is the key to a secret treasure.
- 116 **Monkey Business.** During a carnival, a circus owner approaches the players and asks them to escort his monkey to a nearby town for a reward. The monkey seems generally angry and unwilling to follow. After an hour, the monkey will become a human girl. The party has abducted the mayor's daughter.
- 117 **My Hand for a Horse.** An obscure lady lives outside a village and rarely has any visitors. But those who visit her pay a price; they seem to be missing a hand after leaving. How? Magic prevents them from revealing details or what they got in return.
- 118 **Neighborhood Watch.** A friendly halfling decides to assemble a force of strong creatures that will go around helping different people.
- 119 **Next Stop: Feelstown.** The party finds their dead/missing parents (if any) in a random tavern! How weird is that? They talk and catch up, but the parents are adamant that they cannot leave the tavern. Once the sun rises, they disappear.
- 120 **No Way Out.** Six giants have blocked every city exit. They are waiting for someone.
- 121 **Now you're Thinkin' with Portals.** The party has heard of a very powerful wizard. They decide to visit her. When they enter her tower, they are transported to a pocket dimension with her and she has no intention of helping them return.
- 122 **Oathbreaker's Path.** The party is asked to escort a famous paladin that broke his oath and killed innocents within the capital for his trial. The path is not a dangerous one, but many believers will rush to lynch the paladin.

- 123 **Oceanic.** A new continent needs exploring. The trip is one month on a ship. Will the party board it?
- 124 **Octo-ritual.** Villagers have been sacrificing children to a mind flayer to keep it from destroying the village. Anyone that tries to call for help turns into an octopus.
- 125 **Old Habits Never Die.** The soul of a party's member is trapped in the universe's most impenetrable vault. There are rumors that a 1000-year-old elf is the world's greatest vault cracker. But the party has to find him.
- 126 **Oliver Plotwist.** There is a reward on the notice board for taking care of an orphanage for an afternoon. Interestingly, it pays extremely well. But the employer does not return the day they were supposed to – or the next...
- 127 **One Last Chance.** A wizard asks for help with finding some extremely rare components. In return, they will take one of the party members back in time to a key moment of their life, granting them a chance to fix everything.
- 128 **Only One to Protect.** Dryads have been raiding nearby villages, utterly destroying them and killing everyone inside. Huge rewards are handed out to stop the dryads and burn their forests to the ground. In truth, the dryads are protecting their territory. Many people have been abusing the forest in a way that disturbs the balance. Who will the players side with?
- 129 **Out of Power.** A fire elemental is powering the most famous smelter in the whole world. The fire elemental escapes and must be brought back unharmed.
- 130 **Owlbear Wanted.** A doctor needs a living owlbear to study it.
- 131 **Pandemic.** A strange disease has contaminated the world. The party must find its origin and cure it.
- 132 **Pest Control.** All cats and dogs have gone missing from a town. Rats have been swarming the streets for some reason. The party has to investigate.
- 133 **Phallacy.** A party member is seduced by someone. During an... intimate moment the seducer injected a poison in them. The party can have the antidote only if they help the seducer with something.
- 134 **Pirate's Booty.** A world-famous pirate queen has just died. Rumors of her mythical treasure spread like wildfire. The only one who knows the location is her lover. But the lover is found dead a few days later.
- 135 **Poisonous Warfare.** An alchemist claims that they have developed a gas that, once inhaled, will cause instant death. Nations from all around the world bid for the highest price to obtain it. Such a thing should not fall into wrong hands.
- 136 **Prison Snatch.** The party is tasked with escorting some prisoners to the closest jail. During the transportation, a dragon snatches the caravan and steals the prisoners.
- 137 **Proud Workers.** A butcher and a baker have joined forces to create the most delicious meat pie the city has ever seen. However, ever since they set shop, there have been numerous reports of people going missing from the rural areas.
- 138 **Quality Smithing.** A blacksmith has acquired godlike skills in crafting any weapon. He will forge the most powerful weapon in the world if the party helps him find his daughter. His secret is that he traded her with a devil to acquire his skills.
- 139 **Queen's Spies.** The queen takes a liking to the party and offers to recruit them as spies with the task of infiltrating the enemy kingdom.
- 140 **Raising a Family.** A mad doctor claims to have found a way to raise people from the dead without using magic! Is this for real?
- 141 **Rat Problems.** The party activates a trap that polymorphs them into rats! They soon realize that they are trapped in the rat king's territory. Will the party survive and return to normal?
- 142 **Rest in Pieces.** The party finds a bone that emits a mysterious aura. Upon inspection, an illusory message appears, asking them to find all of the original body's remains. What will happen if the party gathers all the parts?
- 143 **Revenge is Nigh.** An organization has, in some way, wronged all party members. While in town, they notice a man bearing that organization's symbol.
- 144 **Romero and July.** The king tasks the party with murdering his daughter's lover. But they find out that the lover has incriminating papers for a huge scandal against the king.
- 145 **Rotten Rodents.** Undead rats have been sighted near the aqueduct. Is the water safe? Also, why are the rats undead?
- 146 **Royal Death.** The princess is missing. The party finds her dead! Or to be precise, undead, but she still possesses her sentience and memories.
- 147 **Royal Hunt.** The party took interest in a hunt that the king is organizing, but a specific group of people will take advantage of the hunt to hurt someone. The party stumbles upon this information by accident.
- 148 **Royal Prison.** The king offers a great reward to anyone that will willingly enter the royal prison and attempt to escape from it in order to find weaknesses in its design.
- 149 **Royal Tomb.** The king has instructed to construct a huge altar but the ground he is building upon is desecrated. The creatures that lived in that place will not be happy about it.
- 150 **Sacred Sword Missing.** The villagers honor their long dead hero's sword in an annual festival. Now the celebration is approaching and the sword is nowhere to be found.
- 151 **Sans Famille.** Every parent disappears from town! Every child is suddenly an orphan.
- 152 **Shave Us.** A weird creature enters dwarven houses and shaves them at night.
- 153 **She Doesn't Bite.** An elf has a death dog for a pet. This disturbs the neighbors, but whoever dares complain somehow disappears the next day.
- 154 **Showrunners.** A theater director has created a new "masterpiece" but will not show the script to anyone. The party is tasked by the director's antagonist to steal the script.
- 155 **Sign Up for Glory.** A tournament is underway. Warriors from all across the world gather to compete! The winners get a one-use *wish* spell. Over a hundred teams have already signed up.
- 156 **Sleepless Nights.** The party arrives in a town where no one can sleep at night or complete a long rest. Everyone looks exhausted. How long until they start dropping dead?

- 157 **Smells Like Something Died in Here.** A village is inhabited only by undead. They do not harm anyone and they are all intelligent.
- 158 **Something Disturbs the Graves.** An old goblin undertaker is having trouble doing his job at nights. He thinks a specter looms around. He fights the specter, but gets defeated. On his dying breath, he will tell his story to the party. The specter used to be a woman that the goblin killed.
- 159 **Song of the Dead.** A bard has been cursed with undeath. His name is Bernard the Undead Bard. He wants to free himself from this curse and die in peace.
- 160 **Spectral Crooks.** Specters start kidnapping people during nightfall.
- 161 **Specterbusters.** The party is tasked with exterminating some ghosts from a manor. There, they find a portal to the Far realm. They can close it by destroying it. Soon, they find more haunted houses with portals in them. What is going on?
- 162 **Spelling Bee-holder.** A heated spelling bee contest is reaching its conclusion next week. One of the finalists has asked the party to discover what words will be used and present them to them. The other finalist asked the party to murder their rival.
- 163 **Storyteller.** A story writer believes that the party is his muse! So, he asks to follow them everywhere and record their adventures.
- 164 **Stray Pup.** A dire wolf pup is captured by an angry mob and is to be executed for killing the sheep of a shepherd. A party member hears a whisper in their mind: "If you save my son, I will reward you."
- 165 **Swan Lake.** A weird creature has been sighted in the forest. People say that it is a creepy dancer. Upon closer inspection, it is actually a construct. It is harmless, but the players do not know that and people have been saying all sorts of ugly things about it. How will its creator react if someone destroys their creation?
- 166 **Sweetest Thief.** A thief is stealing all the candy in town. What is going on?
- 167 **Talking Weapons.** The party arrives in a village where all weapons become sentient.
- 168 **Tavern Mysteries.** While the party is celebrating in a tavern after a victory, a waiter slips them a letter reading "I know what you did". But then the waiter disappears. What is going on?
- 169 **Terminator.** A very powerful warforged has been unleashed by its creator and has already destroyed a village. The party has to stop it before it becomes self-aware and starts building an army!
- 170 **Test Subjects.** An alchemist needs test subjects for his new potions. Maybe the players want to try some. Or maybe they will be able to find some unwilling subjects.
- 171 **The End is Nigh.** A man is saying that the end of the world is coming! "On the first day, the sky will rain blood. On the second day, the sheep will die. On the third day, children will go blind. On the fourth day, our world will be no more..." Everyone was laughing – until red rain started pouring.
- 172 **The Monarch is Alone.** The newly-crowned sovereign is in need of a bride/groom. They set their eyes on one of the players and will not take no for an answer.
- 173 **The Priestess.** A priestess tries to convert the townspeople to her own religion. She promises great fortune to those that convert and worship her god. And it is true! People wake up to bags of coin under their bed, new horses in their stables, new clothes in their closets, etc. However, the priestess worships the evil goddess Loviatar and she herself is the one that gifts all those goods. If the townspeople want to maintain Loviatar's fortune, they will have to start doing some... questionable things.
- 174 **The Truth is in the Pudding.** Black puddings have filled a mine and the miners cannot get inside.
- 175 **The Wells are Murky.** A weird disease suddenly broke out. After investigating, the players find that those who live closest to the wells were the first to get sick.
- 176 **Three Goblins in a Trenchcoat.** The mayor of the town starts looking and acting weird. Is there an illusion messing with everyone? Why does his nose look extremely crooked all of a sudden?
- 177 **Trapped Ghoul.** A creature is haunting a newly bought house. In truth, it is a ghoul that is trapped in the basement of the house. How did it end up there?
- 178 **Trip to Nowhere.** The Emperor's magician has found a portal that leads to somewhere unknown. There are great rewards for those that go in and come back. But will they come back? Where does the portal lead?
- 179 **Two-faced.** A warrior that is possessed by a demon has been raiding and pillaging far too close to the capital. The king asks the party to kill them.
- 180 **Uncharted.** A mapmaker wants to hire a band of mercenaries to escort him to a strange land with the mission to map it.
- 181 **Undead Gallery.** A peculiar woman that calls herself an artist has a gallery of undead creatures in cages. Each of them is dressed appropriately with a theme and they look extremely unhappy. How did she procure them?
- 182 **Vet Dream.** A veterinarian is recruiting halflings for a test. They are turning the halflings to wereboars.
- 183 **Vile Entrepreneurs.** A mysterious group starts buying land, aggressively forcing people out of their houses if need be. After a while, they start building a tower where all the houses were. What is going on?
- 184 **Viva la Revolución.** An angry mob gathered enough strength to be considered a faction that acts against the local lord. Will the party pick a side?
- 185 **Voices from Beyond.** The spirits in the town's cemetery are restless. They have not hurt anyone but they demand things. The party must complete each restless spirit's request so they may find peace.
- 186 **Wait a Minute.** The whole royal family is replaced by shapeshifters.
- 187 **Warforged Cop.** A warforged was created to help the justice system. But it has developed its own sense of justice. The party has to work with it and probably stop it in case it goes rampant.
- 188 **Wasn't Me.** One of the party members is framed for a murder by a shapeshifter.
- 189 **Water Shortage.** A small town's wells have all dried up. Upon investigation, the party finds that a water elemental is responsible.

190 **Waterways to... Somewhere.** The captain of the city guards is offering a reward to anyone that will check some disturbances in the waterways. When the party enters the waterways, they realize that nothing seems amiss. When they exit, they are not on the same plane of existence as before.

191 **Welcome Back.** A man that was missing for ten years returns and thinks that he was only gone for a week. He speaks of an island in which every wish can come true. But what was the cost?

192 **Where are my parents?** A young elf is lost and is searching for their parents. They are actually the child of an elven king.

193 **Where is Everyone?** The party spends the night at the inn. They wake up to a completely empty town. What is going on?

194 **Who Am I?** Anyone that eats the fruit of a certain tree in the forest suffers from amnesia.

195 **Who's a Good Boy?** The party finds a naked mind flayer with no memories and apparently no connection to an elder brain on a beach. It seems to be extremely confused, following the party like a stray dog. It does not realize its enormous power.

196 **Wicked Sick.** The queen suffers from a very rare fatal illness. The only cure is from a plant that grows in the Feywild. The king has promised great rewards to anyone bold enough to attempt such a trip.

197 **Wild Trip.** An alchemist pays the party to try experimental drugs. Once they consume them, the effects are wild and last for 24 hours. But the party does not know that.

198 **Wishful Thinking.** Rumors say that anyone who sleeps with a particular woman gets three wishes granted. The rumors were spread by the woman herself, who is a succubus.

199 **Womanizer.** A bard got in trouble for seducing a baron's wife. He asks the party to protect him from the baron who placed a bounty on his head.

200 **You Saw What?** A dead kraken has been washed ashore. What could have killed a titan like that? The fishermen are panicking.

