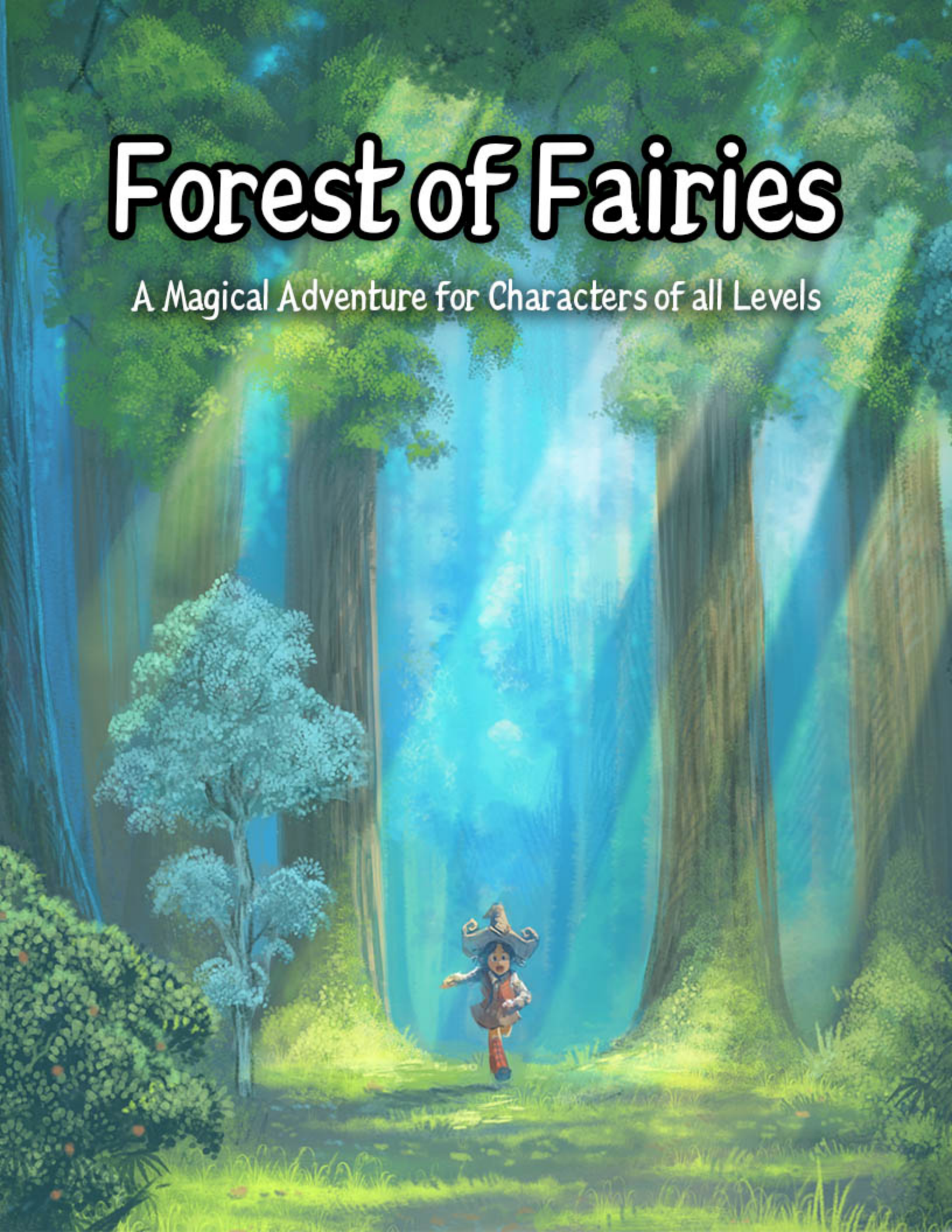


Forest of Fairies

A Magical Adventure for Characters of all Levels



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Special Thanks to my role playing groups.
They helped me testing various parts of this adventure.

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Introduction

Forest of Fairies is a fantasy adventure designed to be played in a few sessions with four or more players of any level. This story will take adventurers on a fight against a huge tentacled monster in the middle of the sea, to find a mysterious unknown island, save a couple of fairy villages and return them to their magical forest so they can live again in peace, defeating a demon that has settled in the forest.

The story of this adventure is inspired by several fantasy movies that I have seen. I wanted to give it an epic touch in the style of Ghibli movies. I like how this kind of movies start out as a normal story and quickly escalate into adventures of epic proportions.

So far, this is the longest and most complicated adventure I have ever published. It contains many Non-player characters and many monsters. Also, I decided to make the adventure suitable for player

characters of all levels, that's why there are more pages of monster statistics than the adventure itself.

That's something I want to fix for my next adventures, making the adventure for all game levels without taking up as much space in just combat stats. But of course without sacrificing combat, which for me is still the most fun and important part of this game.

The names of the NPCs suggest part of their backstory, as I was writing them I came up with even more ideas to add to the adventure, but if it continued like this it would never end, so I wrote them down for later adventures. So I might use these characters, or at least their personality in future works.

It took me a lot longer to finish this adventure than I originally planned, but it was a lot of fun, and I hope you have as much fun playing it.



How to use this Adventure



his adventure uses terms and game mechanics created for the **Witchcraft: Magic of Hereva** supplement. In that supplement you can find rules to create characters from the class **Witch of Hereva**, inspired by the

Pepper&Carrot comic web by David Revoy. To use this adventure you will need that supplement.

Also, it would be a good idea to read the comics get acquainted with the world. The comics are freely available on its official website:

peppercarrot.com.

In addition to this supplement you will also need a copy of the **Systems Reference Document (SRD)** for 5th Edition. Optionally, you can use the basic **Dungeons & Dragons** books (property of Wizards of the Coast), or any other rulebook that is compatible with the 5th edition SRD.

Scalable adventures

This adventure is scalable, that means that you can play it as part of your campaign, no matter what level your players are. What this system tries to achieve here is make the adventure change a little in different tiers, so the adventure doesn't feel weird when you play it in a level different to what it was written for.

The Goal

The main goal of scalable adventures is that they can be played by characters of any level, without the need for the Game Master to spend a lot of time modifying them.

What's special about it?

Scalable adventures not only change the CR of each monster or each encounter, but encounters can be different to adapt to the level of epic of a campaign of a certain level. The result of the players actions also could change depending on the level in which the adventure is played, there are even parts of the adventure that only work at some levels.

How does it work?

First of all, for this system the adventure tiers are divided into 6, each tier represents a range of levels:

- Tier 1: levels 1-3
- Tier 2: levels 4-6
- Tier 3: levels 7-10
- Tier 4: levels 11-14
- Tier 5: levels 15-18
- Tier 6: levels 19+

Points to consider

- Characters level at the beginning of the adventure indicates the tier in which this is going to be played.
- If during the adventure, the adventurers level up and that makes them change tier, the adventure does not change tier, it continues at the level where they started.
- Level tiers are just guidelines and you as a GM could decide better what tier your players are better fit for.

Some sections of the adventure may have a minimum level tier restriction. However, if a section appears with the same name more than once with different tiers, take only the first one in the order in which they appear in the book, and only those that are relevant to your campaign level.

For example: Imagine these four sections in a chapter:

- Call to adventure (Tier 5)
- Call to adventure
- Hero's refusal (Tier 6)
- Point of no return

Now imagine you are playing a level 7 (Tier 3) campaign: Here you will skip **Call to adventure (Tier 5)**, because it's a higher level than your adventure. Then you play **Call to adventure**, since it doesn't have level requirement, then you skip **Hero's refusal (Tier 6)** and you play **Point of no return**.

But if you were playing a level 19 (Tier 6) campaign: You will play **Call to adventure (Tier 5)**, then you will skip **Call to adventure** because you

already played a section with the same name, you'll play **Hero's refusal (Tier 6)**, and **Point of no return**.

Encounters by tier

When you see a table like this:

Tier	Encounter
1	Monster/NPC names
2	Monster/NPC names
3	Monster/NPC names
4	Monster/NPC names
5	Monster/NPC names
6	Monster/NPC names

That's the list of monsters or NPCs that are encountered during the adventure, mostly during battles. The monsters or NPC mentioned on those tables are either at the end of this document, in the Appendix I, or in the 5th edition SRD.

Some times, NPCs have only one encounter for any level, but Monsters almost always will have one variant for each tier.

Before you start



lease, before you start preparing your game, read this background and synopsis, these are meant to be read fast, so you can get a good idea of what this adventure is all about.

This will make way easier to understand the rest of the document and will help you make decisions on how to prepare your game.

Background

The Forest of Fairies is a magical forest in the world of Hereva. Two fairy populations live in this forest, one of them is Lilyheart, the village of the Sprites, where Princess Drally rules. The other is Storm Lagoon, a village built under the water of the lagoon of the same name, it's ruled by General Leuconohre.

In the forest there is the magical Crystalthorns Tree that grants magic powers to fairies, in addition to making them everliving. It was planted by an ancient civilization near one of its temples which was built several thousand years ago.

Fairies have lived in this forest for hundreds of years, but what they don't know is that long before them a giant dinosaur-like creature (like a brontosaurus) named Pamud, came to sleep in this forest. The creature is so large that the temple was covered by its body and the forest grew on it, and there is where Lilyheart and Storm Lagoon were built.

One day, Pamud, got up and separated from the rest of the forest, now it finds itself swimming in the middle of the sea. The two fairy villages got

trapped on this living island, and away from their Crystalthorns Tree.

Synopsis

The adventure begins in a merchant port where it is said that some ships that sailed from there have disappeared. A rich sailor approaches the adventurers to ask them to accompany him on a journey to protect his cargo in the event of pirates or monsters.

On the journey, a tentacled monster attacks them and destroys the ship, but luckily they find an island they didn't know was there. On the island they find the two fairy towns who are at odds because each one is seeking to save their people in their own way, regardless of what happens to the other.

After surviving some monster attacks, they will discover that a much larger monster has been chasing Pamud, the floating island, and wants to kill him. Adventurers will have to awaken the unconscious swimming creature for it to defend itself.

The adventurers will learn that the Forest of Fairies has been haunted by a demon known as the Ancient Terror, which made Pamud flee. With the help of a couple of Witches, the adventurers will have the mission to return to the forest and overcome various difficulties to defeat the demon and return everything to normal.

Chapter 1:

The Travel



Concerns at the Port

Players begin their adventure in a port where they embark on a travel to another city. Any port that is a center of commerce in the world where you are playing your campaign will work.

In the last weeks, some of the ships that leave this port don't reach their destination, and many sailors are worried about their own safety. A rich merchant sailor, Captain Oakenwell, approaches the players, he wants to hire them to protect his ship and its cargo in case pirates are attacking the ships, but also in case it is something worse like a sea monster.

Captain Oakenwell

- Captain of *The Irresistible*, the ship in which they will start the adventure.
- He is concerned about possible attacks on ships, but eager to set sail as soon as possible, because he is very worry about his business.

- The captain has a lot of money in business and his cargo is very important to him, so he offers a monetary reward set by you (the GM) depending on your world's currency and the level of the adventurers.
- Captain Oakenwell will arrange the deal with a written contract. He will have all player characters and himself sign the contract.
- With the contract signed, the captain will order his crew to load the cargo. The one in charge of the loading is Tallis Nebula, AKA the 'Ruthless', the second in command on *The Irresistible*.

The ship will set sail as soon as the players are ready, it can be at that same moment or the next day (in case the players need to take a long break after their previous adventure).

Stats for both characters are [Captain Oakenwell](#) and [Tallis Nebula](#), at any adventure tier.



Danger in the sea

In general the trip and the sea are very calm, the first day of travel passes without a hitch. But still, the captain looks very nervous and don't want to be caught off guard.

Captain Oakenwell: Everything looks very calm, but we cannot let our guard down. We still don't know what attacked the other ships, it's better to be alert and not be caught by surprise.

On the morning of the second day is when the tentacle monster attacks. If the adventurers slept in their cabins, then they will be awakened by the violent movement and noises of the ship.

They can hear the noise of the wood breaking, two of the tentacles surround the entire ship, four of them are attacking the crew. The captain and crew ask the adventurers to go out and fight the monster.

The encounter

The encounter is against four tentacles, each one count as a separate monster in the game. But the tentacles are part of a much bigger and stronger monster that adventurers will find later in this adventure.

Adventurers don't need to win this encounter, but even if they do, the ship will end up being ripped apart by the monster. You can modify the number of tentacles depending on the level of the player characters. Still, the tentacles are presented in the 6 different adventure tiers in the Monsters appendix at the end of this document.

At one point during the fight, one of the sailors climbs to the top of the main mast to look for something that can help them and he finds an island. That island is not supposed to be there, so many sailors do not want to sail there, but the navigator is heading towards it anyways.

Before arriving, the monster will have destroyed the ship, but most sailors will be able to easily swim to the beach if the adventurers defeat the monster.

Tier	Encounter
1	4x Titan's Bane Tentacle
2	4x Titan's Bane Great Tentacle
3	4x Titan's Bane Crushing Tentacle
4	4x Titan's Bane Toxic Tentacle
5	4x Titan's Bane Pernicious Tentacle
6	4x Titan's Bane Annihilator Tentacle





A Mysterious Island



he ship ends up sinking and the adventurers arrive at an island that is inhabited by two types of fairies, the sprites and the nixies. Both clans fight to take the island to where each clan needs it.

The first sailors to arrive on the beach before the players, and they are attacked by nixies. The nixies at this point are hidden in the jungle and cannot be seen. When sailors are attacked, they quickly flee into the sea. From the water they see an entrance to a cave and decide to go there to take shelter.

The cave extends for several meters until reaching a fork, at which point there is an altar with various objects, which are stained with blood. On the wall there are some patterned blankets and a text in the undercommon language that says "Come to us big fish."

From that point it is clear that the path to the east leads to the jungle from where they were attacked when they arrived. The other path leads to a forest in the west part of the island.

From here the adventure is very open. Players might want to head to the place where they were attacked to try to speak to the locals, or to attack them.

Any attempt to speak to any of the clans of fairies will be accepted and will lead the players to have a conversation with them about the situation they live in. The fairies will expose the situation from their point of view, trying to get the adventurers to be on their side of the fight, and they will be offended if they don't.

Depending on the players decisions the adventure continues in one of the following

chapters. It is advisable to read all the following chapters before running this adventure for the first time, albeit quickly to find out what awaits for the adventurers.

If the adventurers decide to go to investigate the jungle in the part where they arrived, go to the chapter "Nixies' Refuge". If they decide to explore the cave, or go around the island, go to the chapter "The village of the Pixies".

Nixie Scouting Band

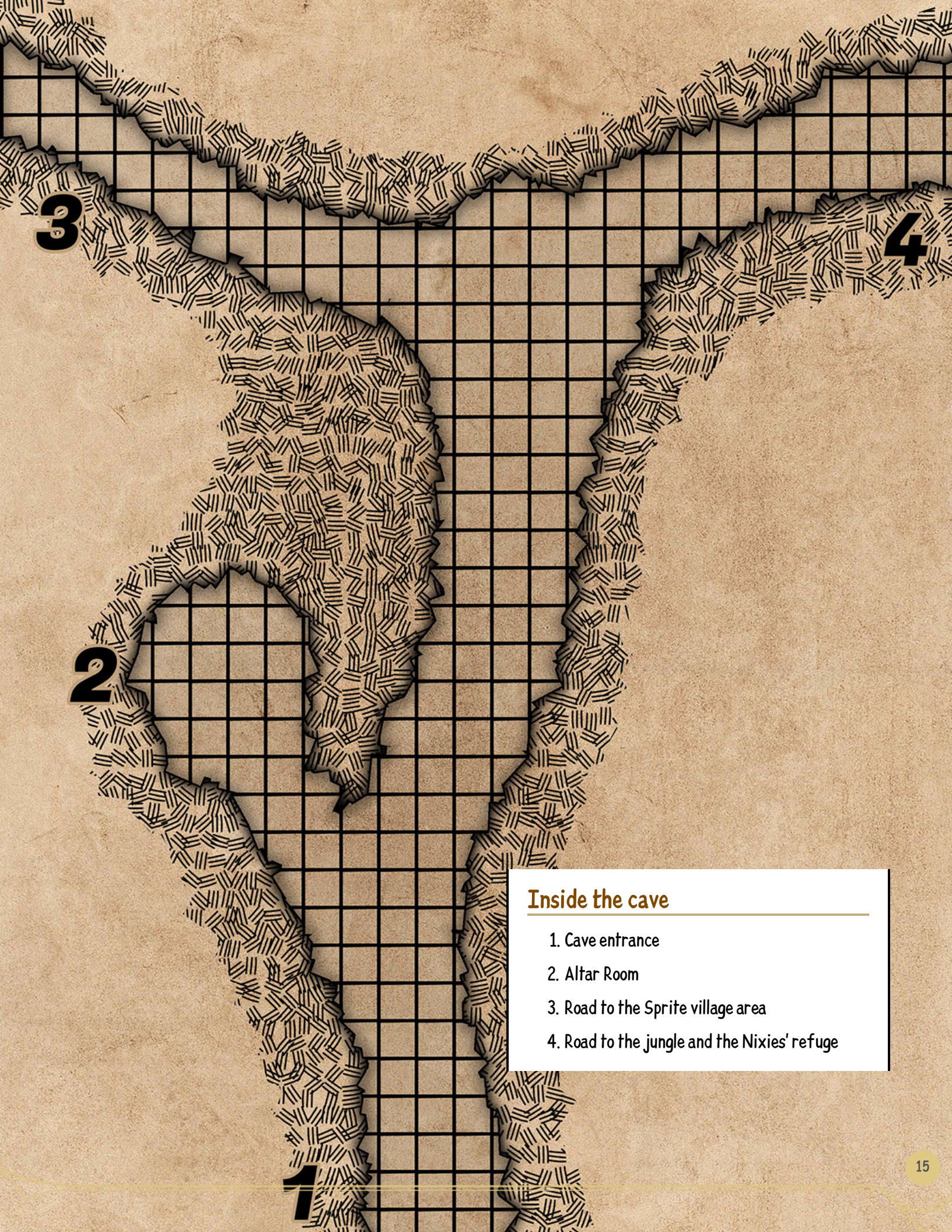
These are the stats for the nixies hidden in the jungle when the players and the sailors arrive to the coast.