LESS IS MORE

The notorious *Deck of Many Things* has been referenced quite a few times in this supplement. Check out Alexander Kami's printable **minimal** designs by clicking [here](#) and bring more life to your table; available to **download FOR FREE**.



CREATING REAL INNS



Many adventures begin inside taverns. Chatter can be heard all around to inform players of the nation's current state and they are inarguably a party's most visited establishments. But what makes an inn feel real? Simple details. A menu can highlight the availability of crops around the land. A town's spirit can be introduced through various patrons that may be enjoying some ale. Names with history are also part of the brand. This short guide explores the essentials of creating lively inn environments, in order to avoid breaking the players' immersion to your world.

BASICS

Inns have four different classifications. These are:

- poor inn
- regular inn/tavern
- expensive inn/tavern/restaurant
- luxurious inn/restaurant

There are a few things to keep in mind amidst the creation of an inn:

- inn, innkeeper and staff names
- customer behavior
- menus and prices

INN NAMES

The following are examples of memorable inn names:

Ale Foundry, Bitter Pillow, Boiling Maple, Desert Garden, Dizzy Dolls, Drab Moon, Gray Nymph, Hidden Cauldron, Iron Targe, Jolly Cow, La Perle Blanche, Lucky Mallet, Maudlin Swine, Moldy Nugget, Quaggoth's Den, Rising Lotus, Rusty Lute, Skipper's Burrow, Thief's End, Ye Olde Anvel

INNKEEPER & STAFF NAMES

A name is not always easy to come up with. Feel free to pick one from below.

Male Names: Bartolomeo Sanza, Ezekiel Tancred, Homer Castellan, Juk'hal Dor, Kresimir Nochen, Lugo Hizzler, Morris Dumon, Olaf Thundor, Rooney Bo, Val Varda

Female Names: Aldith Jurgen, Isabel Wittaker, Jocosa Rollan, Lyudmila Pushkin, Malle Bernathie, Muriel Xanthas, Rada Unthal, Rohesia Jumlaw, Sabina Jacktooth, Sunnifa Madhurl

Neutral Names: Aldus Gill, Borna Donnia, Engel Jamon, Fedlimin Munster, Guiomar Thrall, Jean Blanc, Puck Enguts, Shaka Brog, Slava Grillin, Wilmot McCoy

CUSTOMER BEHAVIOR

The customers of an inn are what define the player experience the most, after the innkeepers of course. Do not let your inn be empty. Populate it with quirky characters that could potentially stir the party towards a goal or just mess with them when they overdo it with their investigations. Refer to the table below for a few ideas:

CUSTOMER BEHAVIORS

d20 Behavior

- | | |
|----|---|
| 1 | A bard performing a song |
| 2 | A beggar seeking some coin |
| 3 | A couple enjoying their food |
| 4 | A drunkard sitting at the bar, trying to drink from an empty bottle |
| 5 | A party of around ten people celebrating a marriage |
| 6 | A person performing magic tricks with a small audience gathered around them |
| 7 | A person reading a book while sipping some wine |
| 8 | A person reading a letter again and again in distress |
| 9 | A person scribbling stuff on a paper, perhaps drawing |
| 10 | A slightly (or heavily) wounded person trying to eat |
| 11 | An old person and a young person flirting |
| 12 | An old person smoking and gazing around |
| 13 | Five peasants cursing the mayor |
| 14 | Four people playing cards |
| 15 | Three armored people discussing around a map |
| 16 | Three friends shouting funny stories |
| 17 | Three people bullying the innkeeper |
| 18 | Two people intensely searching the floor |
| 19 | Two people throwing threats at each other |
| 20 | A hooded mysterious guy in a corner |



INN PRESETS & MENUS

MAUDLIN SWINE

A small inn located in the center of a serene village. The villagers praise it for having quality wares despite its low prestige. The dorms are not much, but they certainly do their job. What makes this old inn unique is its mascot; a chubby pet pig that roams around in search of food, even though its belly is always full. Many travellers claim that the little glutton possesses soothing abilities, taking away your sorrows with just a touch of its nares.

Classification: Poor Inn

Cost to Spend the Night: 5 cp



STARTERS

Apples & Grapes bowl	3 cp
Bread	1 cp
Cheese platter for 2	3 cp
Fennel Soup	1 cp
Ham Sandwich	2 cp
Lettuce Salad	1 cp
Mushroom Soup	2 cp
Pumpkin Pie	2 cp

MAIN DISHES

Beef Steak with Cheese	4 cp
Beef Steak with Potatoes	4 cp
Chicken Eggs & Bacon	2 cp
Hare Stew	3 cp
Sausage	2 cp
Roasted Pork Ribs	3 cp

DRINKS

Ale	1 cp
Apple Juice	2 cp
Grape Juice	2 cp
Milk (free with Main Dish)	1 cp



RIISING LOTUS

STARTERS

Bread	1 cp
Cabbage & Lettuce Salad	3 cp
Cheese & Ham platter for 2	4 cp
Cheese, Ham & Lettuce Sandwich	3 cp
Fried Cheese	2 cp
Lentils Soup	2 cp

MAIN DISHES

Beef Steak with mashed Potatoes	6 cp
Chicken Soup	4 cp
Cod Fillet with Garlic & Onions	7 cp
Pot-roast Veal with Carrots	6 cp
Roasted Chicken with boiled Parsnips	5 cp
Roasted Veal with boiled Leeks	6 cp
Sausages with Cheese	4 cp
Trout Fillet with Lemon slices	5 cp

DESSERTS

Bread slices with Butter & Honey	3 cp
Bread slices with Cherry Marmelade	4 cp
Cherry Pie	6 cp

DRINKS

Ale	1 cp
Apple Juice	3 cp
Cider	3 cp
Lemon Juice	2 cp
Milk	1 cp
Red Wine	3 cp

RIISING LOTUS

If one finds themselves lost in the woods, they might eventually reach elven settlements. One of those hosts the Rising Lotus, an inn that exists in the cavities of a huge tree. Locals treat it as a meeting spot, since they have no need for sleep, and despite being wary of intruders, the elves running the inn know how to accommodate accidental visitors and can make their stay a fond memory. Their wares are as fresh and nutritious as it gets and the environment on its own is a feast for the eyes.

Classification: Regular Inn/Tavern

Cost to Spend the Night: 1 sp



STARTERS

Bread	5 cp
Cheese, Ham & Olives platter for 2	4 sp
Fried Cheese with Honey topping	3 sp
Lettuce Salad with marinated Tuna	5 sp
Mushroom Risotto	3 sp
Potato & Onion Salad with Mustard Sauce	3 sp

MAIN DISHES

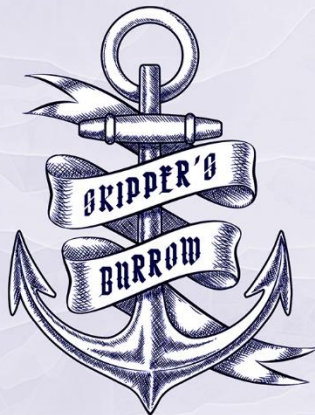
Boiled Oysters with Parsley Sauce	9 sp
Buttered Venison with Endive & Onions	6 sp
Pot-roasted Pike with Garlic & Potatoes	5 sp
Roasted Trout	5 sp
Roasted Venison with mashed Potatoes	5 sp
Shrimp Soup	7 sp

DESSERTS

Apple Tart	5 sp
Cinnamon Bun	5 sp
Gingerbread	5 sp
Grape Pudding	6 sp
Rice Porridge with Figs & Honey	8 sp

DRINKS

Ale	6 cp
Apple Juice	7 cp
Cider	1 sp
Grape Juice	7 cp
Honeyed Milk	8 cp
Mead	1 sp
Perry	1 sp
Red Wine	2 sp
White Wine	2 sp

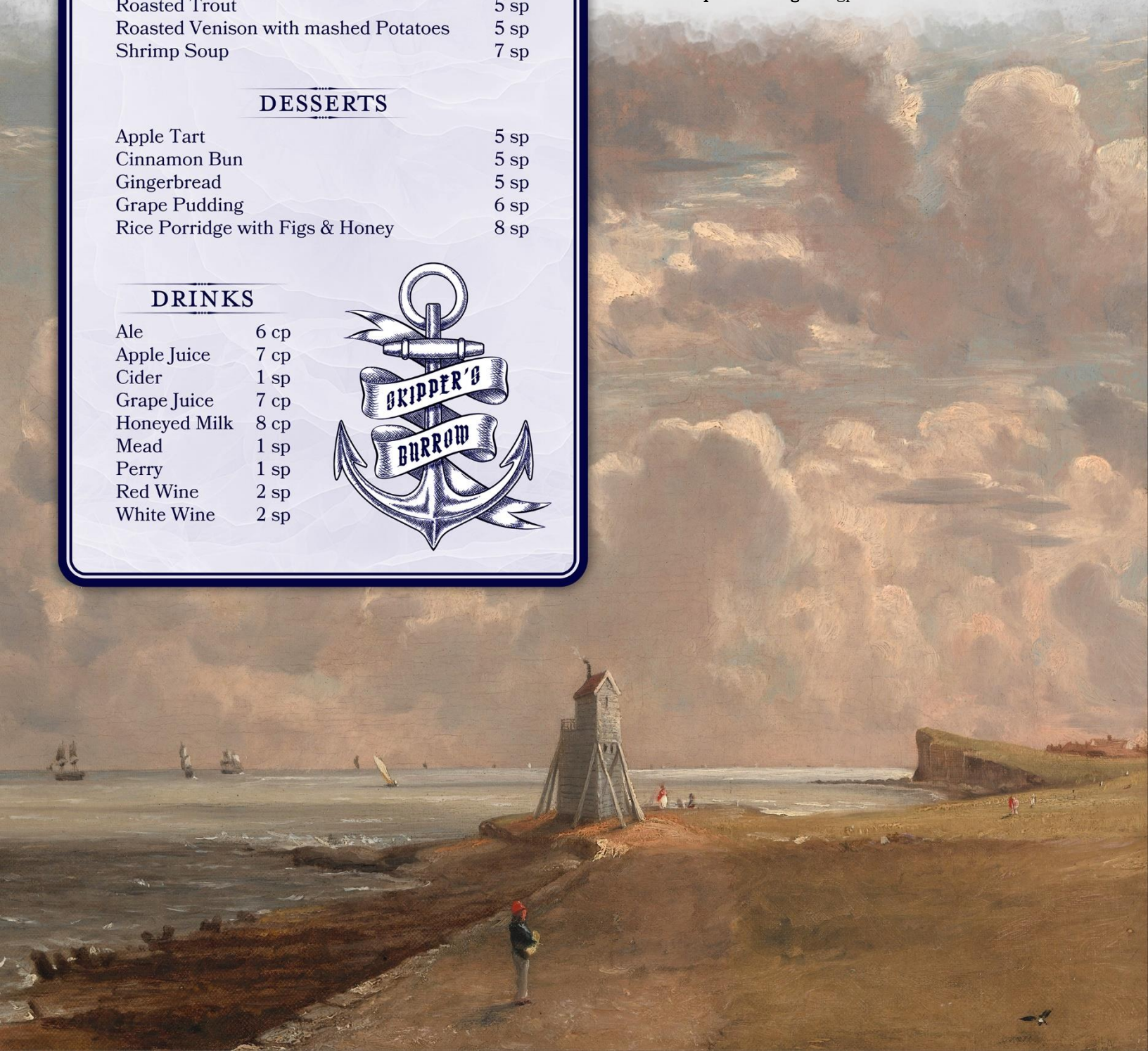


SKIPPER'S BURROW

Ever seen an underground tavern? The famed Skipper's Burrow is located beneath the ground floor of what would once be a lighthouse, just outside a port city. Whenever one sets foot in it, they are surprised by how big of an interior it actually has. Extending to more than a hundred feet in length, it is decorated like a pirate ship's orlop, with many performers enacting the theme and magic creating a vivid atmosphere with lights and sounds of the ocean. The lodgings are somewhat rough, but that just adds to the experience. Needless to say, it has become somewhat of a tourist attraction, as many travelers approach the city not because of its port, but because of this fine establishment.

Classification: Expensive Inn/Tavern

Cost to Spend the Night: 1 gp



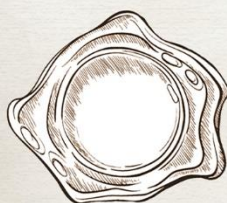
LA PERLE BLANCHE

Being the capital's most prestigious restaurant, La Perle Blanche is the grand meeting place for the rich and of course, well-guarded. Its facilities are made of marble, with pillars that resemble those of myths. The furniture is made out of the finest oakwood, by the finest artisans. The food is almost unworldly, leaving even the most

demanding of customers enchanted by the taste. One shall mind their manners and dress appropriately upon their visit, as they are about to enter the most glamorous social circles of the whole nation. Those who misbehave meet worse fates than simply getting escorted out, since reputation replaces the actual currency inside these walls.