Tier	Encounter
1	6x Nixie
2	8x Nixie, 1x Nixie Shaman
3	10x Nixie, 3x Nixie Shaman
4	8x Nixie Scout, 3x Nixie Shaman, 1x Nixie Warlock
5	8x Nixie Scout, 3x Nixie Shaman, 1x Nixie Warlock
6	15x Nixie Scout, 5x Nixie Shaman, 2x Nixie Warlock



Pamud, the Living Island

1. Cave entrance
2. Entrance to the heart of the island
3. Sprite village area
4. Nixies' refuge



Inside the cave

1. Cave entrance
2. Altar Room
3. Road to the Sprite village area
4. Road to the jungle and the Nixies' refuge

1. Cave entrance

Adventurers will enter the cave from here, this is a cave exit that is at sea level. Adventurers arrive on the island early in the morning, and the sea water enters the cave only a little. At night the water completely floods the cave, so the entire path is wet all the time.

2. Altar Room

In this room there is an altar made of various sea objects such as shells and corals. Above it there is a cloth banner with the image of a huge fish and a text in Sylvan that says "come to us great fish."

3. Road to the Sprite village area

This path leads to the forest that is in the western part of the island. This is the area where the Sprite Village is. This forest is quite calm, so if the adventurers take this path they will hear the noise of the beach on the other side.

4. Road to the jungle and the Nixies' refuge

This path leads to the same jungle where the adventurers and sailors arrived, inside that jungle is the refuge of the nixies. The jungle is full of life and the sounds of birds, monkeys, and other animals can be heard. It is also full of dangers for low level adventurers such as snakes and big felines, among other predators.



Chapter 2:

The Living Island

The village of the Sprites



ilyheart is a village inhabited by Sprites, they have lived in the Forest of Fairies for over a thousand years. One day they noticed that their village was floating on an island and they don't know how to get back home. Their

plan is to invoke the great bird, Crystal Phoenix, to come for them and take them back.

Lilyheart

Lilyheart is the village is located in the western part of the island, it is made up of many trees that have small houses where these flying creatures live. At night the place is illuminated from all the houses forming allegorical figures such as birds, butterflies and flowers, the construction of the villa was planned in this way.

Thousands of sprites live in the village, as they get closer, players can hear the buzzing of their wings, like insects. When the adventurers arrive, many of these fairies will come out of their houses to observe them and it will look like a large swarm of fairies covering the entire forest. Despite what you might think, each and every one of these creatures know and appreciate each other.

So there is a guard to protect the village and all sprites suffer whenever they loss of one of them.

The Ancient Crystalthorn Tree

Fairies take their magical power from the Crystalthorn Tree, which also gives them eternal life, so if they do not return home they will begin to

perish, not only because of old age, but because their healing powers have decreased greatly and lately they are in war with the Nixies, with whom they previously lived in peace. Due to these confrontations Sprites have already started losing lives and it is urgent to invoke the great bird.

Princess Drally

Drally is the princess of the village of sprites, she's is kind and brave. If the adventurers come to the village in peace, she will offer them help, especially if they really look shipwrecked. Once she has made friends with them she will ask them for help at the battle against the Nixies.

Princess Drally: We can't wait no more, we need to return to the forest of fairies, near our beloved tree. But the Nixies wont allow us to complete the ritual. Nor can we allow the Nixies to finish their ritual that will cause the island to sink.

In case the adventurers get to fight alongside the nixies, she will repeatedly mention that the nixies are using them.

Lilyheart Guard

Princess Drally is the leader of the Lilyheart Guard and ruler of the village. The guard is made up of countless sprites in different ranks. Their main enemies right now are the Nixie, that's why they are prepared to fight against bigger creatures. Some groups of Sprites carry nets to catch creatures on an area 5×5.

Princess Drally's statistics depending on the adventure tier.

Tier	Encounter
1	Princess Drally, the Noble
2	Princess Drally, Defender of the Sprites
3	Princess Drally, Lady of the Forest
4	Princess Drally, Lady of Dreams
5	Princess Drally, Sage of Peace
6	Princess Drally, Elder of the Sun

Stargazer, the priest

Stargazer is a male Sprite who is Drally's right hand man and the village priest. It is highly respected by all the inhabitants of the village, as he is one of the oldest Sprites ever seen. Stargazer is more cautious than Drally and will ensure that adventurers are always monitored by village warriors.

Stargazer: Nixies have lived peacefully with us for hundreds of years; in this new world we live in we cannot trust anyone.

The stats for Stargazer, the Priest depend on the level of the adventure.

Tier	Encounter
1	Stargazer, the Priest
2	Stargazer, Paladin of the Living
3	Stargazer, Apostle of Spirits
4	Stargazer, Saint of the Forest
5	Stargazer, Walker of Dreams
6	Stargazer, Councilor of the Realms

Alexa Olivewax

One of the warriors of the village, she is the one who follows the adventurers at all times keeping a close eye on them by order of Stargazer.

Alexa: My job is to make you feel welcome during your stay in our village, especially if you decide to help us in our conflict. Just do me a favor, don't destroy anything, be careful where you step and where you sit. What, crush a fairy? You couldn't even catch one if you tried. But our houses and furniture don't move so fast.

Tier	Encounter
1	Alexa Olivewax, the Soldier
2	Alexa Olivewax, the Brave
3	Alexa Olivewax, Bane of the Evil
4	Alexa Olivewax, One with the Forest
5	Alexa Olivewax, Knight of Rebirth
6	Alexa Olivewax, Paladin of the Realms

The Scaled Monster



he Crystal Ritual is the way the Sprites have to summon the great bird, Crystal Phoenix that will take them back to their forest. To carry out the ritual, Drally must take the remaining crystal thorns and enter the cave in the middle of the island

and perform the ritual. In the process, the last crystal thorns will be lost, so it cannot fail.

On their previous try, a scaled monster appeared and attacked Drally and Lilyheart's guard, thus disrupting the ritual.

The night the adventurers arrive at the village, the monster will attack the village attracted by the magic of the crystal thorns. The monster is a huge creature with a shape reminiscent of that of a pangolin.

Tier Encounter

1	Dire Pangolin
2	Scaled Beast
3	Scaled Behemoth
4	1x Scaled Behemoth, 1x Taintsnake, the mana seeker
5	1x Scaled Beast, 1x Scaled Behemoth, 1x Taintsnake, the mana seeker
6	3x Dire Pangolin, 1x Scaled Beast, 1x Scaled Behemoth, 1x Taintsnake, the mana seeker

Attack of the Scaled Monster (tier 4)

The scaled monster that attacked the sprites is not only drawn to the magic of the crystal thorns, but

is used by Taintsnake, the mana seeker, to find them. Taintsnake was trapped on the island too when it separated from the Forest of Fairies. He came to the forest seeking the magic of the Crystal Thorns Tree to take its power. Now that conditions have changed, he just wants to get the last of the crystal spines so he can cast a spell that takes him off the island.

Taintsnake is completely evil and will try to kill Drally to get the thorns. During the night, he causes an earthquake in the area to create a riot before attacking. Realizing out that there are adventurers he had not taken into account, Taintsnake sends his beast(s) to attack them.

Stats for Taintsnake are the *Behemoth Rider*.

Attack of the Scaled Monster

The beast is attracted by sources of magic, which it devours to become bigger and stronger. It was created by a god who hates magic and the only goal of creatures of its kind is to eradicate magic from the place.

When he was attracted to the Crystal Thorns Tree he was trapped on the island. The beast has no alignment, but has no hesitation on attacking, biting, killing, and destroying everything in its path to find the source of magic. If it does manage to find the thorns, it will swallow them down and grow in size, after which the monster will continue to search for new sources of magic in other parts of the world, although at this time it can't leave the island right now.

Nixies' Refuge



hen Pamud, the Living Island moved away from the forest of fairies, Storm Lagoon, a magical lagoon where the Nixies lived disappeared. Now not only do they not have access to the fresh water where they had lived for hundreds of years, they also have nowhere to return to, and their only hope is that Thessashell, the great fish, will come for them to take them to a magical river or lagoon where they can live again.

The nixies have made small ponds with rain water where they have gathered, they have also built a few houses and fences on the surface to protect themselves during the night. Since the day the island was separated from the Forest of Fairies, noises have been heard at night and they fear that there may be monsters, so they keep a close watch on the corners of the refuge.

General Leuconohre

The leader of the Nixies village is a bit aggressive in his behavior. Since the adventurers arrive, if they arrive in peace, they treat them in a suspicious before finding out if they really come with good intentions or not. They ask them if they are spies of the Sprites, and in the end they ask them to help them face them, making it clear that if they do not they will consider it an offense to their people who have already given them their hospitality.

General Leuconohre's statistics depending on the adventure tier:

Tier	Encounter
1	General Leuconohre
2	Leuconohre, Waterfist
3	Leuconohre, Streamweaver
4	Leuconohre, Rain Walker
5	Leuconohre, Jungle Conqueror
6	Leuconohre, Tempest King

General Leuconohre: Our only chance of survival is for the big fish to come for us. It must be done before the fairies lift the island out of the clouds and we can never see the lagoon again.

Aeden of the Shark

Aeden is one of the warriors of Carcatou, to whom he has great confidence. He is also the leader of the village scout group and his work is doing rounds of exploration in the jungle and forest to alert in case the Sprites want to do their ritual to call the big bird. He was among the scouting party that found the adventurers on the beach.

Aeden: *There are many more dangers in the jungle now that we are not in the Storm Lagoon. What was once family land for us, now haunts us and could end us.*

Statistics for Aeden depending on the tier of the adventure:

Tier	Encounter
1	Aeden of the Shark
2	Aeden of the Thunder
3	Aeden of the Storm
4	Aeden of the Deep
5	Aeden of the Leviathan
6	Aeden of the Dark One

Dahlia Spark

She's the sorceress of the Nixies clan, her specialty are electricity spells. She wears a different kind of outfit than the others. She has not lived all her life in the Storm Lagoon, she usually travels to other parts of the world looking

for more magical knowledge. Dahlia has a terrifying appearance, her skin is white unlike that of others that is green. She tends to make bad jokes to see how people react.

Dahlia: How about we sacrifice intruders to please the big fish? Yes, I know it doesn't work that way, but it would be fun.

Tier	Encounter
1	Dahlia Spark
2	Dahlia, Lightning Caller
3	Dahlia, Storm Tamer
4	Dahlia, who faced the Titans
5	Dahlia, who defeated the Thunder
6	Dahlia, from her Remains

Winged Beast



he fight between the two types of fairies has led the Nixies to think that the Sprites are chasing them, they know the Sprites want to summon a great bird, and their scouts have heard fluttering noises coming from the jungle at night.

Some scouts have managed to see it and say that it is a large bird with a large beak and that it looks dangerous.

The Nixies think that the Pixies sent the winged beast to finish them off so they can summon the great bird and take the island to heaven.

The encounter

Depending on the tier of the adventure, the enemies in this encounter will be:

Tier	Encounter
1	1x Dire Axe Beak
2	1x Fiend Beak
3	2x Dire Axe Beak, 1x Fiend Beak
4	2x Dire Axe Beak, 1x Fiend Beak, 1x Feather Shaman
5	4x Dire Axe Beak, 2x Fiend Beak, 1x Feather Shaman
6	4x Dire Axe Beak, 2x Fiend Beak, 1x Feather Demon

Attack of the winged beast (tier 4)

The day after the adventurers arrive, the exploration party leaves the refuge. Regardless of whether the adventurers decided to join the scouting party, Shun'ghe, Warlock of the Feathers, attacks the village. His goal is to get the Gem of the Beasts found in the silver chest in the middle of the shelter.

Shun'ghe takes advantage of the fact that several of the nixie warriors are outside to infiltrate disguised as a nixie. However, Shun'ghe is discovered by one of the Nixie guards and the combat begins.

Attack of the winged beast

The winged beast got trapped on the island when it separated from the fairy forest, and it has been prowling the area in search of something to eat. Nixies seem to be especially delicious to these type of birds and that's why the beast attacks. Coincidentally, the winged beast will attack approximately an hour after the exploring team leaves the shelter.

Sage, the Old Witch



fter any of the monsters attack (whichever happened in the adventure), Pamud, the Living Island is attacked by a monster so large that it compares to the island. Then the village leaders decide to head to the heart of the forest at

that time, to speak to it. Both clans make a truce to enter and form a group to enter the cave, this group includes the adventurers, and the leaders of both clans.

At the entrance to the cave there's a mysterious witch who's name is Sage. She has lived on the back of Pamud, the Living Island, for thousands of years and knows him very well. She also knows the current situation and explains to the adventurers that a greater evil drove Pamud away from the Forest of Fairies.

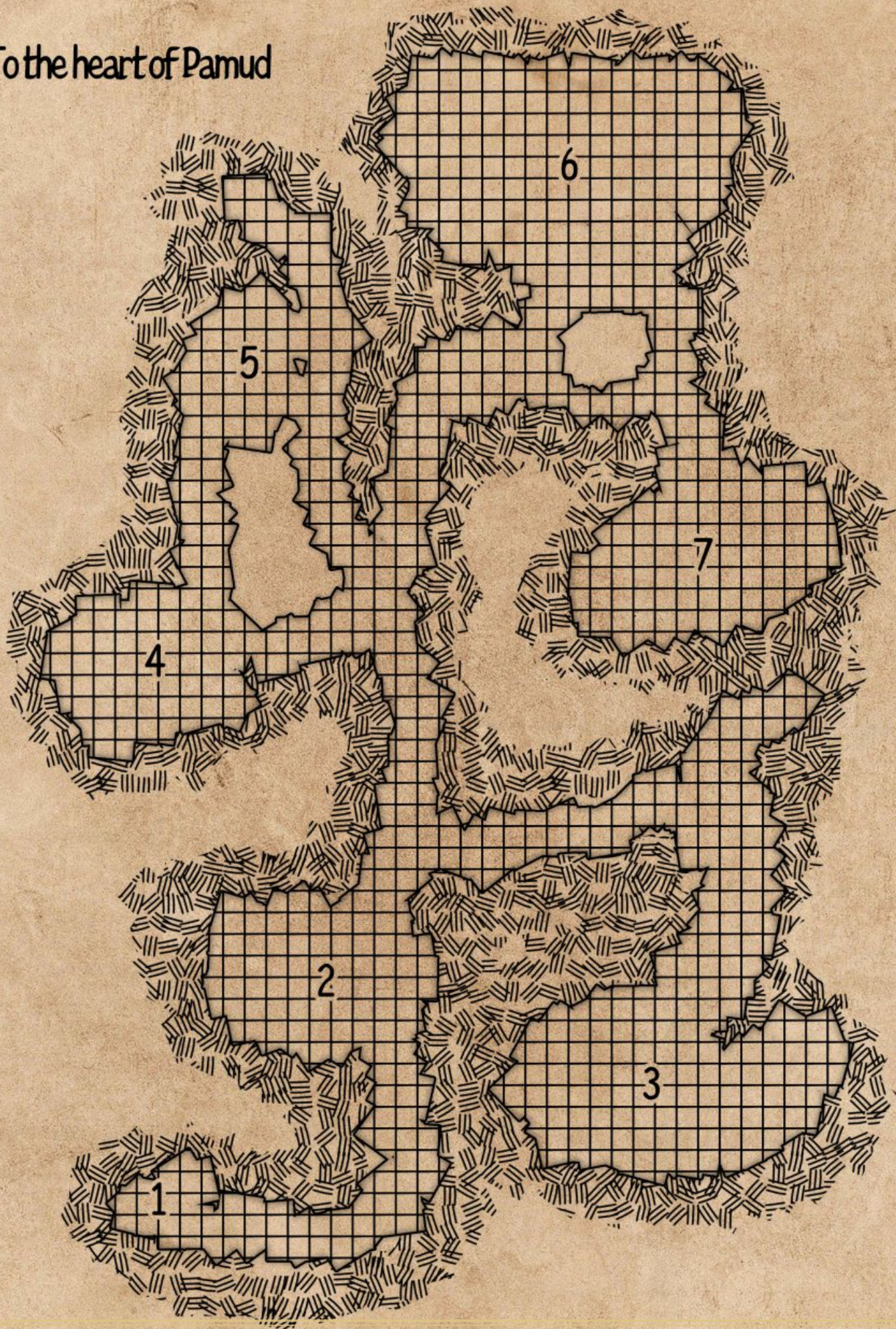
Sage: Pamud, the living Island has been asleep for more than a thousand years. It unconsciously flees from the ancient terror. But the monster attacking Pamud now could destroy it if it's not awoken. This stone is the one that will awaken Pamud, but you need to reach its heart.