Classification: Luxurious Restaurant

Cost to Spend the Night: Unavailable



La Perle Blanche

STARTERS

Blaunche Perreye <i>White Pea Soup</i>	3 gp
Cruste Rolle <i>Fried Crackers</i>	2 gp
Frumenty <i>Wheat Porridge</i>	3 gp
Lange Wortes de Chare <i>Braised Greens in Beef Broth</i>	6 gp
Rique-Manger <i>Buttered Apple & Eggs</i>	3 gp
Soupes Dorroy <i>Onion Soup with Leaks & Garlic</i>	3 gp

DESSERTS

Astacus Blancmange <i>Boiled Lobster with Cream Gelatine</i>	26 gp
Breney <i>Fruit Salsa & Cinammon Chips</i>	6 gp
Lorey de Boolas <i>Plum Curd with Cinammon, Ginger & Honey</i>	9 gp
Pety Pernautes <i>Currant Tart with Ginger</i>	5 gp
Torelli avec Agraz <i>Fried Nut Crackers with Apple Sauce</i>	7 gp
Violette <i>Violet Syrup with dried Fruits</i>	4 gp

MAIN DISHES

Blawnche Perrye <i>Eel Fillet with creamed Leeks & Rice</i>	14 gp
Custarde <i>Quiche with Veal Meat & Spices</i>	10 gp
Grete Pyes <i>Beef & Chicken Pie with dried Fruits & Spices</i>	11 gp
Pikkyll pour le Mallard <i>Duck sautéed with Broth, Wine & Cinnamon</i>	13 gp
Saumon Fumé <i>Smoked Salmon sautéed with Wine & Pepper</i>	18 gp
Zervelat <i>Spiced Pork Sausage stuffed with Cheese</i>	8 gp

DRINKS

Akvavit <i>Spirit distilled from Grain</i>	37 gp
Aqua Vitae <i>Spirit distilled from Red Wine</i>	50 gp
Claret <i>Spiced White Wine with Grape Juice</i>	25 gp
Hypocras <i>Spiced Red Wine</i>	20 gp
Melomel <i>Mead with Fruit</i>	13 gp
Mulsum <i>Honeyed White Wine</i>	20 gp

Every Main Dish is served with a glass of Hypocras.
Entrance Fee: 5 gp

AWARDING FEATS FOR ROLEPLAYING



Even though the feat ruling is optional, feats are important for characters. They grant many benefits, but players are often torn between getting a feat or that extra +2 to their main stat. This section offers ways for players to get both their Ability Score Improvement and a feat.

However, the latter can only be acquired by role-playing. Still, this process can be a bit unbalanced at times (e.g. allowing the development of overpowered fighters); it is up to the DM to try and monitor that balance, but we offer alternatives that may prove more suited to your gameplay.

HOW TO AWARD FEATS

Below you can find suggested ways to incorporate feat awards in your campaign.

ABILITY SCORE IMPROVEMENT (ASI)

You can allow a player to undertake a quest for a feat when they get an Ability Score Improvement. The player will choose to allocate their 2 ability score increase points and then select a feat for which their quest to earn it is now active. Note that this is not recommended for campaigns that tend to be hard, players get a lot stronger a lot faster when they get an Ability Score Improvement and a feat, even if it is through a quest.

ACHIEVEMENTS

You can talk with your players about which feats interest them and note them down alongside their suggested 'quests' and track them by yourself. This is not recommended for non-experienced DMs. This suggestion works better if the players are not aware of the exact way they may get the feat, but a hint or two may be encouraged for more complicated quests.

BALANCED ASI

You can allow a player to undertake a quest for a feat when they get an Ability Score Improvement. The player will choose to allocate only 1 ability score increase point and then select a feat for which their quest to earn it is now active. This is far more balanced than the previous method, but it can still prove powerful for campaigns that get to higher levels or even for feats that already included an ability score increase.

VANILLA FEATS

When a player reaches an Ability Score Improvement and they decide to take a feat instead of the score increase, the player will choose a feat and then undertake its quest. Upon its completion they are awarded the feat. This is recommended for experienced party members since for a while, depending on the quest, a player will have neither an ability score increase nor a feat.

PERSONAL QUESTS FOR EACH FEAT

All the feats below can be found in *Player's Handbook*; no feats from other rulebooks have been included.

ACTOR

You have to gain access into three different places where only certain types of creatures of a certain type of profession are allowed (which you are none of).

ALERT

Whenever you are surprised, you get to roll a Wisdom (Perception) check against your opponents' Dexterity (Stealth) check. On a success, you roll your initiative with advantage. You are still surprised. Succeed on three Wisdom (Perception) checks this way.

ATHLETE

Succeed on three Strength (Athletics) checks while rolling with disadvantage.

CHARGER

In the same encounter, you must move at least 20 feet towards a target before successfully attacking them three times.

CROSSBOW EXPERT

While using a weapon with the reload property, you must make a successful ranged weapon attack against a creature that is within 5 feet of you three times.

DEFENSIVE DUELIST

Have three attacks miss against you in the same encounter while you are taking the Dodge action.

DUAL WIELDER

Use only light weapons in each hand and do not drop to 0 hit points for five encounters in a row.

DUNGEON DELVER

Spot a trap, disable a trap and succeed on a saving throw against a trap.

DURABLE

Roll higher than the average on your hit points increase when you level up two times.

ELEMENTAL ADEPT

Choose one of the following damage types: acid, cold, fire, lightning, or thunder. Kill a creature that has resistance to that type of damage and was also damaged by the type you chose within the last hour.

GRAPPLER

Successfully grapple a creature and keep it grappled for three turns.

GREAT WEAPON MASTER

Roll a 20 on the d20 on your melee weapon attack roll and reduce a creature to 0 hit points with that attack roll.

HEALER

Stabilize someone who is knocked unconscious with a successful Wisdom (Medicine) check during a fight.

HEAVILY ARMORED

Survive three encounters without dropping to 0 hit points while wearing heavy armor.

HEAVY ARMOR MASTER

Suffer a critical hit that deals bludgeoning, piercing or slashing damage while wearing heavy armor without dropping to 0 hit points.

INSPIRING LEADER

When you drop at half of your maximum hit points during combat, you can attempt to inspire an ally as an action. On a successful Charisma (Persuasion) check (DC 10 + half of your ally's level), you and your ally both expend one hit die and regain hit points equal to half of what you rolled.

KEEN MIND

Succeed on a Wisdom (Survival) check to determine your direction and succeed on an Intelligence check to recall information.

LIGHTLY ARMORED

Survive three encounters without dropping to 0 hit points while wearing light armor.

LINGUIST

Choose training as a downtime activity and succeed on learning a new language.

LUCKY

Roll a 20 on the d20 three times in the same day.

MAGE SLAYER

Successfully break the concentration of a creature that is concentrating on a spell.

MAGIC INITIATE

Choose training as a downtime activity and pick a bard, cleric, druid, sorcerer, warlock or wizard as your teacher.

MARTIAL ADEPT

Choose training as a downtime activity and pick a fighter as your teacher.

MEDIUM ARMOR MASTER

Survive three encounters without dropping to 0 hit points while wearing medium armor.

MOBILE

Attack a creature, move away from it and do not take damage until the end of your turn three times in a row.

MODERATELY ARMORED

Survive three encounters without dropping to 0 hit points while wearing medium armor and carrying a shield.

MOUNTED COMBATANT

Reduce three creatures to 0 hit points while mounted.

OBSERVANT

Roll a 20 on the d20 on a Wisdom (Perception) check three times.

POLEARM MASTER

Survive three encounters without dropping to 0 hit points while only using a weapon with the reach property.

RESILIENT

Choose one ability score. Succeed three times on saving throws regarding the chosen ability score.

RITUAL CASTER

Choose training as a downtime activity and pick a bard, cleric, druid, sorcerer, warlock or wizard as your teacher.

SAVAGE ATTACKER

Reduce a creature to 0 hit points while rolling maximum weapon damage on your damage roll.

SENTINEL

Make a successful attack of opportunity three times.

SHARPSHOOTER

Make a successful ranged weapon attack while rolling with disadvantage or make a successful ranged weapon attack roll against a creature with three quarters cover.

SHIELD MASTER

Successfully shove a creature three times while carrying a shield.

SKILLED

Choose training as a downtime activity and gain proficiency on a new skill.

SKULKER

Make three successful melee weapon attacks against surprised creatures.

SPELL SNIPER

Land a ranged spell attack on a creature that has three quarters cover.

TAVERN BRAWLER

Start a tavern brawl and survive it.

TOUGH

Drop to 0 hit points and succeed on your death saving throws.

WAR CASTER

Succeed on three Constitution saving throws to maintain concentration on a spell.

WEAPON MASTER

Choose training as a downtime activity and gain proficiency on a new weapon.



COMBAT OPTIONS



Combat tends to be extremely stale for characters that do not have the ability to cast spells. What if those players had more courses of action besides "attack", or "grapple", etc.? Now you can add more options to your arsenal and spice things up, if you wish so. This section includes combat options that were balanced in a way as to not render the simple Attack action obsolete.

ARMED

Armed combat options can be performed by having certain weapons equipped. The options below are divided based on weapon properties. You can only attempt one Armed Combat Option per action.

HEAVY

These options can be attempted with any weapon that has the heavy property.

Blunt Strike: You attempt to hit the enemy with the blunt side of your weapon.

Choose this option before you make an attack roll. If your attack is successful, you deal half damage to the target but the next attack against the creature is made with advantage.

Brutalizer: Your fury carries on to another target.

If an attack of yours reduces a creature to 0 hit points, as a bonus action, you can deal the excess damage dealt to a creature within your reach. You cannot use this option on a critical hit.

Ferocious Strike: You forgo accuracy for a devastating strike.

Choose this option before you make an attack. Roll a 1d10. The result is subtracted from your attack roll but is added on your damage roll.

Pommel Strike: You attempt to strike the enemy with the pommel of your weapon.

Choose this option before you make an attack roll. If your attack is successful, you deal 1d4 + your Strength modifier points of bludgeoning damage. The target has to succeed on a Constitution saving throw with a DC of [8 + your Strength modifier + your proficiency bonus] or their speed is halved and they cannot take any reactions until the start of their next turn.

LIGHT

These options can be attempted with any weapon that has the light property.

Retreating Strike: You use your attacks to escape your enemy's range.

Choose this option before you make an attack roll. You make an attack roll with disadvantage. On a hit, you can move away from your target without provoking attacks of opportunity.

Riposte Stance: You prepare to counter an enemy.

You give up an attack to enter a riposte stance until the start of your next turn. If an enemy misses you during the riposte, you can use your reaction to make a melee weapon attack against them.

Swift Strikes: You sacrifice damage to attempt more strikes on your enemy.

Choose this option before you make an attack roll. You make double the attacks on your turn but you deal half damage.

RANGE

These options can be attempted with any weapon that has the range property.

Crippling Strike: You attempt to cripple an enemy and stop them from running away.

Choose this option before you make an attack roll. You deal half damage but your target's speed is halved until the end of their next turn.

Disarming Strike: You attempt to disarm an enemy that can be disarmed by hitting their weapon with your attack.

Choose this option before you make an attack roll. You make the attack roll with a -10 penalty. On a hit, your target is disarmed.

Steady Shot: You take your time to aim and strike true.

Use your action to gain advantage on your next attack roll.

REACH

These options can be attempted with any weapon that has the reach property.

Impaling Strike: You impale multiple enemies with one attack.

Choose this option after you make an attack roll but before you make a damage roll. As a bonus action you can use the same attack roll to hit a creature within 5 feet in the same line as your attack's target. You deal the same damage to both creatures. You cannot use this option on a critical hit.

Staggering Strike: You stagger your enemy and prevent them from running away.

Choose this option after you make a successful attack roll. As a bonus action you can halve your target's speed until the end of their next turn.

Stinger: You sacrifice mobility for a greater reach.

Your reach increases by 5 feet but doing so costs an amount of movement equal to half your speed.

Sweeping Strike: You make an attack around yourself hitting everyone.

Choose this option before you make an attack roll. You make one attack roll. You hit any enemy around you within reach whose AC you beat, but the damage is divided equally to everyone (rounded up).

SPECIAL

The only special weapons are the lance and the net. Each option below specifies which weapon you need to have equipped to be able to use it.

Boulder Toss (Net): You throw a target that is restrained by your net.

As part of your attack action, you can lift and toss a netted target. Make a DC 10 (+5 for every size larger than you) Strength (Athletics) check. On a success, the target moves up to a number of feet equal to your Strength modifier times five (minimum of 5). For every 10 feet the target travelled, they take 1d6 bludgeoning damage. If the target collides with another object or creature, they both take 1d6 bludgeoning damage.

Drag-along (Net): You drag along a target that is restrained by your net.

As an action, you can drag along a target that is restrained by your net in a way that can prove damaging. While moving a target this way, every foot of your movement counts as two. The netted target takes 1d4 bludgeoning damage for every 5 feet you drag them.

Heavy Blow (Lance, Mounted): You hit a target so hard, they move away from their position. You must be mounted and the target must not be more than one size larger than you.

Choose this option before you make an attack roll. The target makes a DC (8 + your Strength modifier + your proficiency bonus) Strength saving throw. If the target isn't mounted, they make the saving throw with disadvantage. On a failure, they are moved 15 feet towards the direction you are moving.

Stampede (Lance): You impale targets while charging. Choose this option after you make an attack roll. If you move at least 10 feet before attacking you can attempt to impale an enemy with your lance. The target must succeed on a DC (8 + your Strength modifier + your proficiency bonus) Strength saving throw or they move along with you. When you move with a target, your speed is halved.

THROWN

These options can be attempted with any weapon that has the thrown property.