Sage gives the group a magical stone with the shape of a green heart, with which they can awake Pamud's heart. Along the way they will encounter various obstacles and at the end they will be able to awaken Pamud's heart. Once they do that, the living island will defend itself against the monster of tentacles.

Sage is an old Witch of Ah, and she offers to heal the party before they start their incursion to the heart of Pamud.



To the heart of Pamud



To the Heart of Pamud

This is a description of what adventurers will find in their way to the heart of Pamud.

1. Cave entrance

This is where the adventurers enter.

2. Bone Statues

On the walls of this room are placed several statues made of bones of various types. When the adventurers reach the middle of the room, the bones start moving and attack.

Tier	Encounter
1	2x Skeleton
2	4x Skeleton
3	4x Skeleton, 2x Minotaur Skeleton
4	4x Skeleton, 4x Minotaur Skeleton
5	4x Skeleton, 4x Minotaur Skeleton, 1x Flameskull
6	6x Skeleton, 6x Minotaur Skeleton, 1x Flameskull

3. Dark Room

This room is darker than the rest, in addition, non-magic light doesn't work in here. Magic light has half its normal range. Some fiends hide in the dark and are prepared to attack as soon as the adventurers approach.

Tier	Encounter
1	1x Imp
2	2x Imp
3	2x Hell Hound
4	1x Hell Hound, 1x Night Hag
5	2x Hell Hound, 1x Night Hag
6	3x Hell Hound, 1x Night Hag

4. Insects room

This room has a very unpleasant smell, when the adventurers come closer they can see many insects covering the walls and the floor.

Tier	Encounter
1	Swarm of Insects (Wasps)
2	3x Swarm of Insects (Wasps)
3	6x Swarm of Insects (Wasps), 1x Swarm of Poisonous Snakes
4	6x Swarm of Insects (Wasps), 2x Swarm of Poisonous Snakes
5	6x Swarm of Insects (Wasps), 5x Swarm of Poisonous Snakes
6	6x Swarm of Insects (Wasps), 6x Swarm of Poisonous Snakes

5. Quicksands

In this area the floor seems normal, but when you put a foot on it, it begins to sink into quicksand. Characters need to make a DC 15 Dexterity save or get trapped in the quicksands. They can get out with the help of others or using ropes and grappling hooks.

6. The Big Undead

A huge undead is located in this room and will attack adventurers as soon as it sees them passing by.

Tier	Encounter
1	1x Ogre Zombie
2	1x Ogre Zombie, 2 Ghoul
3	1x Ogre Zombie, 1x Ghast, 4 Ghoul
4	1x Ogre Zombie, 3x Ghast, 1x Vampire Spawn
5	1x Ogre Zombie, 1x Vampire
6	1x Ogre Zombie, 1x Vampire Spawn, 1x Vampire

7. The Heart of Pamud

In this room they will find a huge heart made of stone that has a slot the size of the magic stone the witch gave them. When they insert the stone, the cave will change its appearance, the walls will be covered with plants and the remains of the monsters will disappear.

Pamud will communicate with them, he will tell them that he wants to return to the forest of fairies, but he cannot defeat the Ancient Terror without damaging the rest of the forest and the creatures that live in it.

Then the adventurers (and Sage and the leaders of the fairy leaders) will have to convince Pamud to return to the Forest of Fairies, but to do so, they will need to promise to destroy the Ancient Terror found in the forest.

Titan's Bane

Titan's Bane is a monster that kills monsters, it started chasing Pamud when it saw it in the open sea. It is a monster with tentacles that comes from the deep sea and its size is as big as the island itself.

There are no stats for this monster because it's supposed to be too big and strong for any character in this adventure to defeat, except Pamud.

Chapter 3:

The Magic Forest



The Witch of the Masks



he Ancient Terror settled in the crystal sanctuary, a construction of an ancient civilization that is located near the Crystalthorns Tree. Pamud cannot simply return to the fairy forest and attack this demon, because it is so large that it would destroy the sanctuary and the tree. The only way to defeat the demon is to get to the room where he is and kill him. But to achieve this, adventurers will need the help of another witch.

Returning to the Forest of Fairies, characters find out that it's becoming darker and more sinister. The Ancient Terror is turning the forest into a swamp. Knowing that, Drally takes the adventurers to the Witch of the Masks, who has lived in the forest for a long time and knows some secrets of that place.

Witch of Masks: These past few weeks have been terrible for the forest, a demon has settled in the Crystal Sanctuary and is absorbing the magical power of the tree. Getting to him will be as difficult a test as beating him once you are in front of him. The only thing I can do to help is give you these four masks that will ease your way to the demon room.

The masks are:

Mask of the Mind

This is a greenish gray metal mask. It is shaped like a coyote's face, with bright red eyes that appear to be emanating a thread of crimson smoke.

The coyote's ears extend behind the wearer's skull and a forked tongue is clamped on the chin.

Mask of Youth

This mask is made of reddish wood, and small branches with green leaves sprout on its sides. The front is shaped like a tiger's face, without the jaw, with protruding fangs.

The eyes are bright green crystals that illuminate the forehead area. The mask is fastened with leather straps that automatically adjust to a wearer who is attuned.

Mask of the Elements

This porcelain mask looks like a simple and flat human face without features or emotions, while not attuned. Once the mask holder chooses an element, the mask changes color to red with fire motifs, blue with cold motifs, gold with lightning motifs, or brown stone (for acid).

This mask is attached to the face of the wearer as if it were part of his body, but can be easily removed by pulling it.

Note: At the end of the adventure, players will be able to keep one of the masks. The puzzle they will try to solve will allow them to use all but one of the masks to clear the path to Terror (that's in the next chapter). Players can then decide how to use the masks to keep one of them some kind of reward.

The Legend of the Ancient Terror

In this chapter the adventurers will have to overcome various tests inside the Crystal Sanctuary, using the masks that the witch gave them. She will also reveal the masks powers to the adventurers and will explain each of the labyrinth puzzles when they are at the entrance.

This chapter is divided into 3 sub sections, in the first two they need one of the masks to solve a puzzle, players will need all but one of the masks, so if they choose well, they can keep the one they want after the adventure.

At the entrance of each labyrinth there is a stone door with a face on which the players can put a mask. Once the mask is put on, the stone door disappears with the mask and players lose it.

Puzzle 1: The Sky Labyrinth

It is a kind of small dungeon with several doors that explode. The secret is that the walls are connected by means of the doors, these doors connect tubes towards the exit carrying a gas that will make the entire place explode. The riddle has no logical way to solve except using one of the magic items.

- Solution 1: If they use the Mask of the Elements, they can turn the explosion of fire into an explosion of water that would not be fatal.
- Solution 2: If they use the Mask of the Mind, players will be able to see the gas lines on the walls.

Puzzle 2: The Sea Vault

This whole dungeon is underwater. First of all, players need to solve the problem of breathing underwater. If they don't have anything at all, the witch of the masks or Sage will be able to help them before you get to this point.

For this puzzle there are 4 solutions, depending on which masks are left.

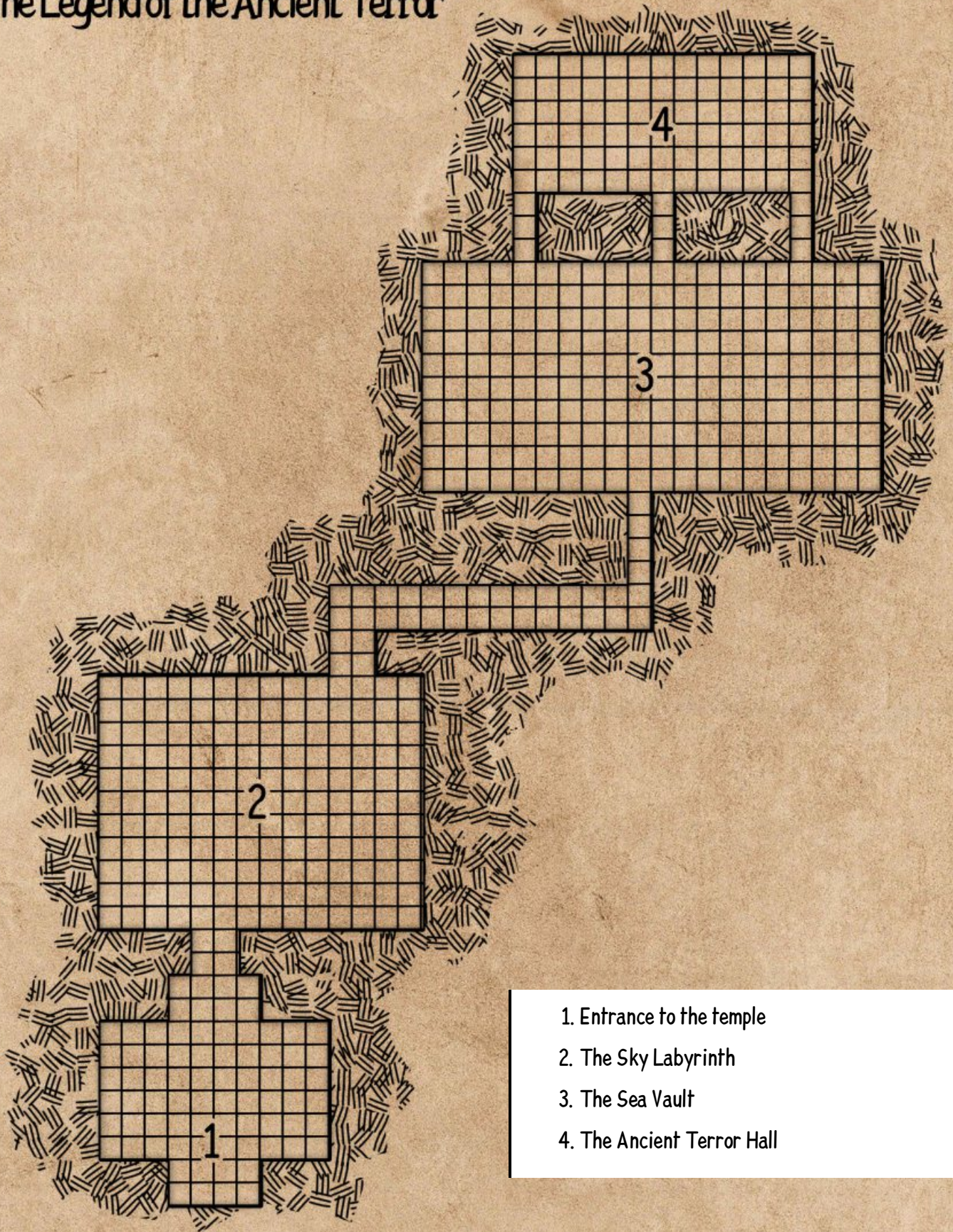
- Solution 1: Mask of the Elements, players will be able to reverse water currents in some parts where they activate this power.
- Solution 2: Mask of the Mind, players will be able to activate portals that will teleport them from one point to another in the dungeon.
- Solution 3: Mask of Youth, players will be able to activate secret paths in some sections.

The Ancient Terror

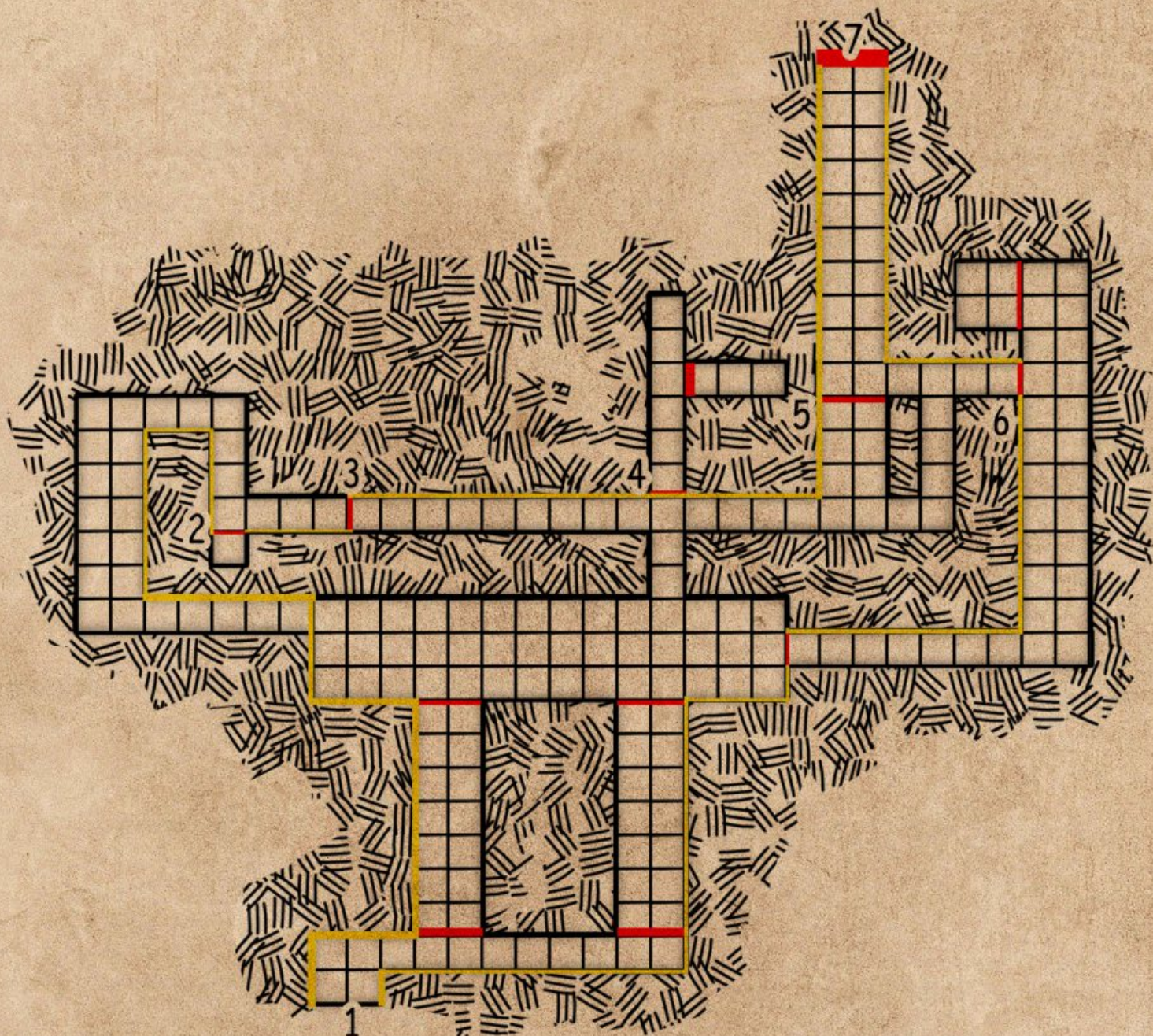
After player have sorted all these puzzles, they will reach the main hall where the Ancient Terror currently resides.