Bullseye: You can make a focused ranged attack.

You can use your action to stabilize yourself and aim better. Add double your proficiency bonus on your next thrown weapon attack roll.

Catch: You attempt to arm an ally with your weapon.

Choose this option before you make an attack roll. As a bonus action, you attempt to throw your weapon to arm an ally. Make a DC 5 (+5 for every 10 feet of distance between you) Dexterity (Acrobatics) check. On a success, your ally can, as a reaction, equip the weapon you threw.

Hilt Hit: You hit the enemy with the hilt of your weapon.

Choose this option before you make an attack roll. When you throw your weapon, you attempt to hit with your hilt. On a successful hit you deal half damage but the next attack against the target is made with advantage.

TWO-HANDED

These options can be attempted with any weapon that has the two-handed property.

Bulwark (Melee): You plant your feet on the ground to deliver a devastating blow.

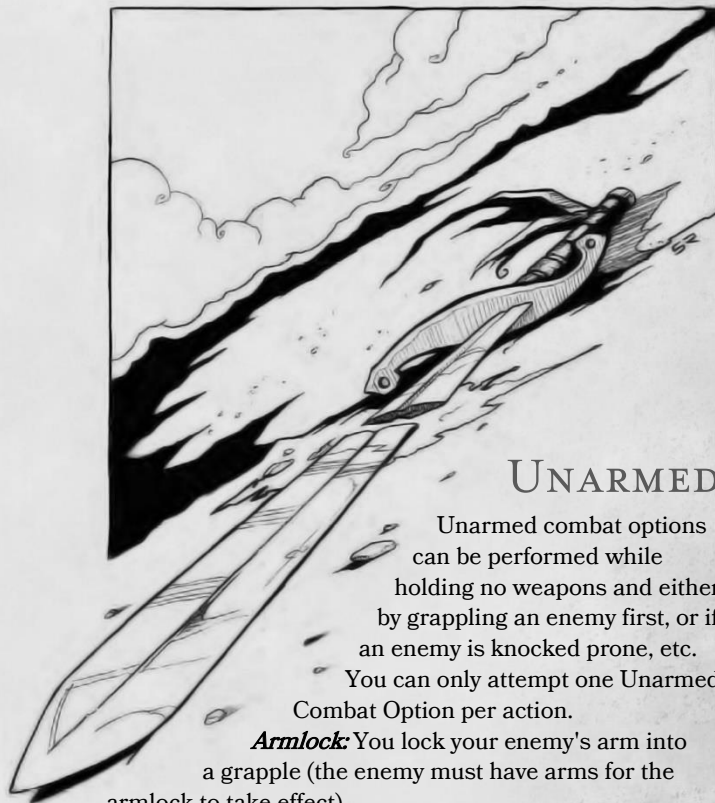
Choose this option at the start of your turn. Your speed is reduced to 0 until the start of your next turn. You focus your might on a destructive swing adding your Strength modifier to your damage roll twice. If you miss, your weapon is planted on the ground and you need to use your reaction to free it.

Lift (Melee): You propel an ally the same size or smaller than you into the air.

This is a Ready action. You prepare to lift an ally with your weapon and help them reach higher places. Their jump height is tripled. This is part of your ally's movement. If they descend on an enemy, they deal an extra 1d6 weapon damage for every 10 feet they travelled.

Strongshot (Longbow): You put your strength behind a shot.

At the start of your turn, you can choose to reduce your speed to 0. Doing so, allows you to add your Strength modifier to your ranged weapon attack and damage roll instead of your Dexterity.



UNARMED

Unarmed combat options can be performed while holding no weapons and either by grappling an enemy first, or if an enemy is knocked prone, etc.

You can only attempt one Unarmed Combat Option per action.

Armlock: You lock your enemy's arm into a grapple (the enemy must have arms for the armlock to take effect).

As part of your action, you can armlock a grappled creature. The enemy has disadvantage on their attack rolls made with their arms as long as they are grappled by you. On subsequent turns, you can attempt to break the arm of a creature in armlock. The creature then has disadvantage on their attack rolls made with their arms until they complete a short or long rest.

Chokehold: You attempt to choke your enemy to death.

As an action you can chokehold a grappled creature. You need two arms to perform a chokehold. The creature gains 1 level of Exhaustion. If the creature escapes the grapple before it dies, it loses all Exhaustion levels accumulated by chokehold.

Humanoid Shield: The enemy must be the same as you or up to one size larger. You attempt to block attacks against you with a grappled enemy's body.

As a reaction, when an attack is made against you, you can attempt to block it with a creature you have grappled. If the attack roll is higher than the grappled creature's AC, the attack hits you. If it is lower than the grappled creature's AC, the attack hits the grappled creature.

Pin Down: You pin down your enemy to the ground.

As an action, you can pin down a grappled creature. The grappled creature and you are both knocked prone and while the target is grappled this way, both you and the

grappled creature can only make melee weapon attack rolls against each other.

Suplex: You lift your enemy up and slam them to the ground.

As part of your attack action, you can suplex a grappled creature. You move the grappled creature in an unoccupied space within 5 feet of you and the creature takes 1d6 + your Strength modifier points of bludgeoning damage.

Toss: You toss a grappled creature to a direction of your choice. The creature is no longer grappled after you attempt to toss them.

As part of your attack action, you can attempt to toss your enemy. The target is tossed to a direction of your choice up to a number of feet equal to your Strength modifier times five (minimum of 5). If the target collides with a solid object big enough to stop their momentum, they suffer 1d6 points of bludgeoning damage and are knocked prone.



CURSES



Have you ever felt the need to punish a player? Did the party fail to heed the warnings of the crazy old guy screaming about a cursed tomb? Perhaps you wanted a curse as a plot hook for your campaign. Alas, a player might even want to start their adventure affected by a curse. No matter the case, below you can explore a hundred different curses, their effects and of course, how to lift them, plus a few items that may potentially curse someone.

A HUNDRED CURSES

A curse can be bestowed by either a deity, a spell (like *bestow curse*), an artifact or a spiteful spirit. It is also possible for a curse to be inherited via family bloodline. Every curse can be removed by the *remove curse*, *greater restoration* or *wish* spells, as well as a cleric's *divine intervention* or *The Fates* card effect from the *Deck of Many Things*, unless specified otherwise.

The descriptions of the curses below suggest what kind of creatures are eligible to get cursed by them. Of course, you can completely ignore that part and curse whoever you want...

ACID BLUE

This curse affects any creature that cannot breathe underwater.

Effect: You cannot drink or stay in water. If you do, you take 6 (2d10) acid damage at the start of your next turn.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

AGISM

This curse affects really young or really old creatures.

Effect: Subtract your age from your race's average life expectancy. The result is your new age.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

AMADEUS' NIGHTMARE

This curse affects those who enjoy music but were unfair towards a musician.

Effect: Music sounds like horrible screams in your ears, disorienting you and possibly hurting you. While hearing music, you have disadvantage on your skill checks and attack rolls.

Removal: Fix a broken instrument and gift it to a creature that needs it.

ANIMAL HATRED

This curse affects those who love animals.

Effect: All animals attack you on sight.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

ANIMALIS FIERI

This curse affects those who harm animals.

Effect: You turn into a random animal. You retain the ability to understand the languages you already did before transforming, but you cannot speak nor write.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

BACKDOOR

This curse affects those who like card games.

Effect: The next time you draw a card from any deck, the deck becomes the *Deck of Many Things*. The deck considers that you declared to draw one card.

Removal: Breaks after you draw once from the *Deck of Many Things*.

BASILISK'S GAZE

This curse affects anyone.

Effect: You slowly start suffering the effects of petrification. Every day your speed is reduced by 5 feet. When your speed reaches half your original, you have disadvantage on all Dexterity checks and Dexterity saving throws. When your speed is reduced to 0, you are petrified.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

BENDER

This curse affects anyone.

Effect: You wake up being a different gender of what you were the previous day.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

BLACK HEX

This curse can affect anyone who messes with a cursed item.

Effect: You are aware that you will die in a month's time. When you die this way, your existence is erased, meaning that you can only be brought back with *true resurrection*, a *wish* or a *divine intervention*.

Removal: You must find a way to bring the cursed item back to the creature that initially put the curse on it.

BLINKER

This curse affects anyone.

Effect: When you attack someone with a melee attack or when you are attacked, roll a d20. If you roll a 1-9, you blink out of existence for a moment. If you were attacking someone you miss. If someone was attacking you, they miss. If you roll a 10-20, nothing happens.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

BOOZER'S BANE

This curse affects those who drink a lot.

Effect: When consuming any amount of alcohol you must succeed on a DC 15 Constitution saving throw or be instantly considered drunk and poisoned.

Removal: Fight a hostile creature while drunk and win. *Remove curse* and *greater restoration* do not work.

BREATHLESS

This curse affects dragonborns.

Effect: You can no longer use your breath weapon. Whenever you try to do so, you instead cast *stinking cloud* around you.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

BUTTERFLY EFFECT

This curse affects investigators.

Effect: Every time you search for something you find a dead butterfly, even if you are simply trying to reach for something in your bag.

Removal: Kill a butterfly.

BY ALL MEANS

This curse affects those who are extremely suspicious of everyone around them.

Effect: You have disadvantage on all Wisdom (Insight) checks and you cannot refuse requests.

Removal: A creature that has requested something from you must die.

CHASTE EMBRACE

This curse affects those who break hearts.

Effect: You cannot be... stimulated. Also, whenever you make a Charisma (Persuasion, Deception and Performance) check, you do so with disadvantage.

Removal: Get married. If you break up in less than a year, the curse returns.

COWARD'S KNOT

This curse affects anyone.

Effect: The next ring you equip becomes bound to you. You cannot unequip it by any normal means. While in combat, you begin hearing a voice discouraging you from fighting. The ring can cast *expeditious retreat* on you to make you run away from a fight. Every time you take damage, you have to succeed on a DC 10 Wisdom saving throw or use your action to run away from the fight as fast as possible.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

CRACKED FEET

This curse affects those who attempt acrobatic feats.

Effect: You are haunted by extreme bad luck. Whenever you roll an 18 or a 19 on the d20 it counts as a 1. You have disadvantage on all Dexterity (Acrobatics) checks.

Removal: Kill fifty rabbits, cook and eat them.

CURSE VERSE

This curse affects those who have no interest in music or poetry.

Effect: In order to speak you have to rhyme.

Removal: Kill a bard.

DARK SKIES

This curse affects fighters.

Effect: You are blinded.

Removal: Defeat a creature in single combat.

DEADLIST

This curse affects anyone.

Effect: You keep hearing a list of names in your head at random times during the day. If you meet a person whose name is on the list, you feel obligated to kill them and you will do whatever it takes to do so.

Removal: Complete the list.

DEATH'S SCENT

This curse affects those who care a lot about their appearance.

Effect: You smell and look like an undead. People that already know you will not notice any change, but people that see you for the first time consider you an undead.

Removal: Deal the killing blow to as many undead creatures as your character's level when you were first afflicted by the curse.



DEEP SLUMBER

This curse affects those who lead exhausting lives.

Effect: You cannot wake up from a long rest until the rest is finished.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

DJINN COPYCAT

This curse affects anyone.

Effect: You are forced to grant three wishes the best way you can to the next person you see. Failing to do so will result in losing your soul.

Removal: Grant the wishes.

ECHO OF SILENCE

This curse affects magic users.

Effect: Whenever you cast a spell, roll a d20. If you roll a 5 or lower, you expend all of your spell slots of the same level as the spell you were trying to cast.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

ENVIOUS ARMS

This curse affects anyone.

Effect: If you carry more than one weapon on you, whenever you attack with a weapon the attack is made with disadvantage.

Removal: Sell all your weapons. If you buy them back, the curse returns.

ETERNAL VIGIL

This curse affects elves.

Effect: You no longer gain the benefits of long rest by trance. You are also vulnerable to magical effects that can put you to sleep.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

FALSE TARGET

This curse affects anyone.

Effect: Whenever you roll a 20 on the d20, treat it as a 1.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

FAMILICIDE

This curse affects creatures with living family members.

Effect: The next time you see a close relative, you attack them until they are killed.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

FATE ROLL

This curse affects anyone.

Effect: The next time you roll a 1 on a d20, you drop to 0 hit points.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

FEVERISH TAP

This curse affects humans.

Effect: Whenever you hear music, you start dancing uncontrollably until the music stops. You cannot stop dancing even if you are badly hurt during your dance.

Removal: Become deaf.

FRAIL HANDS

This curse affects those who use two-handed weapons.

Effect: Whenever you make a damage roll, roll twice and keep the lowest total.

Removal: Roll maximum damage twice.

GAMBLER'S GAMBIT

This curse affects anyone.

Effect: Whenever you roll a d20, if you roll a 1-14, treat it as if you rolled a 1. If you roll a 15-20, treat it as if you rolled a 20.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

GIGANTOPHOBIA

This curse affects short creatures.

Effect: If an enemy within 60 feet of you that you can see is at least one size larger than you, at the start of each of your turns you must succeed on a DC 10 Wisdom saving throw or be frightened by them. At the end of each of your turns you repeat your saving throw and end the effects immediately on a success.

Removal: Kill a giant.

GOBLIN'S STRENGTH

This curse affects barbarians that were shamed in battle.

Effect: Your Strength score becomes 8.

Removal: Defeat a creature whose CR is greater than half of your level in honorable combat.

GOLD RUSH

This curse affects noble creatures.

Effect: You become a kleptomaniac. You want to steal anything you can get your hands on. Whenever you see a valuable item you must succeed on a DC 10 Charisma saving throw to resist the urge to steal it. The DC increases by 5 every time you succeed on it and becomes 10 whenever you fail.

Removal: Donate all of your money to a temple.

GONE ASTRAY

This curse affects dwarves, gnomes and halflings.

Effect: Whenever you roll a 1 on the d20, you must succeed on a DC 10 Charisma saving throw or suffer the effects of *banishment*. You return to your original location after 24 hours. If you are already in a different plane than your original one, nothing happens.

Removal: Roll a 20 on the Charisma saving throw.

GRATIA DIEI

This curse affects anyone.

Effect: Each dawn your alignment changes. You have to roll a d10 and then consult the Alignment Shift table below.

ALIGNMENT SHIFT

d10	Alignment
1	Reroll
2	Lawful Good
3	Neutral Good
4	Chaotic Good
5	Lawful Neutral
6	Neutral
7	Chaotic Neutral
8	Lawful Evil
9	Neutral Evil
10	Chaotic Evil

Removal: Roll the same alignment twice in a row.

GREED'S REMEDY

This curse affects those who love money.

Effect: You have to spend any gold you make with the first chance. You suddenly hate carrying gold on you.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.



GREEN BLOOD

This curse affects those who are frequently wounded in battle.

Effect: When you are wounded, instead of blood, you bleed acid. This deals an extra 1d4 acid damage to you every time you take bludgeoning, piercing or slashing damage.

Removal: You have to drink a bottle of milk everyday for 10 days without fail.

GREEN TEA

This curse affects those who fight using unarmed strikes.

Effect: The next time you attack someone, roll 1d4 and then consult the Green Tea Effects table below.

GREEN TEA EFFECTS

d4	Effect
1	Your right arm rots away.
2	Your left arm rots away.
3	Your right leg rots away.
4	Your left leg rots away.

Removal: Breaks after at least one of the effects take place.

HAIRY ROMANCE

This curse affects those who hate animals.

Effect: You fall in love with the next animal you see.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

HEART OF GLOOM

This curse affects creatures of good alignment.

Effect: You want to scam people to get their money, stab them in the back and piss on their corpses. You suddenly become cruel and distant to those that are of no use to you. Additionally, your alignment changes to chaotic evil.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

HEX OF DECAY

This curse affects young creatures.

Effect: You start aging at a rate of 10 years per day. If you reach your life expectancy average, you must roll a DC 20 at every dawn. If you roll below a 10, you die.

Removal: Kill a newborn creature.

HEXANITY

This curse affects creatures with high Intelligence.

Effect: You suffer from insanity during fights. When you roll initiative, roll a d6 and consult the Hexanity Effects table below. Each effect lasts for a minute.

HEXANITY EFFECTS

d6	Effect
1	Nothing happens.
2	Attack the creature that is closest to you.
3	If someone drops to 0 hit points, you are frightened of the closest enemy within 30 feet of you that you can see until the fight is over.
4	Each time you take damage, you take 1d10 extra necrotic damage.
5	Whenever you make an attack roll, if you roll an 18 or above on the d20, you miss.
6	If you drop below half of your maximum hit points, you have disadvantage on your attack rolls.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

HEY YO

This curse affects sword wielders.

Effect: Each time you attack with your sword, it screams "Aha! Take that you scoundrel!".

Removal: Cannot be removed by any means. However, you can get rid of the sword.

HORSEPLAY

This curse affects those with high Charisma.

Effect: Whenever you make a Charisma check, you say things that you are not supposed to say, failing the check no matter what you rolled.

Removal: Kill a creature with a higher Charisma score than you.

IMP-POSSIBLE

This curse affects anyone.

Effect: Whenever you complete a long rest, d12 imps appear around you in an unoccupied space. The imps follow you. They will never attack you directly, but they will try to cause mischief. They might kill a pet and blame it on you, sabotage a bridge on your way, tie your shoelace, etc.

Removal: Kill 50 imps that spawned from this curse.

INFERNAL BANE

This curse affects anyone.

Effect: Every time you take fire damage, you regain hit points instead. You cannot regain hit points any other way.

Removal: Kill a fire elemental.

INNER BURST

This curse affects anyone.

Effect: After you drop to 0 hit points, you cause an explosion around you. All creatures within 20 feet of you must succeed on a DC 15 Dexterity saving throw or take 8d6 fire damage.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

IRON FEET

This curse affects those who have a walking speed higher than 30 feet.

Effect: Your speed is halved.

Removal: Win a race.

JACK OF NO TRADES

This curse can affect anyone.

Effect: The DM rolls a d20. Until the curse is removed, consult the Jack of No Trades Effects table below to see how you are affected.

JACK OF NO TRADES EFFECTS

d20	Effect
1	Nothing happens.
2	You fail all Acrobatics checks.
3	You fail all Animal Handling checks.
4	You fail all Arcana checks.
5	You fail all Athletics checks.
6	You fail all Deception checks.
7	You fail all History checks.
8	You fail all Insight checks.
9	You fail all Intimidation checks.
10	You fail all Investigation checks.
11	You fail all Medicine checks.
12	You fail all Nature checks.
13	You fail all Perception checks.
14	You fail all Performance checks.
15	You fail all Persuasion checks.
16	You fail all Religion checks.
17	You fail all Sleight of Hand checks.
18	You fail all Stealth checks.
19	You fail all Survival checks.
20	You fail all skill checks.

Removal: Succeed three times in a row on a skill that you are not proficient with.

KILLING THIRST

This curse affects those who are bloodthirsty.

Effect: You cannot go a day without killing someone. If you do, at dawn you have to succeed on a Wisdom saving throw (DC 10) or attack the first creature you encounter until you kill them or until you are knocked unconscious.

Removal: Cure a creature's disease by yourself or nurse someone back to full health.

LICH-PRENTICE

This curse affects creatures with low Wisdom.

Effect: Make a DC 10 Wisdom saving throw. On a failure, you become the loyal subject of a lich. Nothing in your behavior can indicate that you are the lich's subject. You follow the lich's orders to the letter and the lich can communicate with you telepathically.

Removal: Succeed on the initial saving throw or have the lich killed.

LOST SHEEP

This curse affects cartographers, explorers and scouts.

Effect: You can never tell which way is north, you can never accurately follow directions and you always get lost if you are alone or if you are in charge of leading a group of people. You automatically fail all Wisdom (Survival) checks.

Removal: Breaks after one month.

MAD WARUDO

A beholder can inflict this curse to anyone.

Effect: Within a year after getting this curse, every single creature that has ever been a companion to you will die. You are aware of this.

Removal: The creature that cursed you must die.

MAGICALLY IMPAIRED

This curse affects those who have an affinity with magic.

Effect: You completely forget any information that has to do with magic. You can cast spells by instinct if you could cast spells before being cursed, but you automatically fail every Intelligence (Arcana) check you make.

Removal: Breaks after a month.

MALUS SOMNIA

This curse affects rich creatures.

Effect: Whenever you attempt to complete a long rest while having more than 200 gold pieces on you, a devil visits you in your dreams and demands you dig a hole when you wake up and bury 200 gold pieces in it. After buried, the gold vanishes. If you fail to bury the gold, the devil will warn you once more. If you fail to bury the gold again, an avatar of death will attack you in your dream. During the fight, you have your equipment.

Removal: Defeat the avatar of death.

MANNERS' REMEDY

This curse affects those who are rude to others.

Effect: Any time you use a bad word (both as a player and as a character), you are struck by a bolt of lightning from the *call lightning* spell.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

MASTER OF ALL

This curse affects those who have many talents.

Effect: Your proficiency bonus becomes 0.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

MITESCERE

This curse affects those who get into many fights.

Effect: If you were into a fight and in the same day you attempt a long rest, you get your normal benefits but you wake up with a level of exhaustion. A long rest cannot reduce your exhaustion levels.

Removal: Avoid fighting for a week.





MOONTouched

This curse affects those who hate the wild.

Effect: You become a werekin. Roll a 1d6 and consult the Moontouched Kins table below to determine what kind of a werekin you become.

MOONTouched KINS

d6	Werekin
1	Reroll
2	Wererat
3	Wereboar
4	Werewolf
5	Weretiger
6	Werebear

Removal: A simple *remove curse* will not be enough. You have to be reduced to 0 hit points by the use of a silver item/weapon and then have *remove curse* cast on you.

MIRROR DEED

This curse affects anyone.

Effect: Whenever you attack someone, you both take the same amount of damage.

Removal: Reduce a creature to 0 hit points.

MUTE EULOGY

This curse affects highly charismatic creatures.

Effect: Whenever you try to talk to someone you make absolutely no sense.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

NOVA ADJECTIO

This curse affects anyone.

Effect: You become addicted to the next beverage that you consume. If you fail to consume that beverage for more than a day, you must succeed on a DC 10 Constitution saving throw or be poisoned until you complete a long rest. The DC increases by 5 every time you succeed on it and becomes 10 whenever you fail.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

NUMB TONGUE

This curse affects highly charismatic creatures.

Effect: You can no longer speak or write Common.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*. You can, however, try to relearn Common.

NYCTOPHOBIA

This curse affects those with darkvision or superior darkvision.

Effect: You lose your darkvision or superior darkvision. While in the dark, you have disadvantage on any saving throws made against being frightened and your speed is halved.

Removal: You have to succeed on a saving throw against an effect that causes you to be frightened while in the dark.

OBLIVIUM

This curse affects anyone.

Effect: Your existence is erased from the course of history. No one remembers you or your name. History is rewritten so that others are credited for any of your achievements.

Removal: Only by *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

OUT LOUD

This curse affects those who avoid talking.

Effect: Your thoughts are audible to all creatures that stand within 20 feet of you.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

OWNER'S TOUCH

This curse affects anyone.

Effect: The next item the you touch, must always remain on you. It cannot be removed by normal means. If it is a weapon, you must always wield it in combat.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

PACIFIST

This curse affects those who have killed an innocent creature.

Effect: Every time you attack someone you have to succeed on a DC 10 Wisdom saving throw or the attack misses. The DC increases by 5 every time you succeed on it and becomes 10 whenever you miss.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

PALE MOON

This curse affects those who hate nobles.

Effect: You become a vampire.

Removal: A simple *remove curse* will not be enough. You have to be exposed to sunlight or thrown into running water and then have *remove curse* cast on you.

PEDLAR'S CURSE

This curse affects those who like to bargain a lot.

Effect: You can never tell if a bargain is good and you can never appraise items correctly. You automatically fail every Wisdom (Insight) check made to assess the asking price of an object.

Removal: Kill a merchant.

PELLE NOTAS

This curse affects anyone with tattoos.

Effect: Your tattoos start crawling through your skin, becoming alive. If your skin is exposed, you have advantage on Charisma (Intimidation) and disadvantage on Charisma (Persuasion) checks.

Removal: Take fire damage equal to your level or higher by one instance of damage.

PERPETUAL PRESENCE

This curse affects those who are too sure of themselves.

Effect: At random moments throughout the day, you feel a presence staring at you, but you cannot locate it. When sleeping (unless you are under the effects of a magical sleep), you regain hit points by rolling hit dice instead of regaining all of your lost hit points. At the end of a long rest you still regain half of your maximum hit dice. Also, you have disadvantage on Wisdom (Perception) checks since your mind is always occupied with finding out who is staring at you.

Removal: Stay awake for 3 (1d4 +1) days.

PERSONAL CLOUD

This curse affects extremely happy creatures.

Effect: A small cloud of rain follows you all the time even indoors. You suddenly feel extremely sad all the time and have disadvantage on Wisdom, Intelligence and Charisma saving throws.

Removal: Persuade someone to accept the cloud over them. If they do, the cloud moves over to them.

PHANTOM PAIN

This curse affects brave creatures.

Effect: You cannot enter abandoned houses, churches, old temples, tombs and places that are rumored to be haunted because you are too afraid of ghosts.

Removal: Deal the killing blow to an undead.

PUREBLOOD

This curse affects half-elves and half-orcs.

Effect: If you are a half-elf, you become a high elf. If you are a half-orc, you become an orc.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

PYROPHOBIA

This curse affects brave creatures.

Effect: You are frightened whenever you see fire. You have disadvantage on any saving throws to remove the condition.

Removal: Succeed on ten saving throws after being frightened from fire.

RAVENLOFT SYNDROME

This curse affects creatures with high charisma.

Effect: You become a trusty servant to the first unknown person you meet. You will die for them and you will ignore your faiths and beliefs in order to complete their desires.

Removal: Your new master dies.

REGIUM VIVAT

This curse affects creatures of lawful alignment.

Effect: You want your country's ruler dead and will attack them on sight. You are not aware of that until you see them.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

ROTTEN MOUTH

This curse affects those who greatly enjoy food and drinking.

Effect: Food and drinks cannot satisfy you. You can only eat raw meat and drink salty water. Both taste terrible. If you try to consume any other type of food or any other



type of drink, it burns your internal organs dealing 3 (1d6) necrotic damage for every bite or gulp you take.

Removal: Breaks after a month.

SAFE STRIKES

This curse affects those who use weapons that deal piercing damage.