Tier	Encounter
1	Glabrezu Troop
2	Glabrezu Minor
3	Glabrezu
4	Mana Touched Glabrezu
5	Spectral screamer Glabrezu
6	Eternal Glabrezu

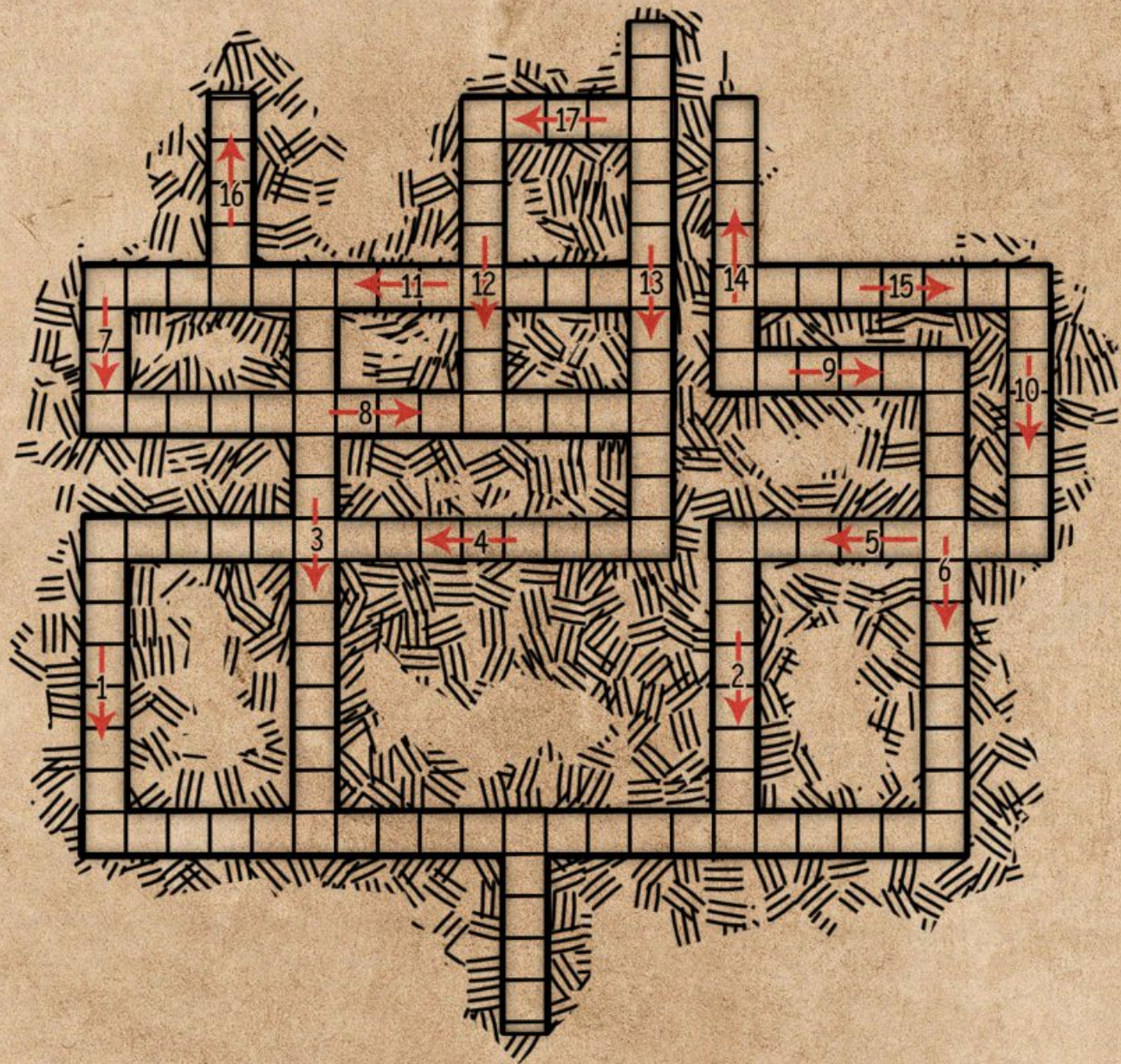
The Legend of the Ancient Terror



The Sky Labyrinth



The Sea Vault



The Path to the Ancient Terror

This dungeon will take adventurers to the Ancient Terror. Two of these rooms are simple puzzles that players can solve with the help of the magic Masks.

1. The Temple Entrance

Here's where the adventurers start the dungeon and the Witch of the Masks explains the puzzles of the temple.

2. The Sky Labyrinth

In this labyrinth there are two ducts that carry a magical gas from the entrance to the exit, inside the walls and doors. If at least one of the two ducts connects directly to the end when adventurers open the exit door, the place will explode and collapse, everybody dies and it's game over.

The explosion will only be triggered by opening the door, but that won't happen, it's almost impossible.

To solve this riddle, players have the option of using the Mask of the Mind. They will lose this mask but the ducts inside the walls will be visible, so they will be able to block them before leaving the place.

On the map Sky Labyrinth, the conduit routes are marked in yellow, and all the gates of the labyrinth are red. When you open a door that connects a gas line, the line is blocked and no longer reaches the exit door.

The problem is that there can only be two doors open at a time. When a third is opened, all

the previous ones are automatically closed. Once open, a door can't be closed until the mechanism closes it.

Numbers in that map mark:

- 1. The entrance
- 2-6. All doors in this labyrinth
- 7. The exit

With the Mask of the Mind, the riddle is easy to solve, you just have to open door 4, walk to door 6 and open it, without going through door 5 and then reaching door 7 which is the exit. Since the Mask of the Mind makes the gas lines visible, there is no way that adventurers will open the exit door by accident when the gas lines are connected.

With the Mask of the Elements it is much easier, because this mask will cause an explosion of water instead of an explosion of fire, which will not be fatal and the adventurers will be able to continue the path without solving the puzzle.

3. The Sea Vault

This tunnel is completely under water. At this point, if players don't have any way to breathe underwater, one of the witches will cast the *Water Breathing* over the entire party.

The Sea Vault map explanation:

- The entrance is the path at the bottom, and the exits are the three paths upward.
- Adventurers can exit by any of the three paths upward.
- The arrows indicate the direction the current is going, the currents make it impossible to swim and drag any creature into the maze.

- The corridor close to the entrance doesn't have lines because it doesn't have any current and creatures can swim there freely.
- When a creature is swept away by a current, it moves forward until it hits a wall and is then swept away by the next current.
- A creature cannot make a turn into another current if it hasn't hit a wall.

For example: *If you go through stream 11 and get to the start of stream 16, this doesn't pull to you and you can't turn until you hit a wall. In other words, you would reach stream 7 and then be pulled by it.*

Players can solve this puzzle with any of the three masks. Among the files that come with this document are the other versions of this map. Those indicate where the other important points are for each mask.

Mask of the Elements

If the adventurers used the Mask of the Elements at the entrance of this labyrinth, they'll lose it but will be able to choose two of the currents and reverse them. With this, a possible solution is to reverse stream 3 and stream 13. But there is at least one more solution.

Mask of the Mind

If adventurers used the Mask of the Mind, they'll lose it, but various portals that connect to each other will be revealed to them.

- Portals can be activated when a creature pass through the same square and it will teleport the creature regardless of whether it is carried by a current.
- Portals only connect between those with the same letters. That is, one portal A leads to the

other portal A, the B leads to the other portal B and so on.

- They can use any number of teleports to get out of the maze.

One solution is to use Portal B near the entrance, which will cause them to be dragged by stream 8 and then stream 13, which will take them to portal F, which will teleport them to the start of stream 14 and to the exit.

Mask of Youth

If the adventurers used the Mask of Youth, they will lose it, will be able to activate secret shortcuts that will take them forward in the labyrinth.

On the map 005 The Sea Vault - Secret Paths (*within the files that come with this document*), the yellow arrows are the secret shortcuts adventurers can use.

A possible solution is to take shortcut 2, continue on stream 8, then take shortcut 5, which will make them go on stream 11, then stream 7, and they will return to stream 8, but then they will take shortcut 4, which will leave them at the beginning of stream 16 that will take them to the exit.

4. The Ancient Terror Hall

The Ancient Terror hall seems to have been an elegant place once full of fine furniture and elegant decorations, but now it is all rotten and crumbling. There are chests full of gold and silver coins everywhere and ancient art objects that possible are worth a little fortune. In the middle of the room is the Ancient Terror that will be waiting for the adventurers.

When the adventurers enter the room, the terror will offer them a truce, they leave him alone and leave the Forest of Fairies forever, and he will give them an amount of gold that you, as the GM, see fit. If the adventurers do not accept, the terror will attack them immediately.

The monster is the demon [Glabrezu](#), as it is in the basic rules of 5th edition, and at the end of this document there are alternative versions for different levels.

Restorations of the Forest



his chapter is more like an epilogue.

Finally, when all characters are now in the swamp, both groups of fairies decide to summon their bestial deities the great bird and the great fish. Creatures summoned

by the fairies appear and sacrifice themselves to restore the swamp where Pamud, The Living Island, lives, so it can finally go back to rest and fairies can live peacefully again.

Fairies arrange a ceremony to thank the adventurers and the magical beasts that give their lives. Both clan Leaders decide to celebrate a peace treaty, and during the event they discover that the great fish and the great bird were reborn as small creatures in the Storm Lagoon and on the Crystalthorn Tree again. Now its time for the Fairies to take care of them.

APPENDIX I

NPCs and Monsters



The Irresistible crew

Captain Oakenwell

Medium humanoid, chaotic neutral

Armor Class: 14 (Leather Armor)

Hit Point: 65 (10d8 +20)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	10 (+0)	11 (+0)	12 (+1)

Senses Passive Perception +10

Languages Common, Gnomish

Challenge 2 (450 XP)

Actions

Multiattack. Captain Oakenwell makes three melee attacks: two with its scimitar and one with its light crossbow. Or the captain makes two attacks with its whip.

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

Crossbow, Hand. *Ranged Weapon Attack.* +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6+3) Piercing damage.

Whip. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. Hit: 5 (1d4+3) Slashing damage.

Reactions

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

Tallis Nebula

Medium humanoid, any alignment

Armor Class: 12 (Leather Armor)

Hit Point: 9 (2d8)

Speed: 30 ft.

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

Senses Passive Perception +11

Languages Common

Challenge 1 (200 XP)

Actions

Multiattack. Tallis Nebula makes two attacks: one with its scimitar and one with its light crossbow. Or it makes two attacks with its whip.

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

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

Whip. *Melee Weapon Attack.* +3 to hit, reach 10 ft., one target. Hit: 3 (1d4+1) Slashing damage.

Titan's bane tentacles

Titan's Bane Tentacle

Large aberration, neutral evil

Armor Class: 14

Hit Point: 68 (8d10 +24)

Speed: Swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	16 (+3)	8 (-1)	8 (-1)	6 (-2)

Condition Immunities Charmed, Prone, Unconscious

Senses Passive Perception +9

Challenge 1 (200 XP)

Actions

Slam. Melee Weapon Attack. +6 to hit, reach 50 ft., one target. Hit: 11 (2d6+4) bludgeoning damage If the target is a creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the aberration can't use this attack on another target.

Titan's Bane Great Tentacle

Large aberration, neutral evil

Armor Class: 16 (Natural Armor)

Hit Point: 85 (10d10 +30)

Speed: Swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	16 (+3)	8 (-1)	8 (-1)	6 (-2)

Condition Immunities Charmed, Prone, Unconscious

Senses Passive Perception +9

Challenge 2 (450 XP)

Actions

Slam. Melee Weapon Attack. +6 to hit, reach 50 ft., one target. Hit: 14 (3d6+4) bludgeoning damage If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the aberration can't use this attack on another target.

Titan's Bane Crushing Tentacle

Large aberration, neutral evil

Armor Class: 17 (Natural Armor)

Hit Point: 114 (12d10 +48)

Speed: Swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	18 (+4)	8 (-1)	8 (-1)	6 (-2)

Condition Immunities Charmed, Prone, Unconscious

Senses Passive Perception +9

Challenge 3 (700 XP)

Actions

Slam. *Melee Weapon Attack.* +7 to hit, reach 50 ft., one target. Hit: 19 (4d6+5) bludgeoning damage If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the aberration can't use this attack on another target.

Titan's Bane Toxic Tentacle

Large aberration, neutral evil

Armor Class: 17 (Natural Armor)

Hit Point: 133 (14d10 +56)

Speed: Swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	18 (+4)	8 (-1)	8 (-1)	6 (-2)

Condition Immunities Charmed, Prone, Unconscious

Senses Passive Perception +9

Challenge 5 (1,800 XP)

Actions

Slam. *Melee Weapon Attack.* +8 to hit, reach 50 ft., one target. Hit: 15 (3d6+5) bludgeoning damage plus 18 (4d8) acid damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, the aberration can't use this attack on another target, and the creature automatically takes 18 (4d8) acid damage at the beginning of each of its turns.

Titan's Bane Pernicious Tentacle

Large aberration, neutral evil

Armor Class: 19 (Natural Armor)

Hit Point: 168 (16d10 +80)

Speed: Swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	23 (+6)	20 (+5)	8 (-1)	10 (+0)	8 (-1)

Condition Immunities Charmed, Prone, Unconscious

Senses Passive Perception +10

Challenge 6 (2,300 XP)

Actions

Slam. Melee Weapon Attack. +9 to hit, reach 50 ft., one target. Hit: 16 (3d6+6) bludgeoning damage plus 18 (4d8) acid damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, the aberration can't use this attack on another target, and the creature automatically takes 18 (4d8) acid damage at the beginning of each of its turns.

Titan's Bane Annihilator Tentacle

Large aberration, neutral evil

Armor Class: 20 (Natural Armor)

Hit Point: 168 (16d10 +80)

Speed: Swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	23 (+6)	20 (+5)	8 (-1)	10 (+0)	8 (-1)

Condition Immunities Charmed, Prone, Unconscious

Senses Passive Perception +10

Challenge 7 (2,900 XP)

Actions

Slam. Melee Weapon Attack. +9 to hit, reach 50 ft., one target. Hit: 20 (4d6+6) bludgeoning damage plus 18 (4d8) acid damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, the aberration can't use this attack on another target, and the creature automatically takes 18 (4d8) acid damage at the beginning of each of its turns.

Nixie Exploring Band

Nixie

Small fey (nixie), neutral

Armor Class: 15 (Leather Armor)

Hit Point: 9 (2d6 +2)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	13 (+1)	13 (+1)	14 (+2)	12 (+1)

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 1/4 (50 XP)

Amphibious. The nixie can breathe air and water.

Underwater Camouflage. The nixie has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 7 (1d6+4) Piercing damage.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) Piercing damage.

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

Nixie Scout

Small fey (nixie), neutral

Armor Class: 16 (Leather Armor)

Hit Point: 27 (6d6 +6)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	21 (+5)	13 (+1)	13 (+1)	14 (+2)	12 (+1)

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 1 (200 XP)

Amphibious. The nixie scout can breathe air and water.

Underwater Camouflage. The nixie scout has advantage on Dexterity (Stealth) checks made while underwater.

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

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

Actions

Multiattack. The nixie scout makes two melee or ranged attacks

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 8 (1d6+5) Piercing damage.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d6+5) Piercing damage.

Javelin. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. Hit: 8 (1d6+5) Piercing damage.

Nixie Shaman

Small fey (nixie), neutral

Armor Class: 15 (Leather Armor)

Hit Point: 45 (7d6 +21)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	16 (+3)	16 (+3)	15 (+2)	16 (+3)

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 3 (700 XP)

Amphibious. The nixie shaman can breathe air and water.

Underwater Camouflage. The nixie shaman has advantage on Dexterity (Stealth) checks made while underwater.

Rea Points. The nixie shaman has 7 Rea points. It regains all spent Rea after a long rest.

Aquah Magic. The nixie shaman is a 7-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-4 spell. The nixie shaman can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 13).

Cantrips (at will): Chill Touch, Minor Illusion, Ray of Frost

1st Level: Create or Destroy Water, Water Expulsion*

2nd Level: Gust of Wind, Water Steed*

3rd Level: Call Lightning, Water Breathing, Witch Blast

4th Level: Releasus Krakenis*, Ice Storm

Actions

Water Whip. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. Hit: 12 (2d8+3) slashing damage

Shortbow. *Ranged Weapon Attack.* +6 to hit, range 80/320 ft., one target. Hit: 7 (1d6+4) Piercing damage.

Nixie Warlock

Small fey (nixie), neutral

Armor Class: 15 (Leather Armor)

Hit Point: 58 (9d6 +27)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	16 (+3)	16 (+3)	15 (+2)	16 (+3)

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 5 (1,800 XP)

Amphibious. The nixie warlock can breathe air and water.

Underwater Camouflage. The nixie warlock has advantage on Dexterity (Stealth) checks made while underwater.

Rea Points. The nixie warlock has 8 Rea points. It regains all spent Rea after a long rest.

Aquah Magic. The nixie warlock is a 9-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-5 spell. The nixie warlock can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 14).

Cantrips (at will): Chill Touch, Minor Illusion, Ray of Frost

1st Level: Create or Destroy Water, Water Expulsion*

2nd Level: Gust of Wind, Water Steed*

3rd Level: Call Lightning, Water Breathing, Witch Blast

4th Level: Releasus Krakenis*, Ice Storm

5th Level: Cone of Cold, Conjure Water Elemental*

Actions

Water Whip. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. Hit: 21 (4d8+3) slashing damage

Shortbow. *Ranged Weapon Attack.* +7 to hit, range 80/320 ft., one target. Hit: 7 (1d6+4) Piercing damage.

The Sprites

Princess Drally, the Noble

Tiny fey (sprite), neutral good

Armor Class: 16 (Studded leather)

Hit Point: 10 (3d4 +3)

Speed: 10 ft., Fly 40 ft.