Effect: If you miss an attack, you must make the next attack against yourself.

Removal: Be reduced to 0 hit points by dealing the final blow yourself.

SENTIENT ORE

This curse affects barbarians, bards, fighters, sorcerers and wizards.

Effect: The next weapon you wield becomes sentient with the following mental stats: Wisdom 16, Intelligence 18, Charisma 14. You cannot unequip the weapon by any normal means. The weapon will always try to convince you to murder random creatures at the DM's discretion.

Removal: Only by casting *remove curse*, *greater restoration*, *wish* or *divine intervention* on the weapon.

SIZE MATTERS

This curse affects anyone.

Effect: After a long rest, roll 1d20. On a 1-9, you suffer the effects of Reduce from the *enlarge/reduce* spell. On a 11-19, you suffer the effects of Enlarge from the *enlarge/reduce* spell. On a 10 or a 20 nothing happens.

Removal: Roll a 10 or a 20 on the d20.

SLEEP-MURDER

This curse affects those who kill without guilt.

Effect: When you attempt to complete a long rest, you sleepwalk and seek to murder a person that is not known to you. You cannot recall any of this. At dawn, you must succeed on a Constitution saving throw (DC 10) or you do not gain the benefits of the long rest.

Removal: Drink a goliath's or an orc's drop of blood.

SOCIETY'S PLAGUE

This curse affects chaotic creatures.

Effect: You begin laughing uncontrollably whenever you try to communicate with another creature.

Removal: Kill a jester.

SOULSWAP

This curse affects narcissistic creatures.

Effect: The next creature you touch swaps souls with you.

Removal: You have to kill the other creature or have *remove curse* cast at the same time on both of you.

SPECTRAL BANE

This curse affects anyone.

Effect: You lose your racial traits and turn into a specter. You cannot communicate, but you can understand the languages that you spoke before. You cannot write, but you can nod affirmatively or negatively. After 100 days, you lose your sanity and will start hunting down your allies.

Removal: Only by *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

STRIDER

This curse affects creatures that have less than 30 feet of walking speed.

Effect: Your speed is doubled while in combat, but you must use your full movement in your round or you will suffer one level of Exhaustion.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

STRONK

This curse affects creatures with high Strength.

Effect: After you land a critical hit, your Strength score is reduced by 1d4.

Removal: Drink a *Potion of Fire Giant Strength*.

SUDDEN FOOL

This curse affects highly intelligent creatures.

Effect: Every dawn you have to roll a d20. On a 1, you suffer the effects of *feeblemind*.

Removal: If you succeed on 20 rolls, the curse cannot take place.

TABERNA IGNIS

This curse affects those who frequent inns.

Effect: After sleeping at an inn, the inn burns down a week later.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

TALKING HEAD

This curse affects creatures with persuasive skills.

Effect: When you try to say something, you say the exact opposite of what you wanted to say, but you are not aware of it.

Removal: Breaks after two weeks.

THIN SKIN

This curse affects anyone.

Effect: You are vulnerable to cold damage and if you are reduced to 0 hit points by cold damage, you die.

Removal: Be reduced to 0 hit points by fire damage.

TOXIC COMMIS

This curse affects those who cook.

Effect: Any consumable you cook or gather is poisoned (even water) and deals 3 (1d6) poison damage to whomever consumes it.

Removal: Consume something you cooked or gathered every day for a week.

TRICKSTER'S REMEDY

This curse affects those who fight dirty.

Effect: You deal 0 damage to any creature that does not carry a weapon.

Removal: Only by *remove curse*, *greater restoration*, *wish*, *divine intervention* or *The Fates* card effect from the *Deck of Many Things*.

TRUSTY BETRAYAL

This curse affects anyone.

Effect: After you make an attack, a piece of your equipment disappears. The DM determines what kind of equipment that is (armor, boots, gloves, helmet, main weapon or off-hand weapon/shield).

Removal: Successfully unequip an item after one of your items disappears.

TWINSANITY

This curse affects creatures with no siblings.

Effect: An illusory duplicate of yourself appears in your space, sharing all your statistics and abilities. You have no control over it and it acts friendly towards you, offering to help on whatever you are doing at the time. Your illusory duplicate is plotting your murder.

Removal: Kill your illusory duplicate first. *Remove curse* and *greater restoration* do not work.

VOX POPULI

This curse affects stealthy creatures.

Effect: Whenever you talk, your voice booms up to three times as loud as normal.

Removal: Do not speak for two days.

WILD-CASTING

This curse affects creatures that can cast spells.

Effect: Every time you cast a spell you roll 1d100 and consult the Wild Magic Surge table.

Removal: Roll a 1 or a 100 on the d100.

CURSED ITEMS

Curses can be inflicted to others through various means, but the most straight-forward and hassle-free way is upon contact with a cursed object.

Below is a relatively short list of items that can be used to curse party members.



CURSED ITEMS

d20	Item
1	A betrayer's armor
2	A blind mage's wand
3	A child's doll
4	A corrupted cleric's holy symbol
5	A dead beholder's eye
6	A dead dog's collar
7	A dead dragon's blood vial
8	A dead poet's quill
9	A dead virgin's bracelet
10	A forgotten ruler's crown
11	A lich's necklace
12	A madman's pin
13	A necromancer's ring
14	A sacrificed creature's finger
15	A shaman's tooth
16	A slave master's whip
17	A suicide victim's dagger
18	An artist's last painting
19	An infamous bard's lute
20	An oathbreaker's sword



DISEASES

Diseases are a subject that is not explored in 5th Edition. They can be many things; from the main point of a quest to just a hindrance to the party. They can be contracted in a variety of ways and become lethal, depending on how aggressive the disease is and how far from a healer the infected creature is. This section includes numerous unique diseases, along with their effects, symptoms and treatments.

GUIDE TO DISEASES

In order for a creature to avoid contracting a disease, a Constitution saving throw is in order. Each disease has a different Constitution save DC. If a creature succeeds on the saving throw, they are not affected by the disease, unless stated otherwise.

The tier of a disease indicates how dangerous it is. Consult the Disease Eligibility table below to determine when a disease is appropriate for a player's character.

DISEASE ELIGIBILITY

Disease Tier	Character Level
1	1 - 4
2	5 - 8
3	9 - 12
4	13 - 16
5	17 - 20

Clarifications:

- Immunity to diseases renders a creature immune to Tier 1 and Tier 2 diseases and grants them advantage on their saves for Tier 3 diseases and up.
- Spells, abilities and magic items that cure diseases may cure the diseases described in this section (unless stated otherwise), but for Tier 3 diseases and up, the caster must succeed on an ability check using their spellcasting ability (DC equals the Constitution saving throw) or the disease is not cured.
- Whenever a disease refers to a Constitution saving throw, the DC is equal to the Constitution save DC of the disease.
- Downtime does not grant advantage on Tier 3 diseases and up.

DISEASES: TIER 1

Tier 1 diseases are the most common diseases and they rarely cause death.

COLD FEET

This disease restricts movement.

Constitution Save DC: 11

Symptoms: Dark circles under the eyes, insomnia, pale skin and shivering.

Effects: The victim's speed is halved. If a victim affected by *cold feet* tries to take the Dash action, they have to succeed on a Constitution saving throw or they are knocked prone and take 3 (1d6) poison damage.

Treatment: The victim can repeat their Constitution saving throw every 8 hours while they remain warm and rested. On a success, they are cured.

EMPTY MOUTH

This disease causes speech loss.

Constitution Save DC: 12

Symptoms and Effects: The victim becomes unable to speak, bleeding from their mouth whenever they attempt to do so. They can still communicate in written form or telepathically.

Treatment: A water-based potion with honey and salt.

KING'S COUGH

This disease causes a series of coughs whenever the victim strains themselves.

Constitution Save DC: 8

Symptoms: Coughing; red scars appear around the victim's forehead, resembling a crown.

Effects: When a victim has to make an Ability check or an attack roll they must succeed on a Constitution saving throw (DC 8) or use up their action to cough.

Treatment: If the victim rests well for 3 (1d4 + 1) days, the disease goes away.

WHITE FEVER

This disease causes exhaustion.

Constitution Save DC: 10

Symptoms: Hypothermia, pale skin and vomiting.

Effects: The victims suffer one level of exhaustion every time they fail the Constitution save DC. The victims repeat their Constitution saving throw at the end of each long rest, reducing their exhaustion level by one on a success or increasing it by one on a failure.

Treatment: The victim must succeed on enough Constitution saving throws to reduce their exhaustion levels to 0, then they are cured.



DISEASES: TIER 2

Tier 2 diseases are not as common as the diseases of Tier 1. They are mostly non-lethal, but might cause death if left untended.

BLACK ADDER

This disease multiplies the pain suffered by the body.

Constitution Save DC: 13

Symptoms: The victim gets bite marks all over their skin.

Effects: The victim is considered poisoned until they are cured. Whenever they take any amount of damage, the victim takes an additional 2 (1d4) poison damage.

Treatment: The victim has to rub the blood of a snake on their wounds. They will be cured after a long rest.

BLOODEYES

This disease causes blindness.

Constitution Save DC: 10

Symptoms: The victim's eyes turn pale red.

Effect: The victim loses their ability to see and is considered blind.

Treatment: Apply drops of a mixture made from salt water, honey and goblin saliva two times per day for 3 (1d4 + 1) days.

JESTER'S LAUGHTER

This disease forces the victim to cough, producing sounds of laughter.

Constitution Save DC: 13

Symptoms: The victim gets a fever and coughs, producing sounds of laughter.

Effects: The victim has to repeat their Constitution saving throw every hour, taking 5 (1d10) necrotic damage on a failure and start uncontrollably laughing until the next Constitution saving throw. While laughing this way, the creature cannot speak.

Treatment: The victim has to consume warm milk and honey with a drop of holy water each time they cough. They have to do this three times to be completely cured.

SILENT NIGHT

This disease causes sleep issues, but cannot affect creatures that are immune to sleep.

Constitution Save DC: 12

Symptoms: The victim tends to oversleep and cannot wake up by normal means.

Effects: Whenever you attempt a long rest, you can only wake up if you take damage and not before completing the long rest.

Treatment: The victim has to stay awake for three days straight.

DISEASES: TIER 3

Tier 3 diseases are notorious for causing deaths in areas where there is little to no access of medication. There have been cases of such diseases completely wiping out small communities.

DEADFACE

This disease ruins a victim's face and skin.

Constitution Save DC: 14

Symptoms: The victim's face starts melting off of their head gradually.

Effects: The victim has disadvantage on all Charisma checks (except for Intimidation). If the victim is not cured within a day, the skin on their body starts to melt off too. The victim's maximum hit points are reduced by 11 (2d10) every 24 hours.

Treatment: The victim has to rub brass dragon's blood on their wounds.

ROTSKIN

This disease makes the victim smell incredibly bad, almost sickening. The disease itself might cause rot on some vulnerable body parts.

Constitution Save DC: 15

Symptoms: The victim smells incredibly bad. The skin around an open wound turns purple and the victims tend to vomit a lot.

Effects: When a victim contracts this disease, everyone around them in a 15-foot radius has to succeed on a Constitution saving throw or contract *rotskin*. If someone succeeds on their Constitution saving throw they are immune to the disease for 24 hours. If the victim takes any amount of damage while under the effects of *rotskin* they suffer an additional 11 (2d10) necrotic damage. The victim repeats the Constitution saving throw after a long rest.

Treatment: There is no treatment for *rotskin*. The victims have to succeed on a Constitution save DC to cure themselves.

RUSTY BONES

This disease weakens the bones of a victim.

Constitution Save DC: 15

Symptoms: The victim begins to have trouble moving their limbs. Moving worsens the condition.

Effects: The victim takes 2 (1d4) bludgeoning damage for every 5 feet they move. If they suffer more than 10 bludgeoning damage from this effect on their turn, the damage die increases to a d6 and so on (up to a d12). If the victim drops to 0 hit points while affected by this disease, their speed is reduced to 0 until they are cured.

Treatment: The victim has to stop moving for at least 24 hours. Also, the victim has to acquire bone dust from an undead, mix it with manticores' milk and apply it on their body. The victim can repeat the Constitution saving throw 24 hours after the application. On a success they are cured, otherwise they have to repeat the process.



VAMPIRE TAINT

This disease makes the victim extremely vulnerable to running water and sunlight, much like a vampire.

Constitution Save DC: 16

Symptoms: The victim's skin turns extremely pale and their teeth start weakening and hurting. The victim has trouble digesting most solid food.

Effects: The victim suffers 20 radiant damage if they start their turn in sunlight, also the victim suffers 20 acid damage if they end their turn in running water. If the disease is not cured within a week, the victim loses all of their teeth. If the victim consumes non-liquid food they immediately throw up. The victim can repeat the Constitution saving throw once every dawn, ending the effects on a success.

Treatment: The disease proves fatal for the victim after a month if it is not cured by a successful Constitution saving throw.

DISEASES: TIER 4

Tier 4 diseases are incredibly dangerous. They do not always lead to death, but they can make one wish for it.

EYES OF THE IVY

This disease causes extreme hallucinations.

Constitution Save DC: 17

Symptoms: Green veins pop around the faces of the victims and their behavior changes dramatically.