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

Skills: Perception +3, Stealth +8

Condition Immunities Charmed, Unconscious

Senses Passive Perception +13

Languages Common, Elvish, Sylvan

Challenge 2 (450 XP)

Rea Points. Princess Drally, the Noble has 4 Rea points. It regains all spent Rea after a long rest.

Hippiah Magic. Princess Drally, the Noble is a 3-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-2 spell. Princess Drally, the Noble can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 11).

Cantrips (at will): Minor Illusion, Shocking Grasp, Shillelagh

1st Level: Animal Friendship, Goodberry, Illusory Script, Unseen Servant

2nd Level: Enlarge/Reduce, Nature's Healing, Ray Of Enfeeblement

Actions

Shortbow. Ranged Weapon Attack. +6 to hit, range 40/160 ft., one target. Hit: 8 (1d8+4) poison damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

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

Princess Drally, Defender of the Sprites

Tiny fey (sprite), neutral good

Armor Class: 17 (Studded leather)

Hit Point: 24 (7d4 +7)

Speed: 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	12 (+1)	16 (+3)	13 (+1)	13 (+1)

Skills: Perception +4, Stealth +11

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Unconscious

Senses Passive Perception +14

Languages Common, Elvish, Sylvan

Challenge 5 (1,800 XP)

Rea Points. Princess Drally, Defender of the Sprites has 7 Rea points. It regains all spent Rea after a long rest.

Hippiah Magic. Princess Drally, Defender of the Sprites is a 7-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-4 spell. Princess Drally, Defender of the Sprites can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 12).

Cantrips (at will): Minor Illusion, Shocking Grasp, Shillelagh

1st Level: Animal Friendship, Goodberry, Illusory Script, Unseen Servant

2nd Level: Enlarge/Reduce, Nature's Healing, Ray Of Enfeeblement

3rd Level: Bewitch Weapon*, Conjure Animals, Plant Growth

4th Level: Giant Insect, Conjure Woodland Beings

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

Actions

Shortbow. Ranged Weapon Attack. +8 to hit, range 40/160 ft., one target. Hit: 14 (2d8+5) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

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

Princess Drally, Lady of the Forest

Tiny fey (sprite), neutral good

Armor Class: 17 (Studded leather)

Hit Point: 38 (11d4 +11)

Speed: 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	12 (+1)	16 (+3)	13 (+1)	13 (+1)

Skills: Perception +5, Stealth +13

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Unconscious

Senses Passive Perception +15

Languages Common, Elvish, Sylvan

Challenge 9 (5,000 XP)

Rea Points. Princess Drally, Lady of the Forest has 9 Rea points. It regains all spent Rea after a long rest.

Hippiah Magic. Princess Drally, Lady of the Forest is a 11-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-6 spell. Princess Drally, Lady of the Forest can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 13).

Cantrips (at will): Minor Illusion, Shocking Grasp, Shillelagh
1st Level: Animal Friendship, Goodberry, Illusory Script, Unseen Servant

2nd Level: Enlarge/Reduce, Nature's Healing, Ray of Enfeeblement

3rd Level: Bewitch Weapon*, Conjure Animals, Plant Growth

4th Level: Giant Insect, Conjure Woodland Beings

5th Level: Tree Stride, Shepherd of Hereva*

6th Level: Conjure Fey, Wall of Thorns

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

Actions

Multiattack. Princess Drally, Lady of the Forest makes three ranged attacks.

Shortbow. Ranged Weapon Attack. +9 to hit, range 40/160 ft., one target. Hit: 18 (3d8+5) poison damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

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

Princess Drally, Lady of Dreams

Tiny fey (sprite), neutral good

Armor Class: 17 (Studded leather)

Hit Point: 52 (15d4 +15)

Speed: 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	12 (+1)	16 (+3)	13 (+1)	13 (+1)

Skills: Perception +6, Stealth +15

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks, Fire, Cold, Lightning

Condition Immunities Charmed, Unconscious

Senses Passive Perception +16

Languages Common, Elvish, Sylvan

Challenge 13 (10,000 XP)

Rea Points. Princess Drally, Lady of Dreams has 11 Rea points. It regains all spent Rea after a long rest.

Hippiah Magic. Princess Drally, Lady of Dreams is a 15-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-8 spell. Princess Drally, Lady of Dreams can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 14).

Cantrips (at will): Minor Illusion, Shocking Grasp, Shillelagh
1st Level: Animal Friendship, Goodberry, Illusory Script, Unseen Servant

2nd Level: Enlarge/Reduce, Nature's Healing, Ray Of Enfeeblement

3rd Level: Bewitch Weapon*, Conjure Animals, Plant Growth

4th Level: Giant Insect, Conjure Woodland Beings

5th Level: Tree Stride, Shepherd of Hereva*

6th Level: Conjure Fey, Wall of Thorns

7th Level: Regenerate, Wild Transformation*

8th Level: Earthquake, Dominate Monster

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

Legendary Resistance (3/Day). If Princess Drally, Lady of Dreams fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. Princess Drally, Lady of Dreams makes three ranged attacks.

Shortbow. Ranged Weapon Attack: +10 to hit, range 40/160 ft., one target. Hit: 27 (5d8+5) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

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

Legendary Actions

Princess Drally, Lady of Dreams 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. Princess Drally, Lady of Dreams regains spent legendary actions at the start of its turn.

Cantrip. Princess Drally, Lady of Dreams casts a cantrip.

Teleport (Costs 2 Actions). The Sprite magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Princess Drally, Sage of Peace

Tiny fey (sprite), neutral good

Armor Class: 18 (Studded leather)

Hit Point: 81 (18d4 +36)

Speed: 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	22 (+6)	14 (+2)	16 (+3)	13 (+1)	15 (+2)

Skills: Perception +6, Stealth +16

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks, Fire, Cold, Lightning

Condition Immunities Charmed, Unconscious

Senses Passive Perception +16

Languages Common, Elvish, Sylvan

Challenge 16 (15,000 XP)

Rea Points. Princess Drally, Sage of Peace has 12 Rea points. It regains all spent Rea after a long rest.

Hippiah Magic. Princess Drally, Sage of Peace is a 18-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-8 spell. Princess Drally, Sage of Peace can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 15).

Cantrips (at will): Minor Illusion, Shocking Grasp, Shillelagh
1st Level: Animal Friendship, Goodberry, Illusory Script, Unseen Servant

2nd Level: Enlarge/Reduce, Nature's Healing, Ray Of Enfeeblement

3rd Level: Bewitch Weapon*, Conjure Animals, Plant Growth

4th Level: Giant Insect, Conjure Woodland Beings

5th Level: Tree Stride, Shepherd of Hereva*

6th Level: Conjure Fey, Wall of Thorns

7th Level: Regenerate, Wild Transformation*

8th Level: Earthquake, Dominate Monster

9th Level: True Resurrection, Shapechange

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

Legendary Resistance (3/Day). If Princess Drally, Sage of Peace fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. Princess Drally, Sage of Peace makes three ranged attacks.

Shortbow. Ranged Weapon Attack: +11 to hit, range 40/160 ft., one target. Hit: 33 (6d8+6) poison damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

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

Legendary Actions

Princess Drally, Sage of Peace 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. Princess Drally, Sage of Peace regains spent legendary actions at the start of its turn.

Cantrip. Princess Drally, Sage of Peace casts a cantrip.

Teleport (Costs 2 Actions). The Sprite magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). Princess Drally, Sage of Peace casts a spell from its list of spells, using a Rea Point as normal.

Princess Drally, Elder of the Sun

Tiny fey (sprite), neutral good

Armor Class: 19 (Studded leather)

Hit Point: 115 (21d4 +63)

Speed: 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	24 (+7)	16 (+3)	18 (+4)	13 (+1)	17 (+3)

Skills: Perception +7, Stealth +19

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks, Fire, Cold, Lightning

Condition Immunities Charmed, Unconscious

Senses Passive Perception +17

Languages Common, Elvish, Sylvan

Challenge 19 (22,000 XP)

Rea Points. Princess Drally, Elder of the Sun has 14 Rea points. It regains all spent Rea after a long rest.

Hippiah Magic. Princess Drally, Elder of the Sun is a 21-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-8 spell. Princess Drally, Elder of the Sun can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 17).

Cantrips (at will): Minor Illusion, Shocking Grasp, Shillelagh
1st Level: Animal Friendship, Goodberry, Illusory Script, Unseen Servant

2nd Level: Enlarge/Reduce, Nature's Healing, Ray Of Enfeeblement

3rd Level: Bewitch Weapon*, Conjure Animals, Plant Growth

4th Level: Giant Insect, Conjure Woodland Beings

5th Level: Tree Stride, Shepherd of Hereva*

6th Level: Conjure Fey, Wall of Thorns

7th Level: Regenerate, Wild Transformation*

8th Level: Earthquake, Dominate Monster

9th Level: True Resurrection, Shapechange

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

Legendary Resistance (3/Day). If Princess Drally, Elder of the Sun fails a saving throw, it can choose to succeed instead.

Fire Absorption. Whenever Princess Drally, Elder of the Sun is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Actions

Multiattack. Princess Drally, Elder of the Sun makes three ranged attacks.

Shortbow. Ranged Weapon Attack. +13 to hit, range 40/160 ft., one target. Hit: 38 (7d8+7) poison damage, and the target must succeed on a DC 17 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

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

Legendary Actions

Princess Drally, Elder of the Sun 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. Princess Drally, Elder of the Sun regains spent legendary actions at the start of its turn.

Cantrip. Princess Drally, Elder of the Sun casts a cantrip.

Cast a Spell (Costs 3 Actions). Princess Drally, Elder of the Sun casts a spell from its list of spells, using a Rea Point as normal.

Detect. Princess Drally, Elder of the Sun makes a Wisdom (Perception) check.

Teleport. Princess Drally, Elder of the Sun magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Stargazer, the Priest

Tiny fey (sprite), neutral good

Armor Class: 15 (Leather Armor)

Hit Point: 10 (4d4)

Speed: 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	15 (+2)	13 (+1)

Skills: Perception +4, Stealth +8

Senses Passive Perception +14

Languages Common, Elvish, Sylvan

Challenge 2 (450 XP)

Rea Points. Stargazer, the Priest has 5 Rea points. It regains all spent Rea after a long rest.

Ah Magic. Stargazer, the Priest is a 4-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-2 spell. Stargazer, the Priest can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 11).

Cantrips (at will): Chill Touch, Light, Spare the Dying

1st Level: Cure Wounds, Sanctuary

2nd Level: Misty Step, Spiritual Weapon

Actions

Heart Sight. Stargazer, the Priest touches a creature and magically knows the creature's current emotional state. If the target fails a DC 11 Charisma saving throw, the Sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

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

Stargazer, Paladin of the Living

Tiny fey (sprite), neutral good

Armor Class: 15 (Leather Armor)

Hit Point: 24 (7d4 +7)

Speed: 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	12 (+1)	14 (+2)	15 (+2)	13 (+1)

Skills: Perception +5, Stealth +10

Senses Passive Perception +15

Languages Common, Elvish, Sylvan

Challenge 5 (1,800 XP)

Rea Points. Stargazer, Paladin of the Living has 7 Rea points. It regains all spent Rea after a long rest.

Ah Magic. Stargazer, Paladin of the Living is a 7-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-4 spell. Stargazer, Paladin of the Living can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 12).

Cantrips (at will): Chill Touch, Light, Spare the Dying

1st Level: Cure Wounds, Sanctuary

2nd Level: Misty Step, Spiritual Weapon

3rd Level: Lux Maxima*, Revivify, Witch Blast

4th Level: Banishment, Light Ghost*

Actions

Heart Sight. Stargazer, Paladin of the Living touches a creature and magically knows the creature's current emotional state. If the target fails a DC 12 Charisma saving throw, the Sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, Stargazer, Paladin of the Living 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 Stargazer, Paladin of the Living. A creature can benefit from only one Leadership die at a time. This effect ends if Stargazer, Paladin of the Living is incapacitated.

Stargazer, Apostle of Spirits

Tiny fey (sprite), neutral good

Armor Class: 16 (Studded leather)

Hit Point: 35 (10d4 +10)

Speed: 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	12 (+1)	14 (+2)	15 (+2)	13 (+1)

Skills: Perception +5, Stealth +10

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned, Unconscious

Senses Passive Perception +15

Languages Common, Elvish, Sylvan

Challenge 8 (3,900 XP)

Rea Points. Stargazer, Apostle of Spirits has 8 Rea points. It regains all spent Rea after a long rest.

Ah Magic. Stargazer, Apostle of Spirits is a 10-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-5 spell. Stargazer, Apostle of Spirits can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 12).

Cantrips (at will): Chill Touch, Light, Spare the Dying

1st Level: Cure Wounds, Sanctuary

2nd Level: Misty Step, Spiritual Weapon

3rd Level: Lux Maxima*, Revivify, Witch Blast

4th Level: Banishment, Light Ghost*

5th Level: Contact Other Plane, Raise Dead

Ghostly Shield. When casting a healing spell of 1st level or higher, if the target doesn't have a Ghostly Shield on it, Stargazer, Apostle of Spirits can simultaneously create a Ghostly Shield on its targets that lasts until she finishes a long rest. The shield has 20 hit points. Whenever the guarded creature takes damage, the shield takes the damage instead. If this damage reduces the shield to 0 hp, the creature takes any remaining damage.

Actions

Heart Sight. Stargazer, Apostle of Spirits touches a creature and magically knows the creature's current emotional state. If the target fails a DC 12 Charisma saving throw, the Sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, Stargazer, Apostle of Spirits 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 Stargazer, Apostle of Spirits. A creature can benefit from only one Leadership die at a time. This effect ends if Stargazer, Apostle of Spirits is incapacitated.

Stargazer, Saint of the Forest

Tiny fey (sprite), neutral good

Armor Class: 16 (Studded leather)

Hit Point: 45 (13d4 +13)

Speed: 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	12 (+1)	14 (+2)	15 (+2)	13 (+1)

Skills: Perception +6, Stealth +12

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned, Unconscious

Senses Passive Perception +16

Languages Common, Elvish, Sylvan

Challenge 11 (7,200 XP)

Rea Points. Stargazer, Saint of the Forest has 10 Rea points. It regains all spent Rea after a long rest.

Ah Magic. Stargazer, Saint of the Forest is a 13-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-7 spell. Stargazer, Saint of the Forest can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 13).

Cantrips (at will): Chill Touch, Light, Spare the Dying

1st Level: Cure Wounds, Sanctuary

2nd Level: Misty Step, Spiritual Weapon

3rd Level: Lux Maxima*, Revivify, Witch Blast

4th Level: Banishment, Light Ghost*

5th Level: Contact Other Plane, Raise Dead

6th Level: Heal, Moons Light*

7th Level: Etherealness, Regenerate

Ghostly Shield. When casting a healing spell of 1st level or higher, if the target doesn't have a Ghostly Shield on it, Stargazer, Saint of the Forest can simultaneously create a Ghostly Shield on its targets that lasts until she finishes a long rest. The shield has 26 hit points. Whenever the guarded creature takes damage, the shield takes the damage instead. If this damage reduces the shield to 0 hp, the creature takes any remaining damage.

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

Actions

Heart Sight. Stargazer, Saint of the Forest touches a creature and magically knows the creature's current emotional state. If the target fails a DC 13 Charisma saving throw, the Sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, Stargazer, Saint of the Forest 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 Stargazer, Saint of the Forest. A creature can benefit from only one Leadership die at a time. This effect ends if Stargazer, Saint of the Forest is incapacitated.

Stargazer, Walker of Dreams

Tiny fey (sprite), neutral good

Armor Class: 16 (Natural Armor)

Hit Point: 56 (16d4 +16)

Speed: 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	12 (+1)	14 (+2)	15 (+2)	13 (+1)

Skills: Perception +7, Stealth +14

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned, Unconscious

Senses Passive Perception +17

Languages Common, Elvish, Sylvan

Challenge 14 (11,500 XP)

Rea Points. Stargazer, Walker of Dreams has 11 Rea points. It regains all spent Rea after a long rest.

Ah Magic. Stargazer, Walker of Dreams is a 16-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-8 spell. Stargazer, Walker of Dreams can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 14).

Cantrips (at will): Chill Touch, Light, Spare the Dying

1st Level: Cure Wounds, Sanctuary

2nd Level: Misty Step, Spiritual Weapon

3rd Level: Lux Maxima*, Revivify, Witch Blast

4th Level: Banishment, Light Ghost*

5th Level: Contact Other Plane, Raise Dead

6th Level: Heal, Moons Light*

7th Level: Etherealness, Regenerate

8th Level: Demiplane, Invoke Ah Spirit*

Ghostly Shield. When casting a healing spell of 1st level or higher, if the target doesn't have a Ghostly Shield on it, Stargazer, Walker of Dreams can simultaneously create a Ghostly Shield on its targets that lasts until she finishes a long rest. The shield has 32 hit points. Whenever the guarded creature takes damage, the shield takes the damage instead.

If this damage reduces the shield to 0 hp, the creature takes any remaining damage.

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

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

Actions

Heart Sight. Stargazer, Walker of Dreams touches a creature and magically knows the creature's current emotional state. If the target fails a DC 14 Charisma saving throw, the Sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, Stargazer, Walker of Dreams 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 Stargazer, Walker of Dreams. A creature can benefit from only one Leadership die at a time. This effect ends if Stargazer, Walker of Dreams is incapacitated.

Legendary Actions

Stargazer, Walker of Dreams 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. Stargazer, Walker of Dreams regains spent legendary actions at the start of its turn.

Cantrip. Stargazer, Walker of Dreams casts a cantrip.

Invisibility. Stargazer, Walker of Dreams uses its Invisibility action.

Teleport (Costs 2 Actions). The Sprite magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Stargazer, Councilor of the Realms

Tiny fey (sprite), neutral good

Armor Class: 17 (Natural Armor)

Hit Point: 85 (19d4 +38)

Speed: 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	14 (+2)	16 (+3)	17 (+3)	15 (+2)

Skills: Perception +9, Stealth +16

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned, Unconscious

Senses Passive Perception +19

Languages Common, Elvish, Sylvan

Challenge 17 (18,000 XP)

Rea Points. Stargazer, Councilor of the Realms has 13 Rea points. It regains all spent Rea after a long rest.

Ah Magic. Stargazer, Councilor of the Realms is a 19-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-8 spell. Stargazer, Councilor of the Realms can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 16).

Cantrips (at will): Chill Touch, Light, Spare the Dying

1st Level: Cure Wounds, Sanctuary

2nd Level: Misty Step, Spiritual Weapon

3rd Level: Lux Maxima*, Revivify, Witch Blast

4th Level: Banishment, Light Ghost*

5th Level: Contact Other Plane, Raise Dead

6th Level: Heal, Moons Light*

7th Level: Etherealness, Regenerate

8th Level: Demiplane, Invoke Ah Spirit*

9th Level: Mass Heal, Gate

Ghostly Shield. When casting a healing spell of 1st level or higher, if the target doesn't have a Ghostly Shield on it, Stargazer, Councilor of the Realms can simultaneously create a Ghostly Shield on its targets that lasts until she finishes a long rest. The shield has 38 hit points. Whenever the guarded creature takes damage, the shield takes the damage instead. If this damage reduces the shield to 0 hp, the creature takes any remaining damage.

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

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

Actions

Heart Sight. Stargazer, Councilor of the Realms touches a creature and magically knows the creature's current emotional state. If the target fails a DC 16 Charisma saving throw, the Sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, Stargazer, Councilor of the Realms 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 Stargazer, Councilor of the Realms. A creature can benefit from only one Leadership die at a time. This effect ends if Stargazer, Councilor of the Realms is incapacitated.

Legendary Actions

Stargazer, Councilor of the Realms 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. Stargazer, Councilor of the Realms regains spent legendary actions at the start of its turn.

Cantrip. Stargazer, Councilor of the Realms casts a cantrip.

Invisibility. Stargazer, Councilor of the Realms uses its Invisibility action.

Teleport (Costs 2 Actions). The Sprite magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). Stargazer, Councilor of the Realms casts a spell from its list of spells, using a Rea Point as normal.

Alexa Olivewax, the Soldier

Tiny fey (sprite), neutral good

Armor Class: 16 (Studded leather)

Hit Point: 14 (4d4 +4)

Speed: 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	12 (+1)	14 (+2)	13 (+1)	11 (+0)

Skills: Perception +3, Stealth +8

Senses Passive Perception +13

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

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

Actions

Multiattack. Alexa Olivewax, the Soldier makes two ranged attacks.

Shortbow. Ranged Weapon Attack. +6 to hit, range 40/160 ft., one target. Hit: 8 (1d8+4) force damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Alexa Olivewax, the Brave

Tiny fey (sprite), neutral good

Armor Class: 17 (Studded leather)

Hit Point: 27 (6d4 +12)

Speed: 10 ft., Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	14 (+2)	14 (+2)	13 (+1)	13 (+1)

Skills: Perception +3, Stealth +9

Senses Passive Perception +13

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

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

Actions

Multiattack. Alexa Olivewax, the Brave makes two ranged attacks.

Shortbow. Ranged Weapon Attack. +7 to hit, range 40/160 ft., one target. Hit: 14 (2d8+5) force damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Alexa Olivewax, Bane of the Evil

Tiny fey (sprite), neutral good

Armor Class: 17 (Studded leather)

Hit Point: 40 (9d4 +18)

Speed: 10 ft., Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	14 (+2)	14 (+2)	13 (+1)	13 (+1)

Skills: Perception +4, Stealth +11

Senses Passive Perception +14

Languages Common, Elvish, Sylvan

Challenge 7 (2,900 XP)

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

Flyby. Alexa Olivewax, Bane of the Evil doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Multiattack. Alexa Olivewax, Bane of the Evil makes two ranged attacks.

Shortbow. Ranged Weapon Attack. +8 to hit, range 40/160 ft., one target. Hit: 23 (4d8+5) force damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Confusion (Recharge 4–6). Alexa Olivewax, Bane of the Evil points to a target creature at sight within 30 feet. The creature must succeed a Wisdom Saving Throw (DC 12). On a failed save, during the creature's next turn it uses all its Movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action that turn.

Alexa Olivewax, One with the Forest

Tiny fey (sprite), neutral good

Armor Class: 18 (Studded leather)

Hit Point: 54 (12d4 +24)

Speed: 10 ft., Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	22 (+6)	14 (+2)	14 (+2)	13 (+1)	13 (+1)

Skills: Perception +5, Stealth +14

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Senses Passive Perception +15

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

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

Flyby. Alexa Olivewax, One with the Forest doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Resistance (3/Day). If Alexa Olivewax, One with the Forest fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. Alexa Olivewax, One with the Forest makes two ranged attacks.

Shortbow. Ranged Weapon Attack. +10 to hit, range 40/160 ft., one target. Hit: 33 (6d8+6) force damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Confusion (Recharge 4-6). Alexa Olivewax, One with the Forest points to a target creature at sight within 30 feet. The creature must succeed a Wisdom Saving Throw (DC 13). On a failed save, during the creature's next turn it uses all its Movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action that turn.

Alexa Olivewax, Knight of Rebirth

Tiny fey (sprite), neutral good

Armor Class: 18 (Natural Armor)

Hit Point: 82 (15d4 +45)

Speed: 10 ft., Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	22 (+6)	16 (+3)	14 (+2)	13 (+1)	13 (+1)

Skills: Perception +6, Stealth +16

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Senses Passive Perception +16

Languages Common, Elvish, Sylvan

Challenge 13 (10,000 XP)

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

Flyby. Alexa Olivewax, Knight of Rebirth doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Resistance (3/Day). If Alexa Olivewax, Knight of Rebirth fails a saving throw, it can choose to succeed instead.

Cunning Action. Alexa Olivewax, Knight of Rebirth can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Actions

Multiattack. Alexa Olivewax, Knight of Rebirth makes two ranged attacks.

Shortbow. Ranged Weapon Attack: +11 to hit, range 40/160 ft., one target. Hit: 42 (8d8+6) force damage, If the target is

a creature, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Confusion (Recharge 4-6). Alexa Olivewax, Knight of Rebirth points to a target creature at sight within 30 feet. The creature must succeed a Wisdom Saving Throw (DC 14). On a failed save, during the creature's next turn it uses all its Movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action that turn.

Legendary Actions

Alexa Olivewax, Knight of Rebirth 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. Alexa Olivewax, Knight of Rebirth regains spent legendary actions at the start of its turn.

Detect. Alexa Olivewax, Knight of Rebirth makes a Wisdom (Perception) check.

Move. Alexa Olivewax, Knight of Rebirth moves up to its speed without provoking opportunity attacks.

Ranged Attack. Alexa Olivewax, Knight of Rebirth makes one ranged attack.

Alexa Olivewax, Paladin of the Realms

Tiny fey (sprite), neutral good

Armor Class: 19 (Natural Armor)

Hit Point: 99 (18d4 +54)

Speed: 10 ft., Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	24 (+7)	16 (+3)	14 (+2)	13 (+1)	15 (+2)

Skills: Perception +6, Stealth +17

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Senses Passive Perception +16

Languages Common, Elvish, Sylvan

Challenge 16 (15,000 XP)

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

Flyby. Alexa Olivewax, Paladin of the Realms doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Resistance (3/Day). If Alexa Olivewax, Paladin of the Realms fails a saving throw, it can choose to succeed instead.

Cunning Action. Alexa Olivewax, Paladin of the Realms can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Actions

Multiattack. Alexa Olivewax, Paladin of the Realms makes two ranged attacks.

Shortbow. Ranged Weapon Attack: +12 to hit, range 40/160 ft., one target. Hit: 52 (10d8+7) force damage. If the target is a creature, it must succeed on a DC 15 Constitution saving

throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Confusion (Recharge 4-6). Alexa Olivewax, Paladin of the Realms points to a target creature at sight within 30 feet. The creature must succeed a Wisdom Saving Throw (DC 15). On a failed save, during the creature's next turn it uses all its Movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action that turn.

Legendary Actions

Alexa Olivewax, Paladin of the Realms 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. Alexa Olivewax, Paladin of the Realms regains spent legendary actions at the start of its turn.

Detect. Alexa Olivewax, Paladin of the Realms makes a Wisdom (Perception) check.

Move. Alexa Olivewax, Paladin of the Realms moves up to its speed without provoking opportunity attacks.

Ranged Attack. Alexa Olivewax, Paladin of the Realms makes one ranged attack.

Teleport (Costs 2 Actions). The Sprite magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Attack of the Scaled Monster

Dire Pangolin

Large beast, any alignment

Armor Class: 15 (Natural Armor)

Hit Point: 110 (13d10 +39)

Speed: 25 ft., Burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	2 (-4)	6 (-2)	7 (-2)

Senses Passive Perception +8

Challenge 3 (700 XP)

Blood Frenzy. The dire pangolin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Multiattack. The dire pangolin makes two claw attacks.

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

Rolling Attack (Recharge 4-6). The dire pangolin curls up into a ball and careens forward 50 feet. Every creature on a 10-foot wide line must make a Dexterity Saving Throw (DC 13) taking 17 (5d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The dire pangolin gains a +5 bonus to its armor class until the beginning of its next turn.

Scaled Beast

Large beast, any alignment

Armor Class: 15 (Natural Armor)

Hit Point: 153 (18d10 +54)

Speed: 25 ft., Burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	2 (-4)	6 (-2)	7 (-2)

Senses Passive Perception +8

Challenge 6 (2,300 XP)

Blood Frenzy. The scaled beast has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

Actions

Multiattack. The scaled beast makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 13 (3d6+3) slashing damage

Rolling Attack (Recharge 4-6). The scaled beast curls up into a ball and careens forward 50 feet. Every creature on a 10-foot wide line must make a Dexterity Saving Throw (DC 14) taking 35 (10d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The scaled beast gains a +5 bonus to its armor class until the beginning of its next turn.

Scaled Behemoth

Huge beast, any alignment

Armor Class: 18 (Natural Armor)

Hit Point: 199 (19d12 +76)

Speed: 30 ft., Burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	2 (-4)	6 (-2)	7 (-2)

Senses Passive Perception +8

Challenge 9 (5,000 XP)

Blood Frenzy. The scaled behemoth has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

Magic Weapons. Weapon attacks made by the scaled behemoth are magical.

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

Actions

Multiattack. The scaled behemoth makes 2 claw attack and one bite attack.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (4d6+4) slashing damage

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 26 (4d10+4) piercing damage

Rolling Attack (Recharge 4-6). The scaled behemoth curls up into a ball and careens forward 50 feet. Every creature on a 10-foot wide line must make a Dexterity Saving Throw (DC 16) taking 49 (14d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The scaled behemoth gains a +5 bonus to its armor class until the beginning of its next turn.

Taintsnake, the mana seeker

Medium humanoid (elf), neutral evil

Armor Class: 18 (Studded leather, Shield)

Hit Point: 88 (16d8 +16)

Speed: 30 ft.

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

Skills: Stealth +10, Perception +3

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Condition Immunities Frightened

Senses Darkvision 60 ft., Passive Perception +13

Languages Common, Elvish

Challenge 6 (2,300 XP)

Nimble Escape. The taintsnake, the mana seeker can take the Disengage or Hide action as a bonus action on each of its turns.

Rea Points. The taintsnake, the mana seeker has 11 Rea points. It regains all spent Rea after a long rest.

Regeneration. As a bonus action, the taintsnake, the mana seeker can spend up to two Rea points, to heal 15 hit points for each Rea point spent this way.

Sneak Attack. Once per turn, the taintsnake, the mana seeker deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the taintsnake, the mana seeker that isn't incapacitated and the taintsnake, the mana seeker doesn't have disadvantage on the attack roll.

Actions

Life Drain. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 42 (7d10+4) necrotic damage. The Elf can spend one Rea point to force the target succeed on a DC 11 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Nixies' Refuge

General Leuconohre

Small fey (nixie), neutral

Armor Class: 15 (Leather Armor)

Hit Point: 103 (23d6 +23)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	13 (+1)	13 (+1)	14 (+2)	12 (+1)

Damage Immunities Lightning

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 3 (700 XP)

Amphibious. General Leuconohre can breathe air and water.

Underwater Camouflage. General Leuconohre has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Multiattack. General Leuconohre makes two melee or ranged attacks.

Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d6+4) Piercing damage.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) Piercing damage.

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

Leuconohre, Waterfist

Small fey (nixie), neutral

Armor Class: 16 (Natural Armor)

Hit Point: 71 (13d6 +26)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	21 (+5)	15 (+2)	13 (+1)	14 (+2)	12 (+1)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 5 (1,800 XP)

Amphibious. Leuconohre, Waterfist can breathe air and water.

Underwater Camouflage. Leuconohre, Waterfist has advantage on Dexterity (Stealth) checks made while underwater.

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

Actions

Multiattack. Leuconohre, Waterfist makes two melee or ranged attacks.

Water Whip. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 19 (4d8+1) slashing damage

Longbow. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. Hit: 9 (1d8+5) Piercing damage.

Leuconohre, Streamweaver

Small fey (nixie), neutral

Armor Class: 17 (Natural Armor)

Hit Point: 132 (24d6 +48)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	21 (+5)	15 (+2)	13 (+1)	14 (+2)	12 (+1)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 9 (5,000 XP)

Amphibious. Leuconohre, Streamweaver can breathe air and water.

Underwater Camouflage. Leuconohre, Streamweaver has advantage on Dexterity (Stealth) checks made while underwater.

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

Rea Points. Leuconohre, Streamweaver has 9 Rea points. It regains all spent Rea after a long rest.

Actions

Multiattack. Leuconohre, Streamweaver makes two melee or ranged attacks.

Water Whip. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 32 (7d8+1) slashing damage

Longbow. Ranged Weapon Attack: +9 to hit, range 150/600 ft., one target. Hit: 9 (1d8+5) Piercing damage.

Leuconohre, Rain Walker

Small fey (nixie), neutral

Armor Class: 18 (Natural Armor)

Hit Point: 192 (35d6 +70)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	23 (+6)	15 (+2)	13 (+1)	14 (+2)	12 (+1)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 13 (10,000 XP)

Amphibious. Leuconohre, Rain Walker can breathe air and water.

Underwater Camouflage. Leuconohre, Rain Walker has advantage on Dexterity (Stealth) checks made while underwater.

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

Rea Points. Leuconohre, Rain Walker has 13 Rea points. It regains all spent Rea after a long rest.

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

Actions

Multiattack. Leuconohre, Rain Walker makes two melee or ranged attacks.

Water Whip. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 41 (9d8+1) slashing damage

Longbow. Ranged Weapon Attack: +11 to hit, range 150/600 ft., one target. Hit: 10 (1d8+6) Piercing damage.

Leuconohre, Jungle Conqueror

Small fey (nixie), neutral

Armor Class: 20 (Natural Armor)

Hit Point: 253 (39d6 +117)

Speed: 30 ft., Burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	25 (+7)	17 (+3)	13 (+1)	14 (+2)	12 (+1)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 17 (18,000 XP)

Amphibious. Leuconohre, Jungle Conqueror can breathe air and water.

Underwater Camouflage. Leuconohre, Jungle Conqueror has advantage on Dexterity (Stealth) checks made while underwater.

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

Rea Points. Leuconohre, Jungle Conqueror has 17 Rea points. It regains all spent Rea after a long rest.

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

Aggressive. As a bonus action, Leuconohre, Jungle Conqueror can move up to its speed toward a hostile creature that it can

see.

Cunning Action. Leuconohre, Jungle Conqueror can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Actions

Multiattack. Leuconohre, Jungle Conqueror makes two melee or ranged attacks.