Effects: The victim's vision turns blurry and everything around them looks colorful. They cannot discern faces and they cannot understand spoken language. At each dawn, the victim can repeat the Constitution saving throw with disadvantage, ending the effects on a success. If they fail, the effects of the disease are worse the next day. If the victim is not cured within 2d6 days they suffer the effects of *feblemind* permanently.

Treatment: There is no known cure, apart from succeeding on the Constitution saving throw.

HOLLOW HEAD

This disease ruins the mind and memories of a creature.

Constitution Save DC: 18

Symptoms: The victim starts forgetting small things and then gradually forgets everything within a time frame.

Effects: The victim forgets small things like faces of people that they rarely encounter. Within a week, the victim forgets very important facts like their parents' names, how old they are etc. Within a month, they cannot remember their own name and they cannot create new memories.

Treatment: The victim has to drink the blood of a mind flayer. The mind flayer has to be alive at the time the victim consumes the blood, otherwise the victim is not cured.



RUIN ROULETTE

This disease randomly ruins parts of a victim.

Constitution Save DC: 16

Symptoms: The victim suffers random disabilities every day without a distinguishable pattern.

Effects: After contracting the disease, the victim rolls 1d6 at the end of every long rest. Consult the Ruin Roulette Effects table below to determine the effects of the disease after each long rest.

RUIN RULETTE EFFECTS

1d6	Effect
1	You cannot move your arms. You automatically fail any check that requires the use of your arms (including spells with the somatic component).
2	You cannot move your legs. Your speed is reduced to 0.
3	You lose your ability to hear. You are considered deaf.
4	You lose your ability to see. You are considered blind.
5	You lose your ability to speak or make any sounds with your voice (including casting spells with the verbal component).
6	You lose your ability to think. You cannot understand any spoken language and make choices on your own. Also, you cannot distinguish allies from enemies.

Treatment: The victim has roll the same effect twice in a row. They are cured after 8 hours.

TOUCH OF THE COCKROACH

This disease is extremely deadly to creatures with low constitution.

Constitution Save DC: 18

Symptoms: The victim feels weak and tends to vomit a lot. Weird scars appear on the victim's skin.

Effects: Every 1d4 hours (rolled after each Constitution saving throw) the victim has to succeed on a Constitution saving throw or take 35 (10d6) necrotic damage. On three successes within a day, they are cured. If they are reduced to 0 hit points from this damage, all creatures within 100 feet radius around them has to make a Constitution saving throw. On a failure they contract the disease. On a success they are immune to the disease for a week.

Treatment: Either succeed three times in one day on the Constitution saving throw or consume a drink made of mold from the back of a purple worm.

DISEASES: TIER 5

Tier 5 diseases are almost curses that affect the unluckiest of creatures. There is no known treatment for them and can lead to devastating effects. The only way to cure Tier 5 diseases is through magic, but *lesser restoration* does not seem to work.

CHAINS OF DECAY

This disease causes extreme decay to your limbs and eventually to the whole body.

Constitution Save DC: 22

Symptoms: Fingers start to rot and decay extremely fast. Within a day a creature with weak constitution may lose their fingers. Within a week an arm. Within a month, their whole body collapses.

Effects: The victim's Constitution score decreases by 1 every day.

DECAY LEVELS

Constitution Modifier	Decay Effect
5+	None
4	None
3	You lose a finger
2	You lose all your fingers
1	You lose an arm
0	You lose both arms
-1	You lose a leg
-2	You lose both legs
-3	You lose your tongue
-4	You lose your eyes
-5	You fade away

Treatment: —

EREBUS

This disease drives a creature to insanity.

Constitution Save DC: 23

Symptoms and Effects: This disease has three phases. During the first phase, the victim will stop recognizing face characteristics. Instead of a face they start seeing blank skin. In the second phase, the victim is unable to hear voices. They can hear sounds normally, but they cannot seem to be able to perceive voices. In the third and final phase, the victim cannot see other creatures. The effects are permanent.

Treatment: —

FOOL'S CURSE

This disease causes extreme pain and ruins the victim's body very fast.

Constitution Save DC: 19

Symptoms: The victim experiences pain in random instances throughout the day. Organs may be affected and eventually ruined, ultimately causing death.

Effects: Every 1d12 hours you must succeed on a Constitution saving throw or your maximum hit points are reduced by 28 (8d6).

Treatment: —

SCYTHE SWEEP

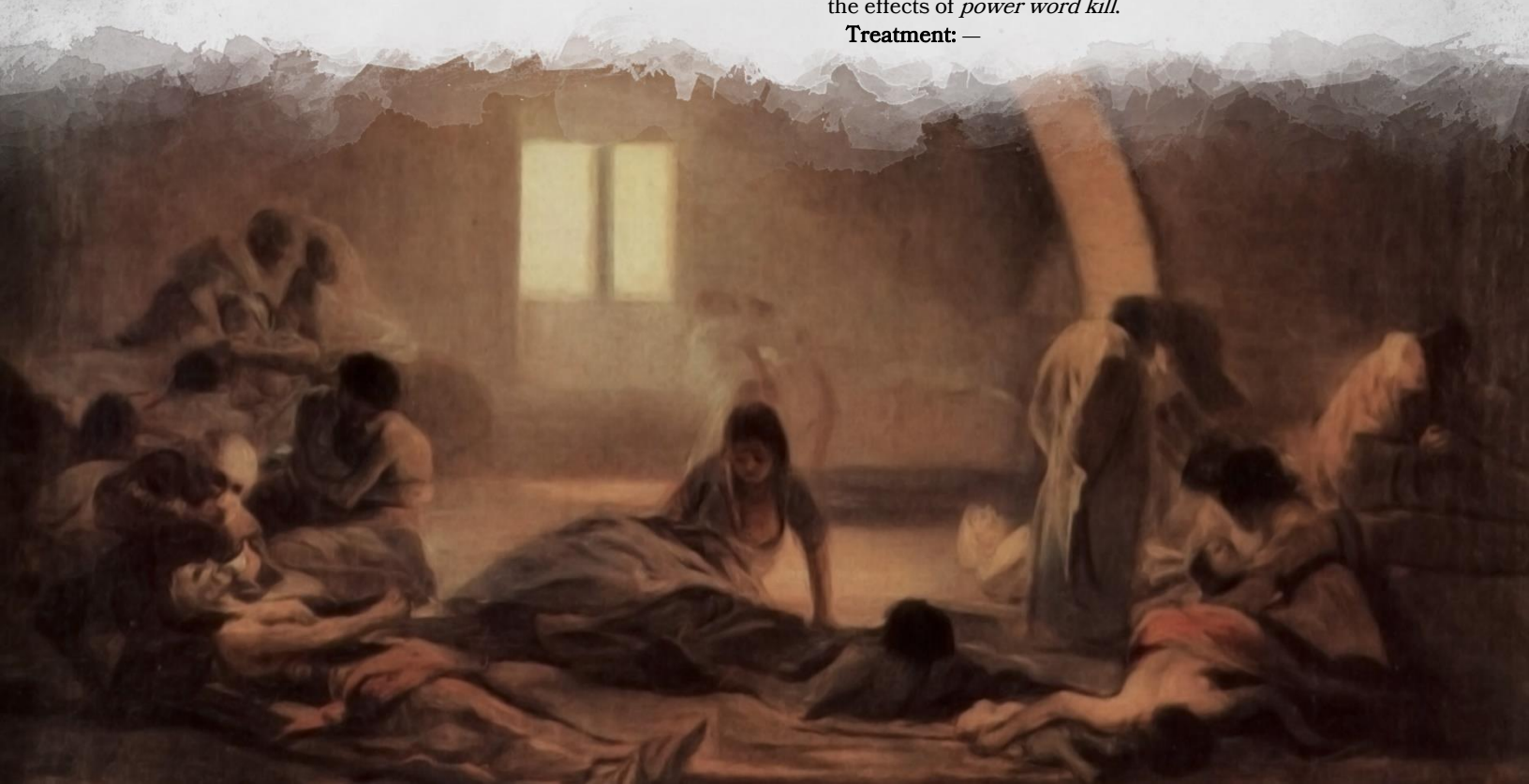
This disease slowly infects creatures and suddenly kills them all.

Constitution Save DC: 21

Symptoms: The victim's nails turn black and their teeth rot and fall off within a day.

Effects: This disease has a countdown of one month since it infects its first victim. Anyone within 60 feet of the victim at any time must succeed on a Constitution saving throw or be infected, too. On a success, they are immune to the effects of *scythe sweep* for 24 hours. When one month passes since the first victim, all creatures suffer the effects of *power word kill*.

Treatment: —



ALTERNATIVE OPTIONS TO DEATH



Bad things happen to all of us; death is one of them – and it plays a major role in Dungeons & Dragons. It makes every choice count, every battle intense and every interaction important. It is the spice of roleplaying; your players know that death exists and that is what makes them heroes. But, sometimes, dying from falling off a cliff or by a lucky critical hit is not that heroic. Below, you can explore several ways to treat death so that player characters are given a second chance and survive after an experience that should have normally killed them.

DEATH ALTERNATIVES

Having a death alternative may put the players at ease and allow them to act more recklessly – that is not always good. To keep the threat of death alive, it is suggested that each character is granted only one death alternative per campaign (meaning the second time they die, they actually die). If you want your characters to keep rolling alternatives, then simply change one entry on each Death Table with "Death".

HEROIC DEEDS (OPTIONAL RULE)

When a character attempts something extremely heroic and survives, reward them with a Heroic Deed. Characters can expend their Heroic Deeds to roll on the Death Tables instead of dying. Determining when to award a Heroic Deed is up to the DM. It is suggested to cap the Heroic Deeds number to one per character, similar to how inspiration points are allocated.

DEATH TABLES

To figure out what happens instead of dying, first you have to determine the cause of apparent death. To do so, consult the titles of the following tables and roll on the appropriate ones. Each effect is detailed to explain what it actually means mechanically-wise.

DEATH BY FALLING

d8	Effect
1	Acrophobia. You have disadvantage on all Dexterity (Acrobatics) checks and you automatically fail Dexterity saving throws to reduce fall damage.
2	Arm Dislocation. You have disadvantage on attacks made with all weapons for 1d4 weeks.
3	Arm Fracture. You have disadvantage on attacks made with all weapons for 1d4 months.
4	Concussion. While in direct sunlight, you have disadvantage on all attack rolls and Wisdom (Perception) checks that rely on sight for 1d4 months.
5	Internal Organ Damage. Your maximum hit dice are halved and you take an extra 2 (1d4) damage whenever you take damage.

6	Leg Dislocation. Your speed is halved for 1d4 weeks and you are vulnerable to fall damage. In addition, you have disadvantage on all Dexterity saving throws and Dexterity (Acrobatics) checks.
7	Leg Fracture. Your speed is halved for 1d4 months and you are vulnerable to fall damage. In addition, you have disadvantage on all Dexterity saving throws and Dexterity (Acrobatics) checks.
8	Temporary Paralysis. You have 0 speed for 1d4 weeks. You automatically fail all Dexterity saving throws and skill checks that rely on the usage of the lower half of your body.

DEATH BY MAGIC

d8	Effect
1	Amnesia. You lose some or all memories prior to failing your death saving throws. It is up to the DM to determine the duration and severity of this effect.
2	Deep Sleep. You cannot end a long rest prematurely.
3	Deformity. You have a body deformity (DM's choice) and suffer a 1d6 penalty on all Charisma checks permanently.
4	Magic Vulnerability. You are vulnerable to magic damage.
5	Mind Leak. Your Intelligence score is reduced by 1d6 permanently.
6	Permanent Deafness. You suffer from the deafened condition permanently.
7	Speech Loss. You can no longer speak.
8	Temporary Blindness. You suffer from the blinded condition for 1d4 months.

DEATH BY POISONING

d8	Effect
1	Body Enervation. Your Constitution score is reduced by 1d6 permanently.
2	Body Fragility. You are vulnerable to bludgeoning, piercing and slashing damage.
3	Breathing Difficulty. You have disadvantage on saving throws made against harmful gases and vapors (such as <i>cloudkill</i> and <i>stinking cloud</i> effects, inhaled poisons, and the breath weapons of dragons).
4	Indigestion. Whenever you drink/eat something you must succeed on a DC 5 Constitution saving throw or vomit and take 1d6 poison damage.
5	Internal Organ Damage. Your maximum hit dice are halved and you take an extra 2 (1d4) damage whenever you take damage.
6	Sight Issues. You can only see up to 60 feet away from you. You are considered blind beyond this range.
7	Vein Enervation. You suffer from the poisoned condition permanently.
8	Vein Fragility. You are vulnerable to poison damage.

DEATH BY A WEAPON ATTACK

d8	Effect
1	Arm Severance. You lose an arm. You cannot use weapons with the heavy or two-handed properties. Additionally, you have disadvantage on all weapon attacks for 1d4 months.
2	Eye Loss. You lose an eye. You have disadvantage on all Wisdom (Perception) checks that rely on sight. Additionally, ranged attacks against you are made with advantage for 1d4 months.
3	Face Scar. You have disadvantage on all Charisma checks, except for Intimidation.
4	Finger Severance. You lose 1d4 fingers. You suffer a penalty equal to the number of fingers you lost on all weapon attacks for 1d4 months.
5	Internal Organ Damage. Your maximum hit dice are halved and you take an extra 2 (1d4) damage whenever you take damage.
6	Leg Severance. You lose a leg. Your speed is halved and you have disadvantage on all Dexterity (Acrobatics) checks and Dexterity saving throws.
7	Lesser Traumatic Experience. Whenever you are in the presence of the race or type of the creature that "killed" you, you have to succeed on a DC 5 Wisdom saving throw at the start of each of your turns, or waste an action to cower in fear.
8	Major Traumatic Experience. Whenever you are in the presence of the race or type of the creature that "killed" you, you have to succeed on a DC 10 Wisdom saving throw at the start of each of your turns, or waste an action to cower in fear. The DC increases by 5 every time you succeed on it and becomes 10 whenever you fail.