Water Whip. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 55 (12d8+1) slashing damage

Longbow. Ranged Weapon Attack: +13 to hit, range 150/600 ft., one target. Hit: 11 (1d8+7) Piercing damage.

Legendary Actions

Leuconohre, Jungle Conqueror 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. Leuconohre, Jungle Conqueror regains spent legendary actions at the start of its turn.

Detect. Leuconohre, Jungle Conqueror makes a Wisdom (Perception) check.

Move. Leuconohre, Jungle Conqueror moves up to its speed without provoking opportunity attacks.

Longbow. Leuconohre, Jungle Conqueror makes one attack with its Longbow.

Leuconohre, Tempest King

Small fey (nixie), neutral

Armor Class: 22 (Natural Armor)

Hit Point: 285 (38d6 +152)

Speed: 30 ft., Burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	27 (+8)	19 (+4)	15 (+2)	16 (+3)	14 (+2)

Damage Resistances Bludgeoning, Piercing, Slashing

Damage Immunities Lightning, Thunder, Cold

Condition Immunities Charmed, Exhaustion

Senses Passive Perception +13

Languages Aquan, Sylvan

Challenge 19 (22,000 XP)

Amphibious. Leuconohre, Tempest King can breathe air and water.

Underwater Camouflage. Leuconohre, Tempest King has advantage on Dexterity (Stealth) checks made while underwater.

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

Rea Points. Leuconohre, Tempest King has 19 Rea points. It regains all spent Rea after a long rest.

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

Aggressive. As a bonus action, Leuconohre, Tempest King can move up to its speed toward a hostile creature that it can see.

Cunning Action. Leuconohre, Tempest King can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Actions

Multiattack. Leuconohre, Tempest King makes three Water Whip attacks or three ranged attacks.

Water Whip. Melee Weapon Attack. +8 to hit, reach 10 ft., one target. Hit: 60 (13d8+2) slashing damage

Longbow. Ranged Weapon Attack. +14 to hit, range 150/600 ft., one target. Hit: 12 (1d8+8) Piercing damage.

Legendary Actions

Leuconohre, Tempest King 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. Leuconohre, Tempest King regains spent legendary actions at the start of its turn.

Detect. Leuconohre, Tempest King makes a Wisdom (Perception) check.

Move. Leuconohre, Tempest King moves up to its speed without provoking opportunity attacks.

Longbow. Leuconohre, Tempest King makes one attack with its Longbow.

Water Whip. Leuconohre, Tempest King makes one Water Whip attack.

Aeden of the Shark

Small fey (nixie), neutral

Armor Class: 15 (Leather Armor)

Hit Point: 71 (13d6 +26)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	15 (+2)	13 (+1)	14 (+2)	12 (+1)

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 1 (200 XP)

Amphibious. Aeden of the Shark can breathe air and water.

Underwater Camouflage. Aeden of the Shark has advantage on Dexterity (Stealth) checks made while underwater.

Aggressive. As a bonus action, Aeden of the Shark can move up to its speed toward a hostile creature that it can see.

Actions

Shortbow. *Ranged Weapon Attack.* +6 to hit, range 80/320 ft., one target. Hit: 7 (1d6+4) Piercing damage.

Shortsword. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) Piercing damage.

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

Aeden of the Thunder

Small fey (nixie), neutral

Armor Class: 15 (Leather Armor)

Hit Point: 88 (16d6 +32)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	15 (+2)	13 (+1)	14 (+2)	12 (+1)

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 3 (700 XP)

Amphibious. Aeden of the Thunder can breathe air and water.

Underwater Camouflage. Aeden of the Thunder has advantage on Dexterity (Stealth) checks made while underwater.

Aggressive. As a bonus action, Aeden of the Thunder can move up to its speed toward a hostile creature that it can see.

Actions

Harpoon. *Ranged Weapon Attack.* +6 to hit, range 20/60 ft., one target. Hit: 21 (5d6+4) piercing damage. If the target is a Medium or smaller creature, it must succeed on a Strength contest against Aeden of the Thunder or be pulled up to 20 feet toward it.

Shortbow. *Ranged Weapon Attack.* +6 to hit, range 80/320 ft., one target. Hit: 7 (1d6+4) Piercing damage.

Shortsword. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) Piercing damage.

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

Aeden of the Storm

Small fey (nixie), neutral

Armor Class: 16 (Leather Armor)

Hit Point: 117 (18d6 +54)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	21 (+5)	17 (+3)	13 (+1)	14 (+2)	12 (+1)

Damage Immunities Lightning, Thunder

Condition Immunities Charmed

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 6 (2,300 XP)

Amphibious. Aeden of the Storm can breathe air and water.

Underwater Camouflage. Aeden of the Storm has advantage on Dexterity (Stealth) checks made while underwater.

Aggressive. As a bonus action, Aeden of the Storm can move up to its speed toward a hostile creature that it can see.

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

Actions

Multiattack. Aeden of the Storm makes one Harpoon attack and one melee attack.

Harpoon. *Ranged Weapon Attack.* +8 to hit, range 20/60 ft., one target. Hit: 40 (10d6+5) piercing damage. If the target is a Medium or smaller creature, it must succeed on a Strength contest against Aeden of the Storm or be pulled up to 20 feet toward it.

Shortbow. *Ranged Weapon Attack.* +8 to hit, range 80/320 ft., one target. Hit: 8 (1d6+5) Piercing damage.

Shortsword. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. Hit: 8 (1d6+5) Piercing damage.

Javelin. *Ranged Weapon Attack.* +8 to hit, range 30/120 ft., one target. Hit: 8 (1d6+5) Piercing damage.

Aeden of the Deep

Small fey (nixie), neutral

Armor Class: 16 (Natural Armor)

Hit Point: 162 (25d6 +75)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	21 (+5)	17 (+3)	13 (+1)	14 (+2)	12 (+1)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning, Thunder

Condition Immunities Charmed

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 9 (5,000 XP)

Amphibious. Aeden of the Deep can breathe air and water.

Underwater Camouflage. Aeden of the Deep has advantage on Dexterity (Stealth) checks made while underwater.

Aggressive. As a bonus action, Aeden of the Deep can move up to its speed toward a hostile creature that it can see.

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

Actions

Multiattack. Aeden of the Deep makes one Harpoon attack and one melee attack.

Harpoon. Ranged Weapon Attack. +9 to hit, range 20/60 ft., one target. Hit: 57 (15d6+5) piercing damage. If the target is a Medium or smaller creature, it must succeed on a Strength contest against Aeden of the Deep or be pulled up to 20 feet toward it.

Javelin. Ranged Weapon Attack. +9 to hit, range 30/120 ft., one target. Hit: 19 (4d6+5) piercing damage, plus 13 (3d8) poison damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

Shortsword. Melee Weapon Attack. +9 to hit, reach 5 ft., one target. Hit: 8 (1d6+5) Piercing damage.

Reactions

Retaliation. When Aeden of the Deep takes damage from a creature that is within 5 feet of you, it can use its reaction to make a melee weapon attack against that creature.

Aeden of the Leviathan

Small fey (nixie), neutral

Armor Class: 17 (Natural Armor)

Hit Point: 208 (32d6 +96)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	21 (+5)	17 (+3)	13 (+1)	14 (+2)	12 (+1)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning, Thunder

Condition Immunities Charmed

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 12 (8,400 XP)

Amphibious. Aeden of the Leviathan can breathe air and water.

Underwater Camouflage. Aeden of the Leviathan has advantage on Dexterity (Stealth) checks made while underwater.

Aggressive. As a bonus action, Aeden of the Leviathan can move up to its speed toward a hostile creature that it can see.

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

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

Actions

Multiattack. Aeden of the Leviathan makes one Harpoon attack and one melee attack.

Harpoon. Ranged Weapon Attack. +9 to hit, range 20/60 ft., one target. Hit: 75 (20d6+5) piercing damage. If the target is a Medium or smaller creature, it must succeed on a Strength contest against Aeden of the Leviathan or be pulled up to 20 feet toward it.

Javelin. Ranged Weapon Attack. +9 to hit, range 30/120 ft., one target. Hit: 26 (6d6+5) piercing damage, plus 18 (4d8) poison damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

Shortsword. Melee Weapon Attack. +9 to hit, reach 5 ft., one target. Hit: 8 (1d6+5) Piercing damage.

Reactions

Retaliation. When Aeden of the Leviathan takes damage from a creature that is within 5 feet of you, it can use its reaction to make a melee weapon attack against that creature.

Aeden of the Dark One

Small fey (nixie), neutral

Armor Class: 18 (Natural Armor)

Hit Point: 270 (36d6 +144)

Speed: 30 ft., Burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	23 (+6)	19 (+4)	13 (+1)	14 (+2)	12 (+1)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning, Thunder

Condition Immunities Charmed

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 15 (13,000 XP)

Amphibious. Aeden of the Dark One can breathe air and water.

Underwater Camouflage. Aeden of the Dark One has advantage on Dexterity (Stealth) checks made while underwater.

Aggressive. As a bonus action, Aeden of the Dark One can move up to its speed toward a hostile creature that it can see.

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

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

Cunning Action. Aeden of the Dark One can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Actions

Multiattack. Aeden of the Dark One makes one Harpoon attack and one melee attack.

Harpoon. Ranged Weapon Attack. +11 to hit, range 20/60 ft., one target. Hit: 93 (25d6+6) piercing damage. If the target is a Medium or smaller creature, it must succeed on a Strength contest against Aeden of the Dark One or be pulled up to 20 feet toward it.

Javelin. Ranged Weapon Attack. +11 to hit, range 30/120 ft., one target. Hit: 30 (7d6+6) piercing damage, plus 22 (5d8) poison damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute.

Shortsword. Melee Weapon Attack. +11 to hit, reach 5 ft., one target. Hit: 9 (1d6+6) Piercing damage.

Reactions

Retaliation. When Aeden of the Dark One takes damage from a creature that is within 5 feet of you, it can use its reaction to make a melee weapon attack against that creature.

Legendary Actions

Aeden of the Dark One 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. Aeden of the Dark One regains spent legendary actions at the start of its turn.

Move. Aeden of the Dark One moves up to its speed without provoking opportunity attacks.

Ranged Attack. Aeden of the Dark One makes one ranged attack.

Dahlia Spark

Small fey (nixie), neutral

Armor Class: 15 (Leather Armor)

Hit Point: 22 (4d6 +8)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	14 (+2)	14 (+2)	15 (+2)	14 (+2)

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 2 (450 XP)

Amphibious. Dahlia Spark can breathe air and water.

Underwater Camouflage. Dahlia Spark has advantage on Dexterity (Stealth) checks made while underwater.

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

Rea Points. Dahlia Spark has 5 Rea points. It regains all spent Rea after a long rest.

Aquah Magic. Dahlia Spark is a 4-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-2 spell. Dahlia Spark can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 12).

Cantrips (at will): Chill Touch, Minor Illusion, Ray of Frost

1st Level: Create or Destroy Water, Water Expulsion*

2nd Level: Gust of Wind, Water Steed*

Actions

Water Whip. *Melee Weapon Attack.* +4 to hit, reach 10 ft., one target. Hit: 11 (2d8+2) slashing damage

Dahlia, Lightning Caller

Small fey (nixie), neutral

Armor Class: 15 (Leather Armor)

Hit Point: 44 (8d6 +16)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	14 (+2)	15 (+2)	15 (+2)	15 (+2)

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 5 (1,800 XP)

Amphibious. Dahlia, Lightning Caller can breathe air and water.

Underwater Camouflage. Dahlia, Lightning Caller has advantage on Dexterity (Stealth) checks made while underwater.

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

Rea Points. Dahlia, Lightning Caller has 7 Rea points. It regains all spent Rea after a long rest.

Aquah Magic. Dahlia, Lightning Caller is a 8-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-4 spell. Dahlia, Lightning Caller can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 13).

Cantrips (at will): Chill Touch, Minor Illusion, Ray of Frost

1st Level: Create or Destroy Water, Water Expulsion*

2nd Level: Gust of Wind, Water Steed*

3rd Level: Call Lightning, Water Breathing, Witch Blast

4th Level: Releasus Krakenis*, Ice Storm

Actions

Water Whip. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. Hit: 20 (4d8+2) slashing damage

Dahlia, Storm Tamer

Small fey (nixie), neutral

Armor Class: 15 (Leather Armor)

Hit Point: 71 (13d6 +26)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	14 (+2)	15 (+2)	15 (+2)	15 (+2)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning, Cold, Thunder

Condition Immunities Charmed

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 9 (5,000 XP)

Amphibious. Dahlia, Storm Tamer can breathe air and water.

Underwater Camouflage. Dahlia, Storm Tamer has advantage on Dexterity (Stealth) checks made while underwater.

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

Rea Points. Dahlia, Storm Tamer has 10 Rea points. It regains all spent Rea after a long rest.

Aquah Magic. Dahlia, Storm Tamer is a 13-level spellcaster, and can expend one Rea point to cast one of the following spells

as a level-7 spell. Dahlia, Storm Tamer can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 14).

Cantrips (at will): Chill Touch, Minor Illusion, Ray of Frost

1st Level: Create or Destroy Water, Water Expulsion*

2nd Level: Gust of Wind, Water Steed*

3rd Level: Call Lightning, Water Breathing, Witch Blast

4th Level: Releasus Krakenis*, Ice Storm

5th Level: Cone of Cold, Conjure Water Elemental*

6th Level: Mass Suggestion, Wall of Ice

7th Level: Magnificent Mansion, Sword of the Lake*

Rea Enhanced: Empowered Spell. When Dahlia, Storm Tamer rolls damage for a spell, it can spend 1 Rea point to reroll any number of the damage dice. Dahlia, Storm Tamer must use the new rolls.

Dahlia, Storm Tamer can use Empowered Spell even if it have already used a different Metamagic option during the casting of the spell.

Actions

Water Whip. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 29 (6d8+2) slashing damage

Dahlia, who faced the Titans

Small fey (nixie), neutral

Armor Class: 15 (Leather Armor)

Hit Point: 82 (15d6 +30)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	14 (+2)	15 (+2)	15 (+2)	17 (+3)

Damage Resistances Bludgeoning, Piercing, Slashing

Damage Immunities Lightning, Cold, Thunder

Condition Immunities Charmed

Senses Passive Perception +12

Languages Aquan, Sylvan

Challenge 13 (10,000 XP)

Amphibious. Dahlia, who faced the Titans can breathe air and water.

Underwater Camouflage. Dahlia, who faced the Titans has advantage on Dexterity (Stealth) checks made while underwater.

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

Rea Points. Dahlia, who faced the Titans has 11 Rea points. It regains all spent Rea after a long rest.

Aquah Magic. Dahlia, who faced the Titans is a 15-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-8 spell. Dahlia, who faced the Titans

can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 16).

Cantrips (at will): Chill Touch, Minor Illusion, Ray of Frost

1st Level: Create or Destroy Water, Water Expulsion*

2nd Level: Gust of Wind, Water Steed*

3rd Level: Call Lightning, Water Breathing, Witch Blast

4th Level: Releasus Krakenis*, Ice Storm

5th Level: Cone of Cold, Conjure Water Elemental*

6th Level: Mass Suggestion, Wall of Ice

7th Level: Magnificent Mansion, Sword of the Lake*

8th Level: Control Weather, Deep Dark Ocean*

Rea Enhanced: Empowered Spell. When Dahlia, who faced the Titans rolls damage for a spell, it can spend 1 Rea point to reroll any number of the damage dice. Dahlia, who faced the Titans must use the new rolls.

Dahlia, who faced the Titans can use Empowered Spell even if it have already used a different Metamagic option during the casting of the spell.

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

Actions

Water Whip. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 43 (9d8+3) slashing damage

Dahlia, who defeated the Thunder

Small fey (nixie), neutral

Armor Class: 16 (Natural Armor)

Hit Point: 93 (17d6 +34)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	21 (+5)	15 (+2)	16 (+3)	16 (+3)	18 (+4)

Damage Resistances Bludgeoning, Piercing, Slashing

Damage Immunities Lightning, Cold, Thunder

Condition Immunities Charmed

Senses Passive Perception +13

Languages Aquan, Sylvan

Challenge 16 (15,000 XP)

Amphibious. Dahlia, who defeated the Thunder can breathe air and water.

Underwater Camouflage. Dahlia, who defeated the Thunder has advantage on Dexterity (Stealth) checks made while underwater.

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

Rea Points. Dahlia, who defeated the Thunder has 12 Rea points. It regains all spent Rea after a long rest.

Aquah Magic. Dahlia, who defeated the Thunder is a 17-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-8 spell. Dahlia, who defeated the Thunder can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 17).

Cantrips (at will): Chill Touch, Minor Illusion, Ray of Frost

1st Level: Create or Destroy Water, Water Expulsion*

2nd Level: Gust of Wind, Water Steed*

3rd Level: Call Lightning, Water Breathing, Witch Blast

4th Level: Releasus Krakenis*, Ice Storm

5th Level: Cone of Cold, Conjure Water Elemental*

6th Level: Mass Suggestion, Wall of Ice

7th Level: Magnificent Mansion, Sword of the Lake*

8th Level: Control Weather, Deep Dark Ocean*

9th Level: Imprisonment, Storm of Vengeance

Rea Enhanced: Empowered Spell. When Dahlia, who defeated the Thunder rolls damage for a spell, it can spend 1 Rea point to reroll any number of the damage dice. Dahlia, who defeated the Thunder must use the new rolls.

Dahlia, who defeated the Thunder can use Empowered Spell even if it have already used a different Metamagic option during the casting of the spell.

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

Actions

Water Whip. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. Hit: 53 (11d8+4) slashing damage

Legendary Actions

Dahlia, who defeated the Thunder 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. Dahlia, who defeated the Thunder regains spent legendary actions at the start of its turn.

Cantrip. Dahlia, who defeated the Thunder casts a cantrip.

Teleport (Costs 2 Actions). The Nixie magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). Dahlia, who defeated the Thunder casts a spell from its list of spells, using a Rea Point as normal.

Dahlia, from her Remains

Small undead (nixie), neutral

Armor Class: 16 (Natural Armor)

Hit Point: 341 (62d6 +124)

Speed: 25 ft., Swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	21 (+5)	15 (+2)	16 (+3)	16 (+3)	18 (+4)

Damage Resistances Bludgeoning, Piercing, Slashing

Damage Immunities Lightning, Cold, Thunder

Condition Immunities Charmed

Senses Passive Perception +13

Languages Aquan, Sylvan

Challenge 19 (22,000 XP)

Amphibious. Dahlia, from her Remains can breathe air and water.

Underwater Camouflage. Dahlia, from her Remains has advantage on Dexterity (Stealth) checks made while underwater.

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

Rea Points. Dahlia, from her Remains has 34 Rea points. It regains all spent Rea after a long rest.

Aquah Magic. Dahlia, from her Remains is a 62-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-8 spell. Dahlia, from her Remains can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 18).

Cantrips (at will): Chill Touch, Minor Illusion, Ray of Frost

1st Level: Create or Destroy Water, Water Expulsion*

2nd Level: Gust of Wind, Water Steed*

3rd Level: Call Lightning, Water Breathing, Witch Blast

4th Level: Releasus Krakenis*, Ice Storm

5th Level: Cone of Cold, Conjure Water Elemental*

6th Level: Mass Suggestion, Wall of Ice

7th Level: Magnificent Mansion, Sword of the Lake*

8th Level: Control Weather, Deep Dark Ocean*

9th Level: Imprisonment, Storm of Vengeance

Rea Enhanced: Empowered Spell. When Dahlia, from her Remains rolls damage for a spell, it can spend 1 Rea point to reroll any number of the damage dice. Dahlia, from her Remains must use the new rolls.

Dahlia, from her Remains can use Empowered Spell even if it have already used a different Metamagic option during the casting of the spell.

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

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

Thunderstorm. Dahlia, from her Remains is magically surrounded all the time by a thunderstorm that covers a 30 feet radius area around it. Any creature starting its turn inside the area of the thunderstorm must succeed a Dexterity saving throw (DC 17) or take 1d10 lightning damage. Dahlia, from her Remains is immune to this damage.

Actions

Water Whip. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 62 (13d8+4) slashing damage

Lightning Storm. Dahlia, from her Remains magically creates three bolts of lightning, each of which can strike a target Dahlia, from her Remains can see within 120 feet of it. A target must make a DC 16 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Dahlia, from her Remains 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. Dahlia, from her Remains regains spent legendary actions at the start of its turn.

Cantrip. Dahlia, from her Remains casts a cantrip.

Teleport (Costs 2 Actions). The Nixie magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). Dahlia, from her Remains casts a spell from its list of spells, using a Rea Point as normal.

Attack of the winged beast

Feather Demon

Medium humanoid, any alignment

Armor Class: 19 (Natural Armor, Shield)

Hit Point: 97 (13d8 +39)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	16 (+3)	14 (+2)	21 (+5)	14 (+2)

Saving Throws STR +4, CON +7, WIS +9, CHA +6

Skills: Animal Handling +9, Perception +9

Damage Resistances Cold, Fire, Lightning, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception +19

Languages Abyssal, Telepathy 120 ft.

Challenge 10 (5,900 XP)

Spellcasting. The feather demon is a 13-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:
Cantrips (at will): control flames, create bonfire, druidcraft, thorn whip

1st level (4 slots): cure wounds, entangle, faerie fire, speak with animals

2nd level (3 slots): animal messenger, beast sense, flaming sphere, hold person

3rd level (3 slots): call lightning, conjure animals, dispel magic, meld into stone

4th level (3 slots): dominate beast, locate creature, polymorph, wall of fire

5th level (3 slots): conjure elemental, mass cure wounds, wrath of nature

6th level (2 slots): sunbeam, transport via plants, wall of thorns

7th level (2 slots): fire storm, plane shift

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

Actions

Javelin. *Ranged Weapon Attack.* +8 to hit, range 30/120 ft., one target. Hit: 7 (1d6+4) Piercing damage.

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

Dire Axe Beak

Large beast, unaligned

Armor Class: 11

Hit Point: 91 (14d10 +14)

Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses Passive Perception +10

Challenge 2 (450 XP)

Actions

Beak. *Melee Weapon Attack.* +4 to hit, reach 10 ft., one target. Hit: 15 (3d8+2) piercing damage

Fiend Beak

Large beast, chaotic evil

Armor Class: 14 (Natural Armor)

Hit Point: 135 (18d10 +36)

Speed: 50 ft.

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

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Poisoned

Senses Passive Perception +11

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the fiend beak can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack. The fiend beak makes two Beak attacks.

Beak. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. Hit: 34 (7d8+3) piercing damage

Feather Shaman

Medium humanoid, any alignment

Armor Class: 17 (Studded leather, Shield)

Hit Point: 58 (9d8 +18)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	14 (+2)	12 (+1)	19 (+4)	12 (+1)

Saving Throws INT +4, WIS +7

Skills: Animal Handling +7, Perception +7

Senses Darkvision 60 ft., Passive Perception +17

Languages Common, Druidic, Draconic, Sylvan

Challenge 6 (2,300 XP)

Spellcasting. The feather shaman is a 9-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): control flames, create bonfire, druidcraft, thorn whip

1st level (4 slots): cure wounds, entangle, faerie fire, speak with animals

2nd level (3 slots): animal messenger, beast sense, flaming sphere, hold person

3rd level (3 slots): call lightning, conjure animals, dispel magic, meld into stone

4th level (3 slots): dominate beast, locate creature, polymorph, wall of fire

5th level (3 slots): conjure elemental, mass cure wounds, wrath of nature

Actions

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

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

The Ancient Terror

Glabrezu Troop

Large fiend (demon), chaotic evil

Armor Class: 16 (Natural Armor)

Hit Point: 76 (8d10 +32)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	19 (+4)	17 (+3)	15 (+2)	14 (+2)

Saving Throws STR +6, CON +6, WIS +4, CHA +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception +12

Languages Abyssal, Telepathy 120 ft.

Challenge 3 (700 XP)

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

Actions

Multiattack. The glabrezu troop makes two attacks: one with its pincers and one with its fists.

Pincer. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 15 (2d10+4) bludgeoning damage If the target is a Medium or smaller creature, it is grappled (escape DC 14). The glabrezu troop has two pincers, each of which can grapple only one target.

Fist. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 9 (2d4+4) bludgeoning damage

Glabrezu Minor

Large fiend (demon), chaotic evil

Armor Class: 16 (Natural Armor)

Hit Point: 95 (10d10 +40)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	19 (+4)	17 (+3)	15 (+2)	14 (+2)

Saving Throws STR +7, CON +7, WIS +5, CHA +5

Damage Resistances Cold, Fire, Lightning, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception +12

Languages Abyssal, Telepathy 120 ft.

Challenge 5 (1,800 XP)

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

Actions

Multiattack. The glabrezu minor makes two attacks: one with its pincers and one with its fists.

Pincer. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 20 (3d10+4) bludgeoning damage If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu minor has two pincers, each of which can grapple only one target.

Fist. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 14 (4d4+4) bludgeoning damage

Glabrezu

Large fiend (demon), chaotic evil

Armor Class: 17 (Natural Armor)

Hit Point: 157 (15d10 +75)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Saving Throws STR +9, CON +9, WIS +7, CHA +7

Damage Resistances Cold, Fire, Lightning, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception +13

Languages Abyssal, Telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

At will: darkness, detect magic, dispel magic

1/day each: confusion, fly, power word stun

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

Actions

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. Hit: 16 (2d10+5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). The glabrezu has two pincers, each of which can grapple only one target.

Fist. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. Hit: 7 (1d4+5) bludgeoning damage

Rea Touched Glabrezu

Large fiend (demon), chaotic evil

Armor Class: 17 (Natural Armor)

Hit Point: 210 (20d10 +100)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Saving Throws STR +10, CON +10, WIS +8, CHA +8

Damage Resistances Cold, Fire, Lightning, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception +13

Languages Abyssal, Telepathy 120 ft.

Challenge 13 (10,000 XP)

Innate Spellcasting. The rea touched glabrezu's spellcasting ability is Intelligence (spell save DC 17). The rea touched glabrezu can innately cast the following spells, requiring no material components:

At will: darkness, detect magic, dispel magic

1/day each: confusion, fly, power word stun

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

Rea Points. The rea touched glabrezu has 7 Rea points. It regains all spent Rea after a long rest.

Regeneration. As a bonus action, the rea touched glabrezu can spend up to two Rea points, to heal 15 hit points for each Rea point spent this way.

Magic Fist. When the rea touched glabrezu scores a critical hit with a melee weapon attack, it can choose to spend two Rea points. If it does, it causes a magical explosion that deals 35 (10d6) necrotic damage to the target.

Actions

Multiattack. The rea touched glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer. Melee Weapon Attack. +10 to hit, reach 10 ft., one target. Hit: 21 (3d10+5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18). The rea touched glabrezu has two pincers, each of which can grapple only one target.

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

Spectral screamer Glabrezu

Large fiend (demon), chaotic evil

Armor Class: 17 (Natural Armor)

Hit Point: 315 (30d10 +150)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Saving Throws STR +11, CON +11, WIS +9, CHA +9

Damage Resistances Cold, Fire, Lightning, Bludgeoning,

Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception +13

Languages Abyssal, Telepathy 120 ft.

Challenge 17 (18,000 XP)

Innate Spellcasting. The spectral screamer glabrezu's spellcasting ability is Intelligence (spell save DC 18). The spectral screamer glabrezu can innately cast the following spells, requiring no material components:

At will: darkness, detect magic, dispel magic

1/day each: confusion, fly, power word stun

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

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

Actions

Multiattack. The spectral screamer glabrezu makes four attacks: two with its pincers and two with its fists.

Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer. Melee Weapon Attack. +11 to hit, reach 10 ft., one target. Hit: 27 (4d10+5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 19).

The spectral screamer glabrezu has two pincers, each of which can grapple only one target.

Fist. Melee Weapon Attack. +11 to hit, reach 10 ft., one target. Hit: 12 (3d4+5) bludgeoning damage

Legendary Actions

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

Cantrip. The spectral screamer glabrezu casts a cantrip.

Spectral Scream (Costs 2 Actions). The spectral screamer glabrezu yells an spectral scream. All other creatures within 30 feet of it that can hear it must make a DC 19 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 42 (12d6) psychic damage.

Cast a Spell (Costs 3 Actions). The spectral screamer glabrezu casts a spell from its list of prepared spells, using a spell slot as normal.

Eternal Glabrezu

Huge fiend (demon), chaotic evil

Armor Class: 20 (Natural Armor)

Hit Point: 362 (29d12 +174)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	23 (+6)	21 (+5)	19 (+4)	18 (+4)

Saving Throws STR +12, CON +12, WIS +10, CHA +10

Damage Resistances Cold, Fire, Lightning, Bludgeoning,

Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception +14

Languages Abyssal, Telepathy 120 ft.

Challenge 20 (25,000 XP)

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

At will: darkness, detect magic, dispel magic

1/day each: confusion, fly, power word stun

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

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

Regeneration. The eternal glabrezu regains 40 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the eternal glabrezu takes radiant damage or damage from holy water, this trait doesn't function at the start of the eternal glabrezu's next turn.

Actions

Multiattack. The eternal glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer. Melee Weapon Attack. +12 to hit, reach 10 ft., one target. Hit: 33 (5d10+6) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 20). The eternal glabrezu has two pincers, each of which can grapple only one target.

Fist. Melee Weapon Attack. +12 to hit, reach 10 ft., one target. Hit: 13 (3d4+6) bludgeoning damage

Legendary Actions

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

Cantrip. The eternal glabrezu casts a cantrip.

Spectral Scream (Costs 2 Actions). The eternal glabrezu yells an spectral scream. All other creatures within 30 feet of it that can hear it must make a DC 20 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 52 (15d6) psychic damage.

Cast a Spell (Costs 3 Actions). The eternal glabrezu casts a spell from its list of prepared spells, using a spell slot as normal.

Teleport (Costs 2 Actions). The Demon magically teleports, along with any equipment it is wearing or carrying, and any creature it's grappling, up to 120 feet to an unoccupied space it can see.



APPENDIX II

Magic Items



Mask of the Elements

(requires attunement)

When you attune to this mask, you choose Fire, Cold, Lightning or Acid. You can change the chosen element after a long rest. While wearing this mask, it grants you different abilities depending on its rarity. Abilities are cumulative.

Name	Rarity	Attributes
Mask of the Elements	Common	You have resistance to the chosen element.
Greater Mask of the Elements	Uncommon	2/day: You can use an action to cast the <i>conjure minor elementals</i> spell as a 4th level spell.
Superior Mask of the Elements	Rare	You are immune to the chosen element, and have resistance to the other three.
Supreme Mask of the Elements	Very rare	2/day: You can use an action to cast the <i>conjure elemental</i> spell as a 6th level spell.
Legendary Mask of the Elements	Legendary	1/day: You can use an action to cast the <i>plane shift</i> spell, but only to transport yourself and willing creatures to an elemental plane. After using this ability, you can use it again the same day, but only to transport the target or targets back to their original plane.

Mask of the Mind

(requires attunement)

While wearing this mask, it grants you different abilities depending on its rarity. Abilities are cumulative.

Name	Rarity	Attributes
Mask of the Mind	Common	You have advantage on Intelligence saving throws.
Greater Mask of the Mind	Uncommon	You have advantage on Wisdom saving throws.
Superior Mask of the Mind	Rare	3/day: You can use an action to cast the <i>detect thoughts</i> spell (save DC 17).
Supreme Mask of the Mind	Very rare	2/day: You can use an action to cast the <i>tongues</i> spell.
Legendary Mask of the Mind	Legendary	1/day: You can use an action to cast the <i>true seeing</i> spell.

Mask of Youth

(requires attunement)

While wearing this mask, it grants you different abilities depending on its rarity. Abilities are cumulative.

Name	Rarity	Attributes
Mask of Youth	Common	You are immune to effects of exhaustion.
Greater Mask of Youth	Uncommon	You are immune to damage or effects from diseases or poison.
Superior Mask of Youth	Rare	3/day: You can use an action to cast the <i>cure wounds</i> spell as a 4th level spell.
Supreme Mask of Youth	Very rare	2/day: You can use an action to cast the <i>lesser restoration</i> spell. Also, while attuned to this mask, you are immune to effects of aging and you won't die of old age.
Legendary Mask of Youth	Legendary	1/day: You can use an action to cast the <i>mass cure wounds</i> spell as a 6th level spell.

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Xacur is a freelancer programmer. Among his hobbies are playing role-playing games and video games. In his spare time he writes supplements for the world's greatest role-playing game and he publishes on DM's Guild, and creates indie video games for some game jams. For more than 20 years, role-playing games have been a very important part of his life.

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Welcome to the Forest of Fairies

This is the longest adventure I have written so far for the world of Hereva. Other previous works include the **Witchcraft: Magic of Hereva** supplement to create characters of the Witch of Hereva class; **Tooth and Nail: Creatures of Hereva**, which includes a variety of monsters and characters from this world; among others.

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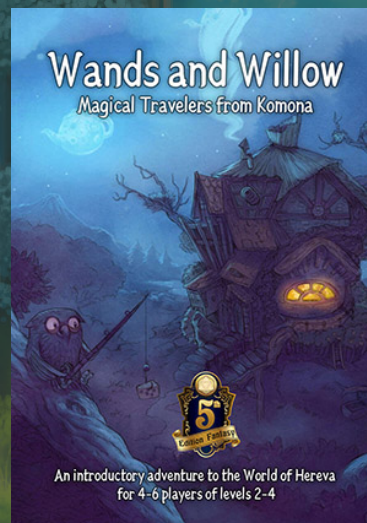
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