DEALING WITH DEATH

There is another alternative in which the player character does not suffer any effects (but they are still bound to die). Instead, if they have unfinished business in the living world, they can make an actual deal with Death and come back temporarily as a vengeful spirit.

Normally, Death does not make deals; it has to be a special kind of situation for Death to bargain some extra time with someone. The details can be arranged by the DM. Below are a few deals that Death would propose.

DEALS WITH DEATH

d6	Deal
1	Fetch an item Death needs
2	Kill a lawful evil deity
3	Kill a lawful good deity
4	Overthrow a ruler
5	Rescue an imprisoned deity
6	Unbind Death from a curse

VENGEFUL SPIRIT

The player character returns to life as a vengeful spirit to do Death's biddings. They lose all of their racial traits and instead gain the following:

Ability Score Increase: You increase one of your stats by 2 and a different stat by 1.

Borrowed Time: If you deviate from the goal Death set for you, Death can instantly terminate their deal with you. Upon termination, you die permanently.

If you accomplish your goal as a vengeful spirit, you die after 24 hours have passed. If you die while in your vengeful spirit form, you die permanently; Death does not deal twice.

Ethereal Silhouette: You look as if you do not belong into this world. You gain advantage on Charisma (Intimidation) checks and disadvantage on Charisma (Persuasion) checks to appear friendly.

Undead Nature: You no longer need food or water to sustain yourself and you do not age. Additionally, you are vulnerable to radiant damage.

Vengeful Link: Once per long rest, you can designate a target as a bonus action. You add your proficiency bonus to your damage rolls against the designated target.

Additionally, whenever the designated target moves away from you, their speed is halved until the start of their next turn. If you drop the target to 0 hit points, you regain hit points equal to the creature's Constitution score.



If one is bold enough, they can attempt to defeat Death itself...



DEATH

Huge undead, lawful neutral

Armor Class 23 (natural armor)
Hit Points 378 (28d12 + 196)
Speed 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	19 (+4)	25 (+7)	18 (+4)	22 (+6)	27 (+8)

Saving Throws Dex +12, Con +15, Wis +14, Cha +16
Skills Insight +14, Intimidation +16, Perception +14,
Persuasion +16, Religion +14
Damage Resistances acid, cold, fire, force, lightning, poison,
psychic, radiant and thunder
Damage Immunities necrotic, poison
Senses darkvision 120 ft., truesight 60 ft., passive Perception 24
Languages all
Challenge 28 (120,000 XP)

Death Grip. All creatures that start their turn within 10 feet of Death must succeed on a DC 24 Constitution saving throw or drop to 0 hit points. On a success, a creature is immune to this effect for 24 hours.

Death's Wounds. Creatures cannot regain hit points if they were damaged by Death within the last 24 hours.

Immortality. Death cannot die, but can be reduced to 0 hit points.

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

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

ACTIONS

Multiattack. Death makes three melee weapon attacks.

Scythe. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) slashing damage plus 36 (8d8) necrotic damage. Additionally, the target must succeed on a DC 24 Constitution saving throw or age by 1d10 years.

Death's Leer. Death focuses on a creature that it can see. The creature must make a DC 24 Charisma saving throw. On a failure, the creature's speed drops to 0 until the end of its next turn and it must also use its action to attack itself with advantage. On a success, the creature's speed is halved until the start of its next turn and takes 27 (5d10) psychic damage.

REACTIONS

Soul Absorption. When a creature drops to 0 hit points within 60 feet of Death, Death can absorb the creature's soul. Death regains hit points equal to twice the creature's Constitution score.

LEGENDARY ACTIONS

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

Attack. Death makes a scythe attack.

Assume Control (Costs 2 Actions). Death chooses a creature within 30 feet of it. The creature moves up to its speed towards Death.

Wither Away. All creatures within 10 feet of Death must succeed on a DC 24 Constitution saving throw or take damage equal to their missing hit points.

APPENDIX



APPENDIX A: CORE RULEBOOK STAT BLOCKS

Searching up each of this supplement's referenced stat blocks one by one can become pretty annoying; we know that. This section's stat block summaries are provided with permission by the OGL (Open Gaming License, Version 1.0a) and presented as seen in the SRD5 (System Reference Document 5.1) for your convenience and/or in case you do not own the referenced material. Note, however, that there are a few – which we do not have jurisdiction to distribute – missing.

GLADIATOR

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather armor, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6
Skills Athletics +10, Intimidation +5
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (plate armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Saving Throws Con +4, Wis +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

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

MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*
1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

ACTIONS

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

MASTIFF

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

NIGHT HAG

Medium fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

Skills Deception +7, Insight +6, Perception +6, Stealth +6

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

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

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

At will: *detect magic*, *magic missile*

2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

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

ACTIONS

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

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a *heartstone* in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's *soul bag*. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages any two languages

Challenge 1/8 (25 XP)

ACTIONS

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

REACTIONS

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

TREANT

Huge plant, chaotic good

Armor Class 16 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Senses passive Perception 13
Languages Common, Druidic, Elvish, Sylvan
Challenge 9 (5,000 XP)

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

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

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

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

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

YOUNG GOLD DRAGON

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)

Saving Throws 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
Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

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

APPENDIX B:

MISSING ENTRIES

This supplement's referenced stat blocks that belong to external (core rulebook) sources are listed below:

MISSING STAT BLOCKS

Name	Source
Aljanor Keenblade	<i>Out of the Abyss</i> , page 149
Bard	<i>Volo's Guide to Monsters</i> , page 211; also found in <i>Ghosts of Saltmarsh</i> , <i>Sleeping Dragon's Wake</i> and <i>Waterdeep: Dragon Heist</i>
Blackguard	<i>Volo's Guide to Monsters</i> , page 211; also found in <i>Divine Contention</i> , <i>Dragon of Icespire Peak</i> , <i>Mythic Odysseys of Theros</i> and <i>Sleeping Dragon's Wake</i>
Drow Spy	<i>Out of the Abyss</i> , page 195
Lady Fiona Wachter	<i>Curse of Strahd</i> , page 110
Master of Cruelties	<i>Guildmasters' Guide to Ravnica</i> , page 196
Mind Flayer Arcanist	<i>Monster Manual</i> , page 222; also found in <i>Waterdeep: Dungeon of the Mad Mage</i>
Orc Red Fang of Shargaas	<i>Volo's Guide to Monsters</i> , page 185
Pirate Captain	<i>Ghosts of Saltmarsh</i> , page 247
Star Spawn Larva Mage	<i>Mordenkainen's Tome of Foes</i> , page 235; also found in <i>Waterdeep: Dungeon of the Mad Mage</i>

APPENDIX C: SPELL SOURCES

All the spells referenced in this supplement can be found in the *Player's Handbook*, except for the ones in the table below:

NON-PHB SPELLS

Spell	NPC Stat Block	Source
<i>absorb elements</i>	Zerk Quadcornus	<i>Xanathar's Guide to Everything</i> , page 150; also found in <i>Elemental Evil Player's Companion</i> , page 15
<i>create bonfire</i>	Nimue Coerla	<i>Xanathar's Guide to Everything</i> , page 152; also found in <i>Elemental Evil Player's Companion</i> , page 16
<i>enervation</i>	Morra the Webmaster	<i>Xanathar's Guide to Everything</i> , page 155
<i>green-flame blade</i>	Zerk Quadcornus	<i>Tasha's Cauldron of Everything</i> , page 107; also found in <i>Sword Coast Adventurer's Guide</i> , page 143
<i>mold earth</i>	Zerk Quadcornus	<i>Xanathar's Guide to Everything</i> , page 162; also found in <i>Elemental Evil Player's Companion</i> , page 21
<i>power word pain</i>	Straecilia the Sable	<i>Xanathar's Guide to Everything</i> , page 163

APPENDIX D: SORTED NPC PRESETS BY CR

Below you can find all of this supplement's NPCs in Challenge Rating order for easier level management.

NPC PRESETS BY CR

CR (XP)	NPC Stat Block
0 (0 XP)	Varnia Iligella
	Alina Lazuli (Noble)
1/8 (25 XP)	Boko (Mastiff)
	Bolivar the Red (Noble)
1/4 (50 XP)	Homer Castellan
	Mister Straw
	Alnarya Faeveris
1/2 (100 XP)	Bernard the Undead Bard
	Boletaria the Mad
	Monty the Python

1 (200 XP)	Jimpo the Gargoyle
	Talie Baentuso (Drow Spy)
	Tharhock Merryhelm
	Zaphara Brackhart
2 (450 XP)	Captain Ketolf Swales (Pirate Captain)
	Etexea the Beacon of Hope (Lady Fiona Wachter)
	Grunbeld Killjoy
	Frankie Amadeus (Bard)
3 (700 XP)	Capo Giovanni (Aljanor Keenblade)
	Jott Ominus
	Marek Uzino (Knight)
	Nothra the Clouded
	Sabina Jacktooth (Orc Red Fang of Shargaas)
	Sneaky Jackwound
4 (1,100 XP)	Larry Jerkins
	Malrel Greyhulk
	Nimue Coerla
	Val Varda
5 (1,800 XP)	Brutus the Gladiator (Gladiator)
	Darrix the Collector
	Dojana Henrique
	Sorpha Durken (Night Hag)
6 (2,300 XP)	Azura Lomo (Mage)
	Baba-Yaga
	Bartolomeo Sanza
	Ruvyn Unger
7 (2,900 XP)	Onvyr Galodel
	Priestess Xambala
8 (3,900 XP)	Agothor Sulter (Mind Flayer Arcanist)
	Dragon Mistress Kayla (Blackguard)
	Frielbror the Shaman
9 (5,000 XP)	Beauremorde the VII (Master of Cruelties)
	Morra the Webmaster
	Vinyr the Swamp Treant (Treant)
10 (5,900 XP)	Bellumorex (Young Gold Dragon)
	Jor'rax the Blood God
11 (7,200 XP)	Lady of the Frozen Lake
	Straecilia the Sable
13 (10,000 XP)	Zerk Quadcornus
15 (13,000 XP)	The Great Feduccini
16 (15,000 XP)	Talontar Rubick (Star Spawn Larva Mage)
23 (50,000 XP)	Ashgath the Pale

FINAL WORD & LEGAL STUFF



We initially intended to insert recommended stat blocks on all NPC presets, but decided to create original ones for most of them during development. That said, we left a few as originally planned, in order to save time (and cost) and because the recommended stat blocks actually suited them perfectly.



Make sure to check out the medieval music mix uploaded on **Realm of Dementia's YouTube channel**, that was specifically compiled to accompany this supplement.

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Stay tuned on our future projects by following **@4d6_drop_lowest** on **Instagram** and subscribing to **Realm of Dementia** on **YouTube**.



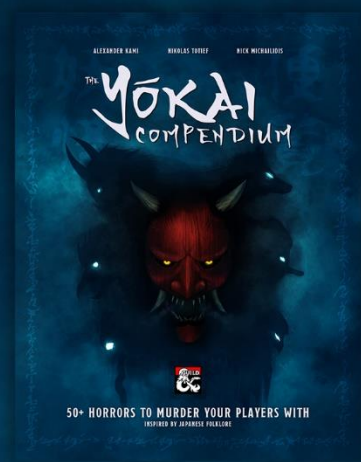
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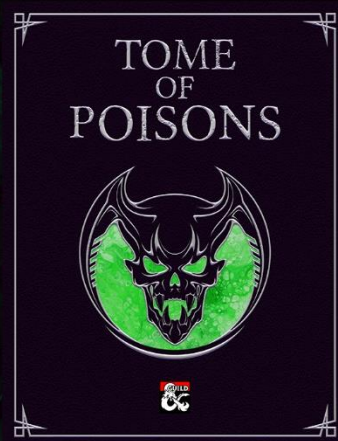
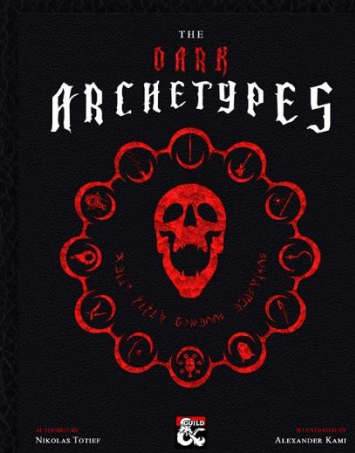
Our world is shrouded by a veil. A veil that protects us from the wickedness of the unknown and the horrors of the incomprehensible. Devils and gods, demons and tricksters, the holy and the unholy, they are everywhere around us, unseen by mortals. But the veil grows thinner and the nights grow darker. They walk among us and away from us. They inhabit mountains and islands, bridges and sewers. They are inside our houses and our temples, above us in the sky and below us within the oceans.

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